

A Psychophysical Analysis of Fabricated Anisotropic Appearance

SUPPLEMENTAL MATERIAL

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This document provides supplemental material to the short paper of Pacific Graphics 2019.

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- Fig. 1 (page 2) all printed samples used in our experiments.
- Fig. 2 (page 3) rendering of captured anisotropy levels on sphere and corresponding BRDF.
- Fig. 3 (page 4) shows the rendered images of carshape used alongside sphere shape as stimuli in the Experiment 3.

1 Anisotropy by layering of 3D model

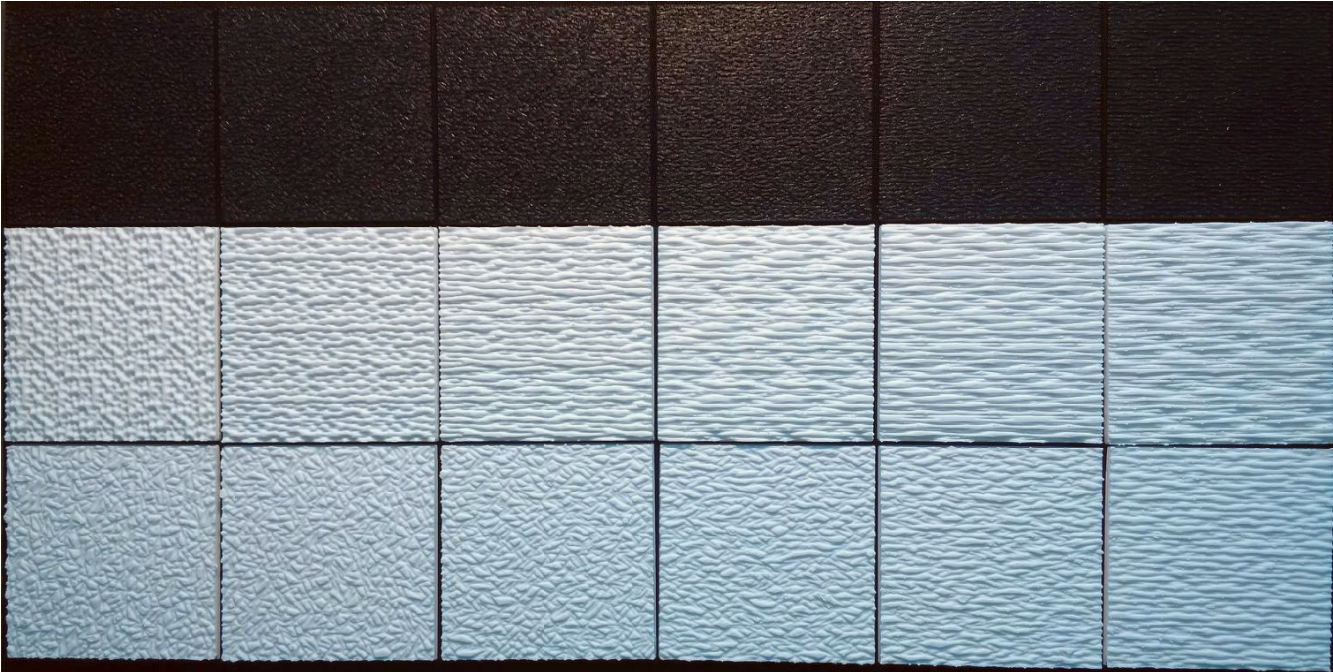
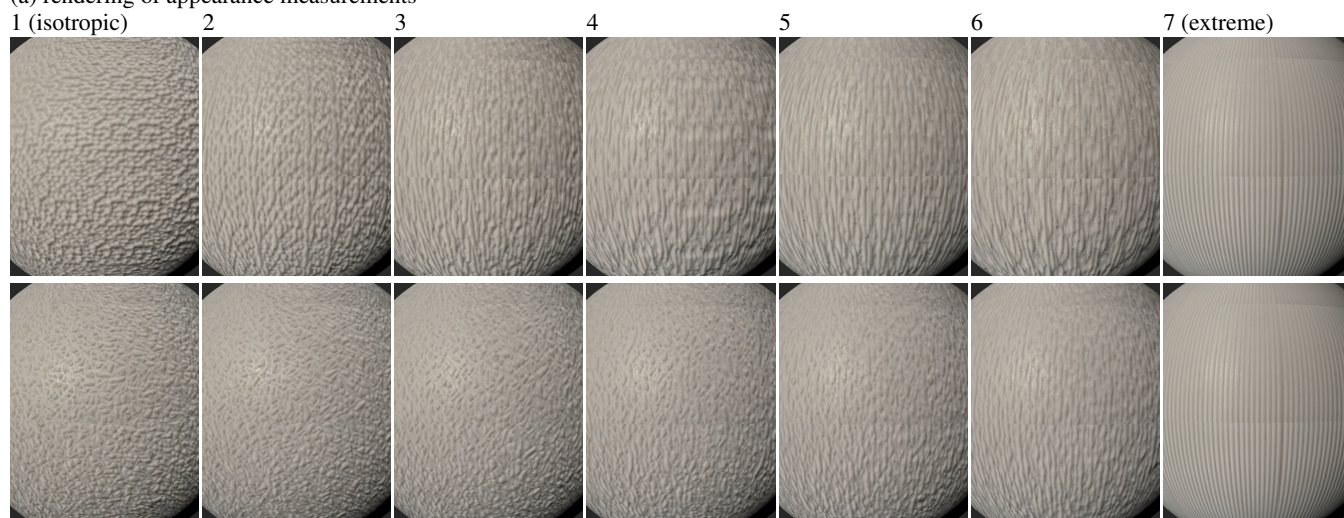


