





Nerf-MAE:

Masked AutoEncoders for Self-Supervised 3D Representation Learning for Neural Radiance Fields

European Conference on Computer Vision, ECCV 2024 also appeared at CVPR Neural Rendering Intelligence Workshop, CVPR 2024



Zubair Irshad



Sergey Zakharov



Vitor Guizilini



Adrien Gaidon



Zsolt Kira



Rares Ambrus

We propose NeRF-MAE, a framework for self-supervised 3D representation learning from NeRFs



Neural Fields beyond showcasing high-rendering quality



Language-Embedded Radiance Fields (LeRF, Kerr et al)



1. Scan Scene

Open-world Manipulation (F3RM, Shen et al)



Inferring Accurate Geometry (NeRFMeshing, Rakotosaona et al)



Efficient Data Storage (PerFception, Jeong et al) Existing **3D MAE Architectures** operate on pointclouds with **uneven information density** only model **surface-level information** and are **highy irregular data structures**



Our approach uses **NeRF's dense grid** as input to the Transformer. This makes our approach a direction extension of **image MAE to 3D**



Data Preprocessing flow for large-scale NeRF pretraining



d) NeRF-MAE Pretraining

c) Extracted Radiance and Density Grid

a) Multi-view Dataset Setup



b) NeRF-MAE Data Mix & Statistics



Number of Scenes

Number of Images (x1000)

We utilize a **UNet architecture** employing SwinTransformer as encoder lightweight voxel decoder to enforce **mask reconstruction objective in 3D**







Quantitative Results



Results Analysis



Qualitative Results









Nerf-MAE:

Masked AutoEncoders for Self-Supervised 3D Representation Learning for Neural Radiance Fields

European Conference on Computer Vision, ECCV 2024 also appeared at CVPR Neural Rendering Intelligence Workshop, CVPR 2024

