





Subject	Papers	Nickname	Publication	Roles				Date
								
Basic	EWA Volume Splatting	EWA	VIS	Fernanda	Alberto	Alberto	Fernanda	10/10(Q)
Geometry/ Antialias	2D Gaussian Splatting for Geometrically Accurate Radiance Fields	2DGS	SIGGRAPH	Esteban	Esteban	Mendonça	Mendonça	15/10(T)
	Alias-free 3D Gaussian Splatting	Mip-Splatting	CVPR	Nanci	Fabricio	Fernanda	Davi	17/10(Q)
	Gaussian Opacity Fields	GOF	arXiv	Mendonça	Mateus	Esteban	Diana	22/10(T)
	Disentangling the Geometry and Texture for 3D Gaussian Splatting Editing	Texture-GS	ECCV	Fernando	Diana	Nanci	Victor	24/10(Q)
Sparse	3D Gaussian Splats from Image Pairs for Generalizable 3D Reconstruction	PixelSplat	CVPR	Alberto	Davi	Vitor	Fernando	29/10(T)
	Efficient 3D Gaussian Splatting from Sparse Multi-View Images	MVSplat	ECCV	Vitor	Vitor	Davi	Veronika	31/10(Q)
Flows	High-Quality Camera Poses, Intrinsic, and Depth via Gradient Descent	FlowMap	arXiv	Mateus	Mohara	Veronika	Mateus	05/11(T)
	COLMAP-Free 3D Gaussian Splatting	COLMAP-3DGS	CVPR	Veronika	Veronika	Mateus	Vitor	07/11(Q)
Regularization / Avatar	Sparse Novel View Synthesis with Coherent 3D Gaussians	CoherentGS	ECCV	Diana	Horácio	Mohara	Victor	12/11(T)
	Towards Realistic Human Avatar Modeling from a Single Video via Animatable 3D Gaussians	GaussianAvatar	CVPR	Victor	Nanci	Horácio	Alberto	14/11(Q)
Physics / Dynamics	Physics-Integrated 3D Gaussians for Generative Dynamics	PhysGaussian	CVPR	Mohara	Mendonça	Marcelo	Marcelo	19/11(T)
	4D Gaussian Splatting for Real-Time Dynamic Scene Rendering	4D Gaussian Splatting	CVPR	Marcelo	Marcelo	Fabricio	Esteban	21/11(Q)
SLAM	Gaussian Splatting SLAM	GS-SLAM	CVPR	Daniel	Fernanda	Thiago	Thiago	26/11(T)
	Splat, Track & Map 3D Gaussians for Dense RGB-D SLAM	SplaTAM	CVPR	Davi	Thiago	Diana	Nanci	28/11(Q)