Figure 1: All printed samples used in our experiments.

2 Rendered stimuli of the tested anisotropic models

(a) rendering of appearance measurements



(b) computed BRDF by averaging of 81x81 BTF images

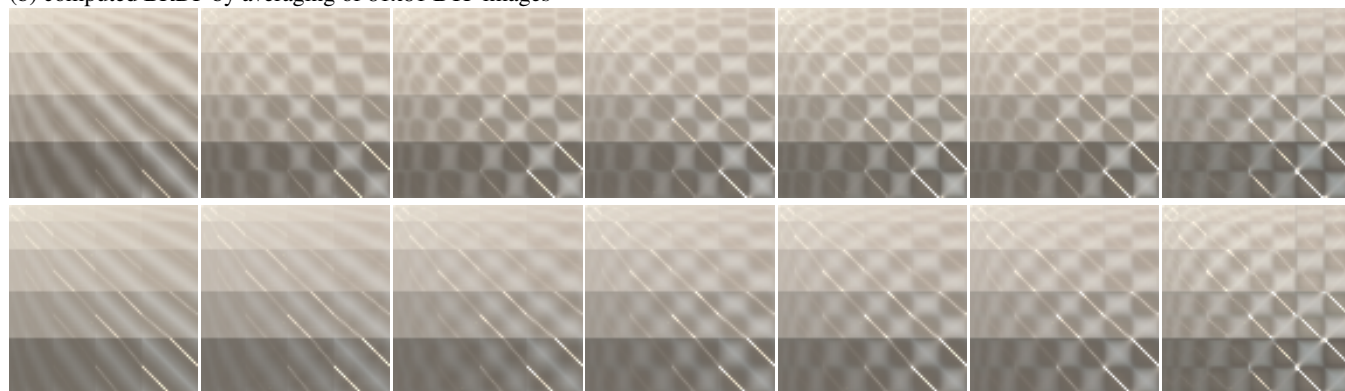


Figure 2: Printed anisotropic effects A and B: (a) rendering of appearance measurements (top-left illumination direction), (b) BRDFs obtained as average of BTFs images.

