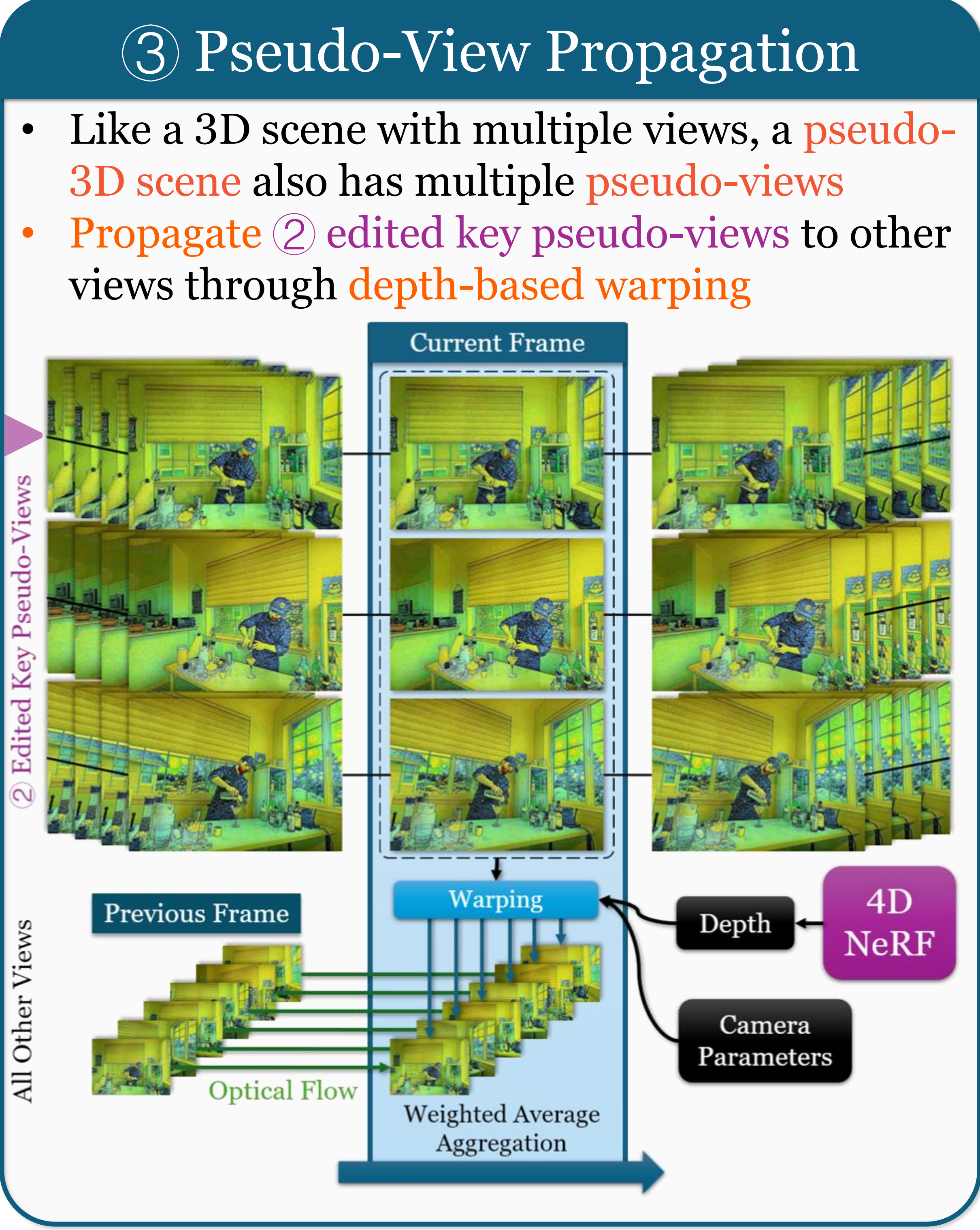
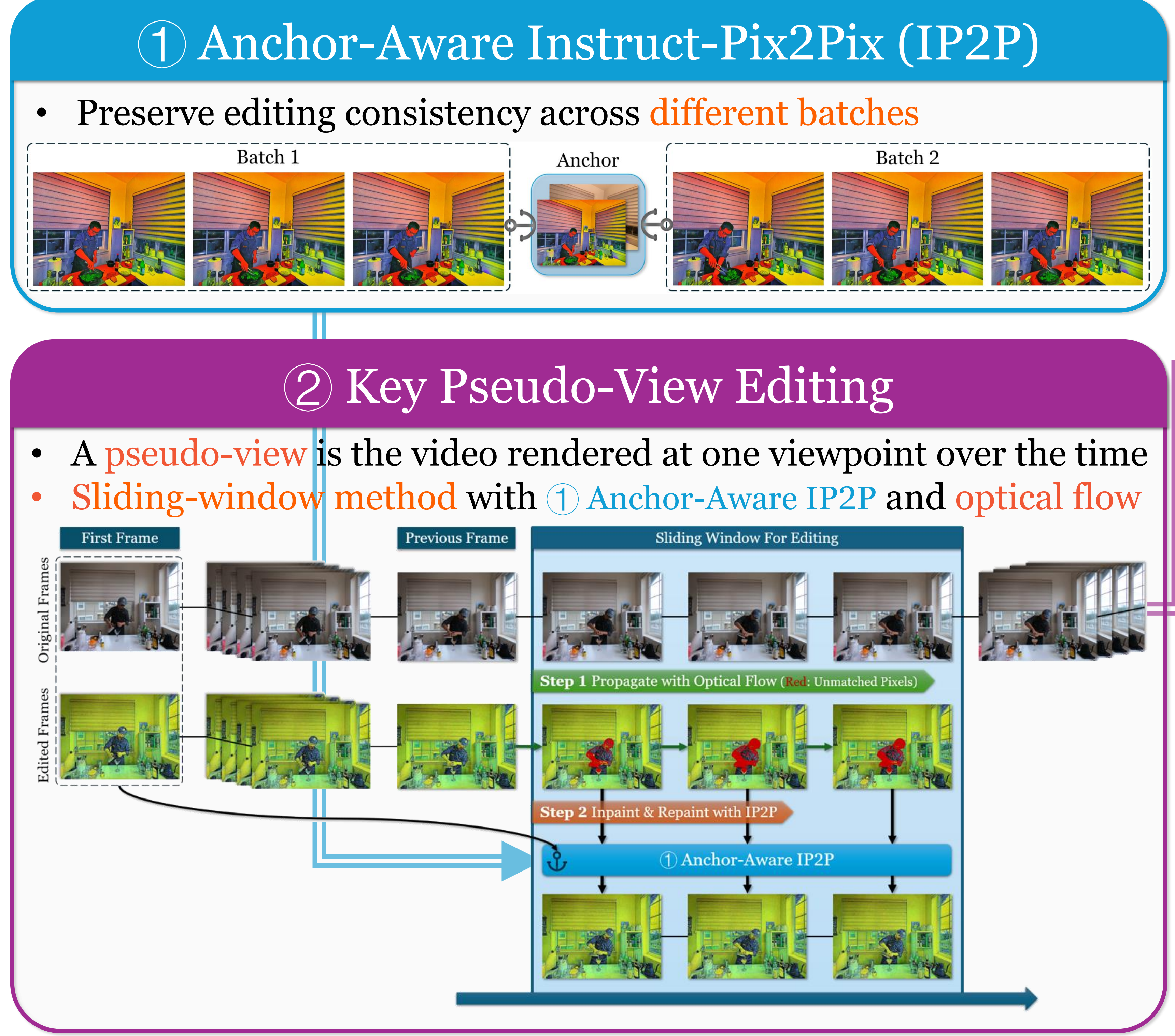
