Supplemental Materials for Bidirectional Lightcuts

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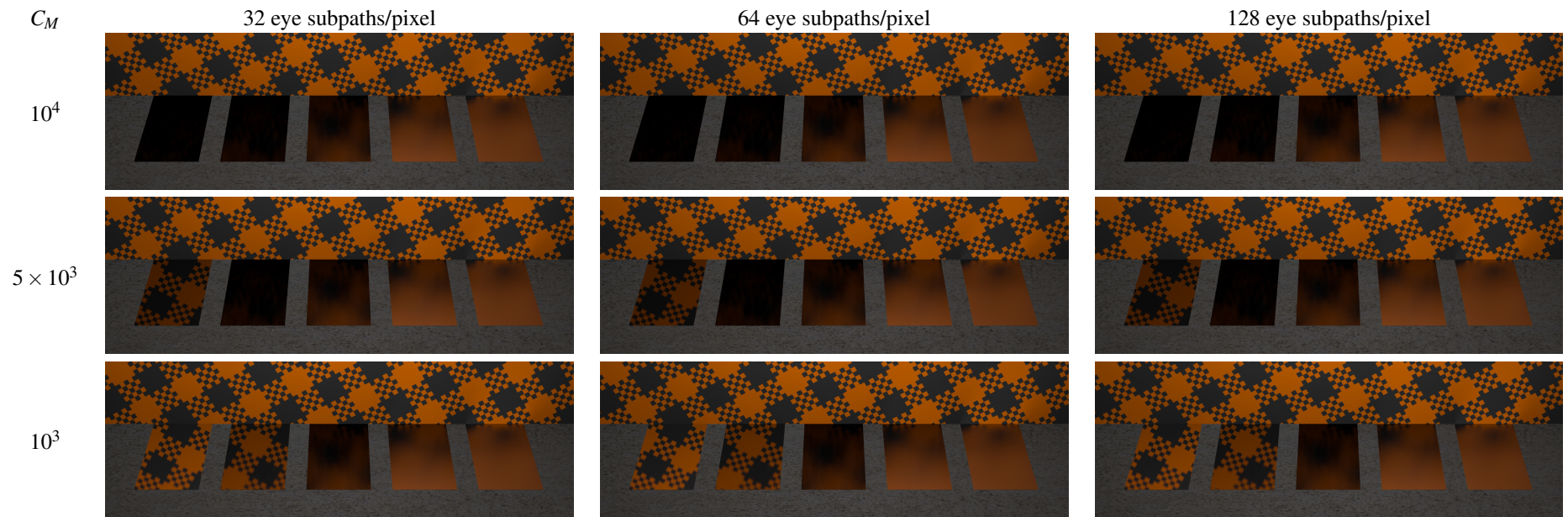
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Figure 1: This is the expanded version of Figure 5 in the paper. The scene contains two more materials with higher gloss sharper (far left) and lower gloss sharpness (far right). To illustrate the trade-off between noise and energy lost, we include renderings with more intermediate C_M values and with different number of eye rays per pixel. The renderings in Figure 5 used 128 eye rays per per pixel.
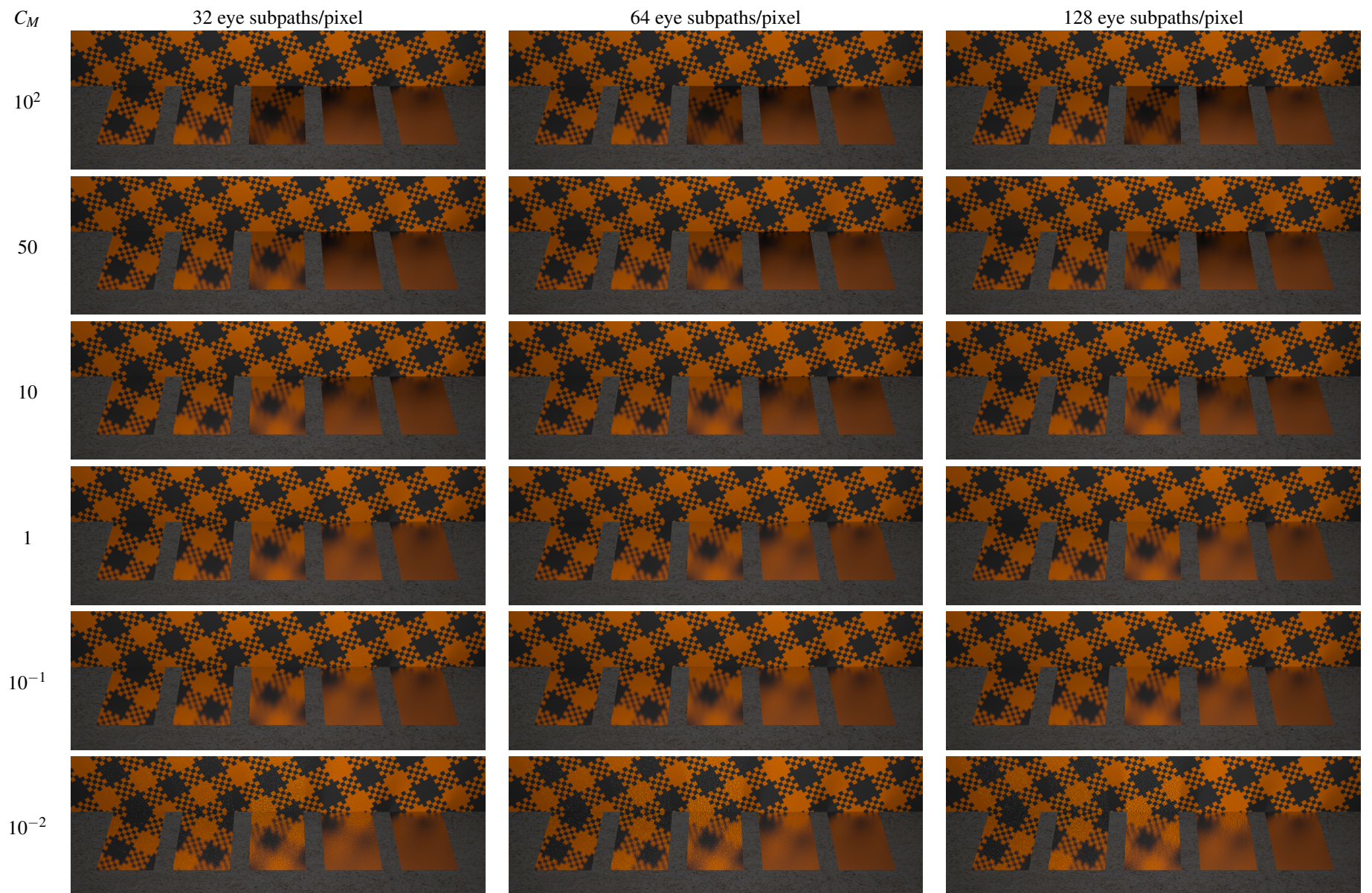
Figure 2: Continuation of Figure 1 with more C_M values.