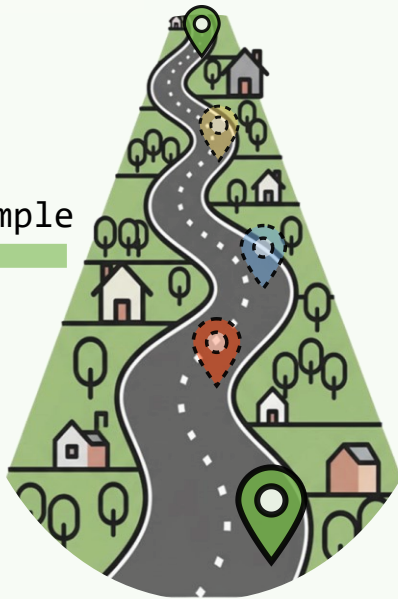


## Gaussian Phase

Sparse View



Sample



Iterative Write



Read-out by  
Custom path



Gaussian Splatting



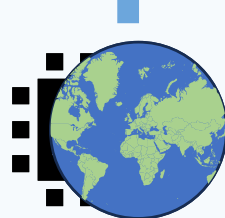
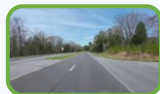
Gaussian Memory  $\mathcal{M}$

## Generation Phase



High-fidelity video

Pick view



The Earth Simulator

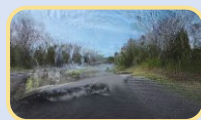
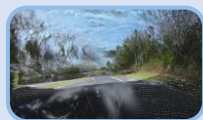
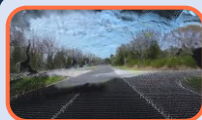


Trajectory



$\mathbf{G}_{1:T} = \mathcal{F}(\mathcal{M}, \{\mathbf{c}_t\}_{1:T})$

Guidance Map



$\mathbf{X}_{1:T} = \mathcal{R}(\mathcal{M}_*, \{\mathbf{c}_t\}_{1:T})$

Proxy Sequence