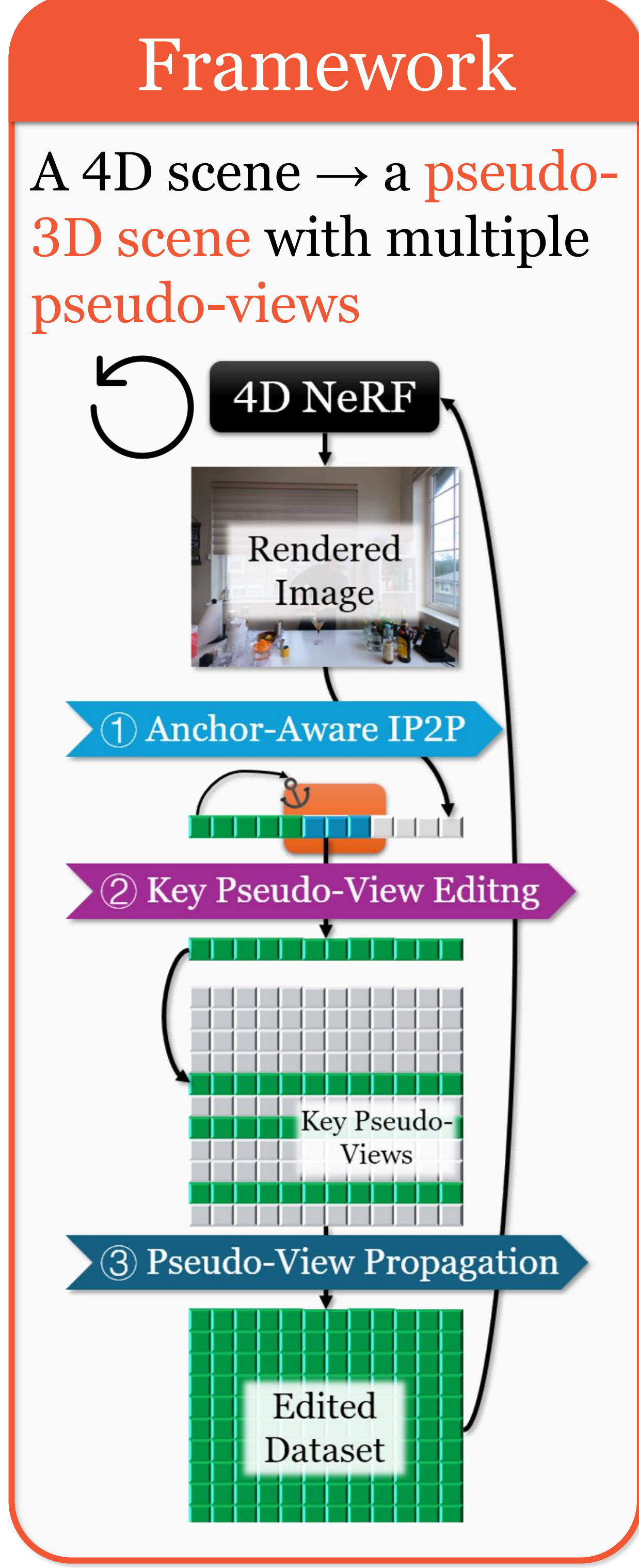




