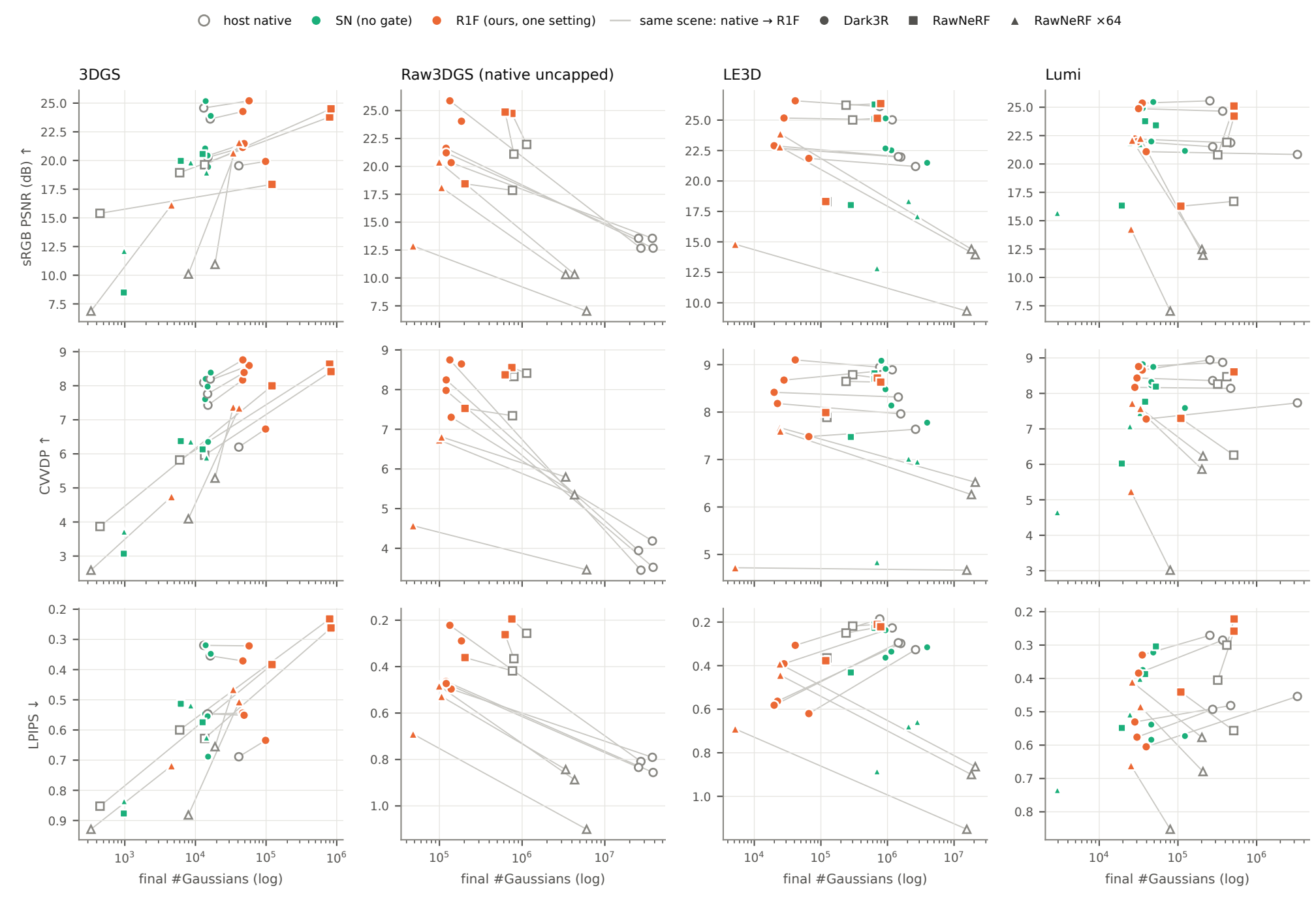

host native
SN (no gate)
R1F (ours, one setting)
same scene: native → R1F
Dark3R
RawNeRF
RawNeRF ×64
3DGS
Raw3DGS (native uncapped)
LE3D
Lumi
sRGB PSNR (dB) ↑
CVVDP ↑
LPIPS ↓
final #Gaussians (log)