

# VideoHandles: Editing 3D Object Compositions in Videos Using Video Generative Priors

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PDF

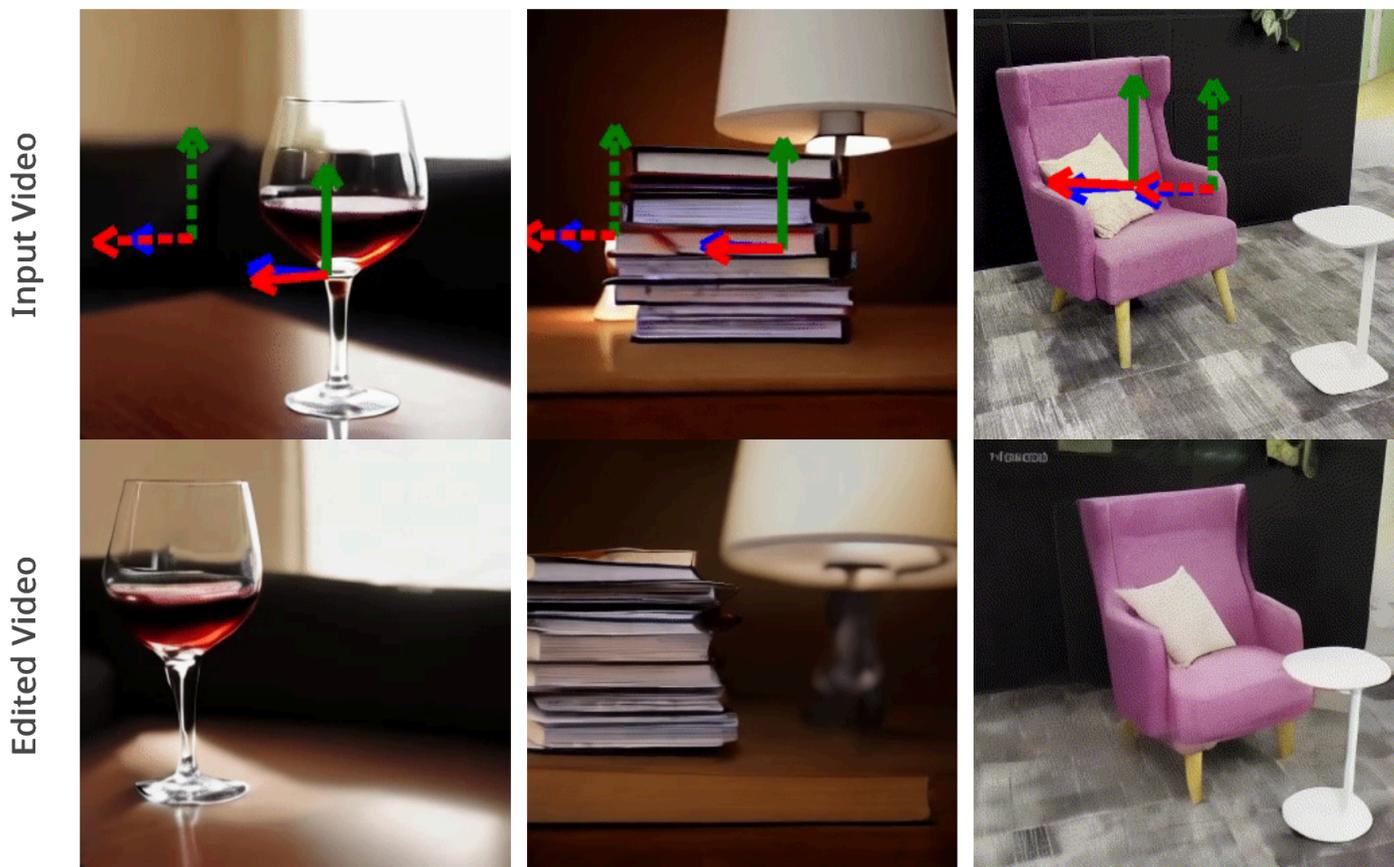
arXiv

Code

Bibtex

TL;DR: *VideoHandles* is the first method for 3D object composition editing in videos without any training. It achieves temporally consistent and context-aware edits using a video generative prior.

## Context-Aware 3D Edits in Videos



Solid axes represent the original 3D position, dotted axes the user-provided target position. VideoHandles produces plausible edits, such as generating a new reflection for the wine glass and handling the disocclusion of the lamp revealed behind the moved book pile.