TL; DR

The **first** method for instruction-guided **4D** scene editing, by editing it as a pseudo-**3D** scene, and distilling from a **2D** diffusion model

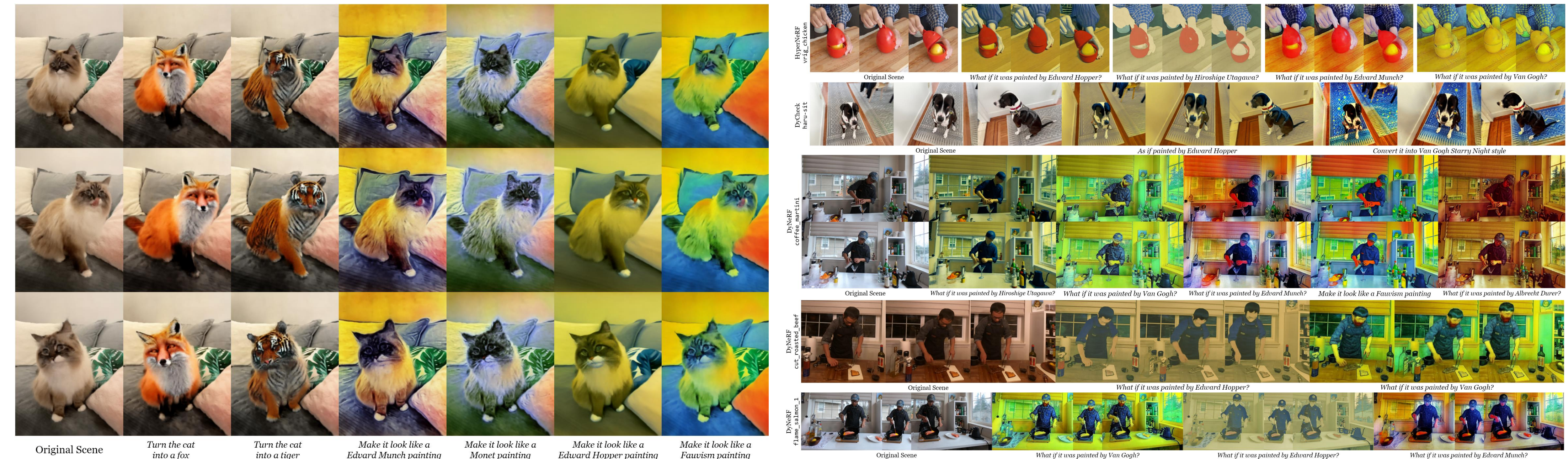


Our **Instruct 4D-to-4D** achieves high-quality, high-fidelity editing results in both monocular and multi-camera 4D scenes across various tasks

Task: Instruction-Guided Scene Editing

Original Scene → Editing Instruction → Edited Scene

Key Challenge: Achieve spatial and temporal consistency simultaneously



Take-Aways

- Instruct 4D-to-4D** is the first work to solve general instruction-guided 4D scene editing
- Instruct 4D-to-4D** edits a 4D scene by regarding it as a pseudo-3D scene, and distilling editing signals from a 2D diffusion model
- Instruct 4D-to-4D** achieves state-of-the-art editing results with high consistency in both spatial and temporal domains