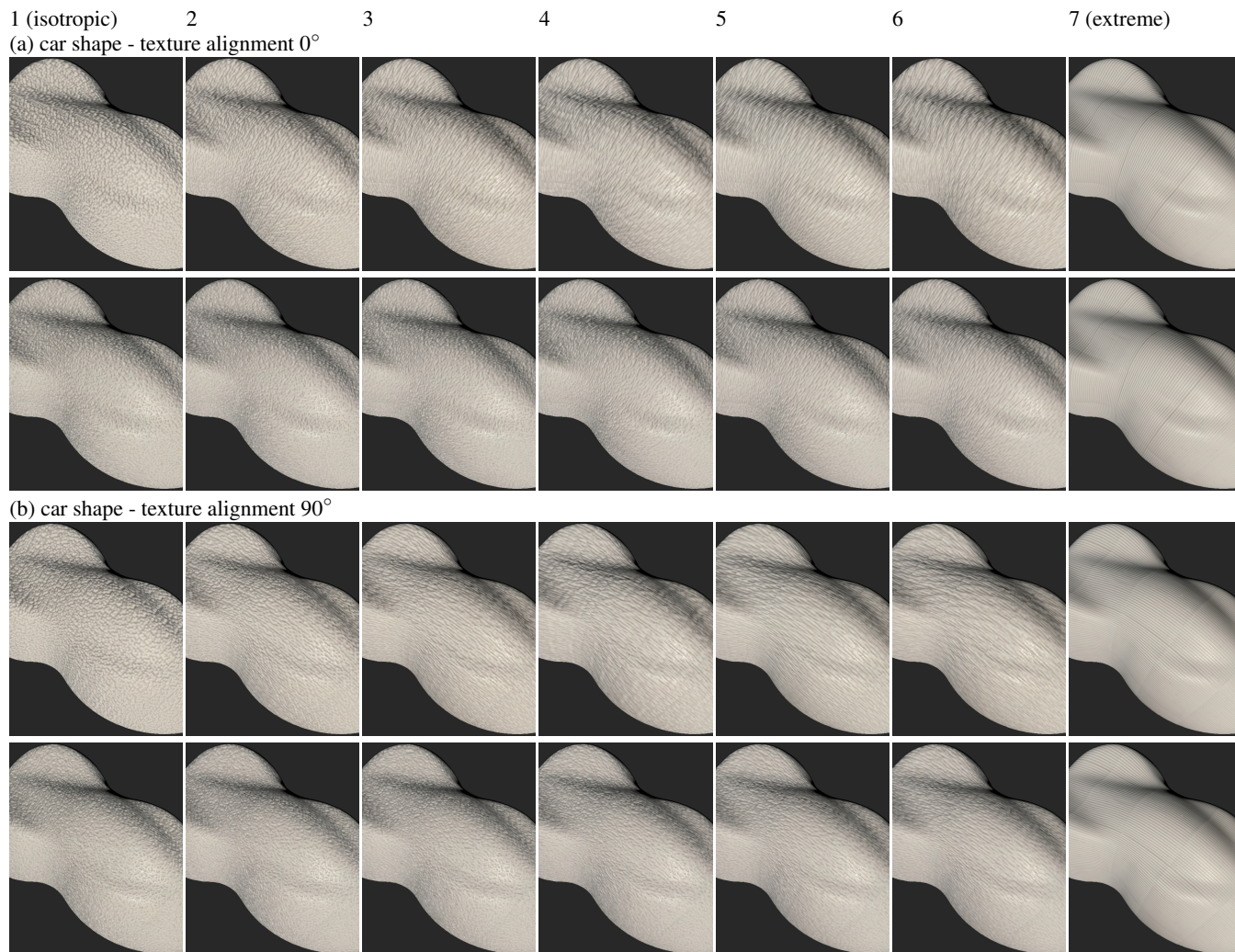


Figure 3: Rendered anisotropic effects A (the first and third rows) and B (the second the forth rows): (a) car shape - texture alignment 0° , (b) car shape - texture alignment 90° .