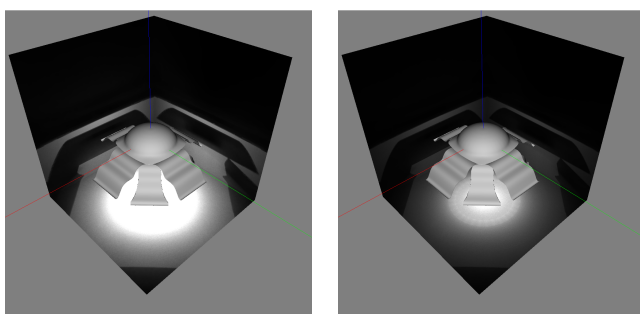


LiteMaker: Additional Material

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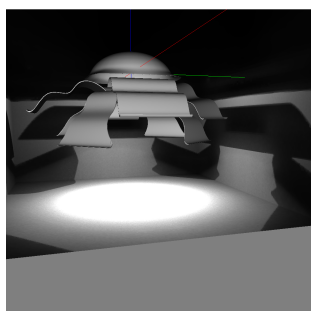
¹VRVis Research Center, Austria

²TU Wien, Institute of Computer Graphics and Algorithms, Austria



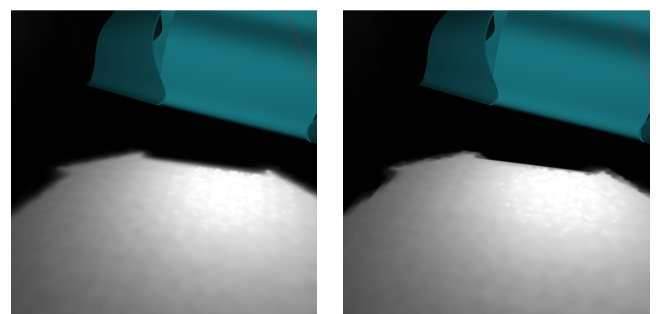
(a) after 10 iterations

(b) after 91 iteration with lowered preview brightness



(c) after 100 iterations with different viewpoint

Figure 1: Examples of simple test geometry for luminaires. About 3 000 000 photons were cast in each iteration.



(a) bilinear

(b) bilateral

Figure 2: Comparison of shadow borders after the first simulation run (with about 3 000 000 photons), using a bilinear (a) and bilateral (b) interpolation.

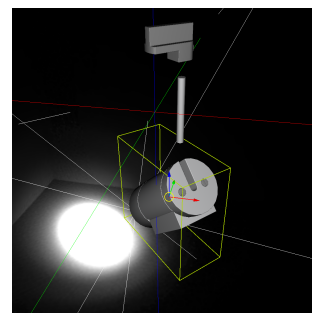
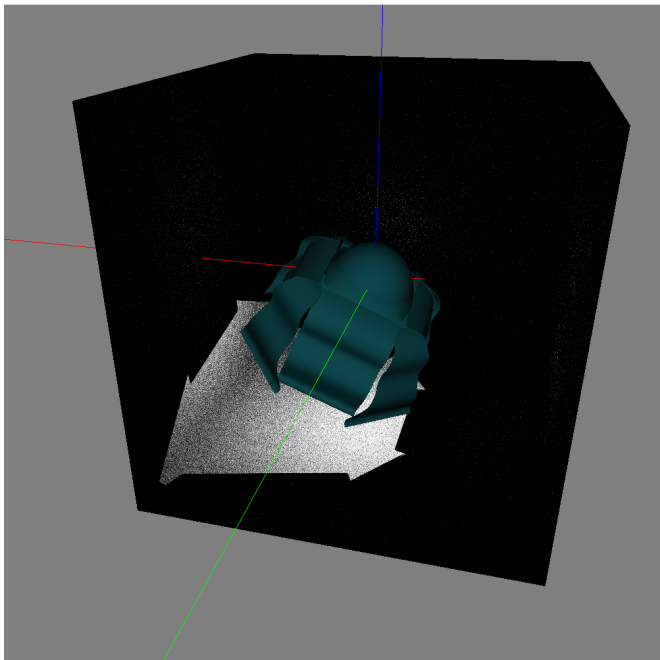
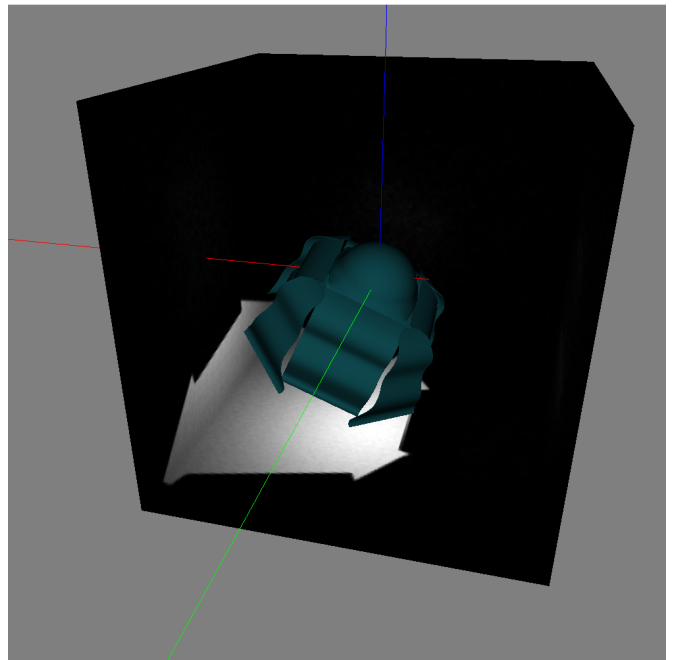


Figure 3: Simulation done with Arcos 2 spotlight[†] while editing the luminaire geometry

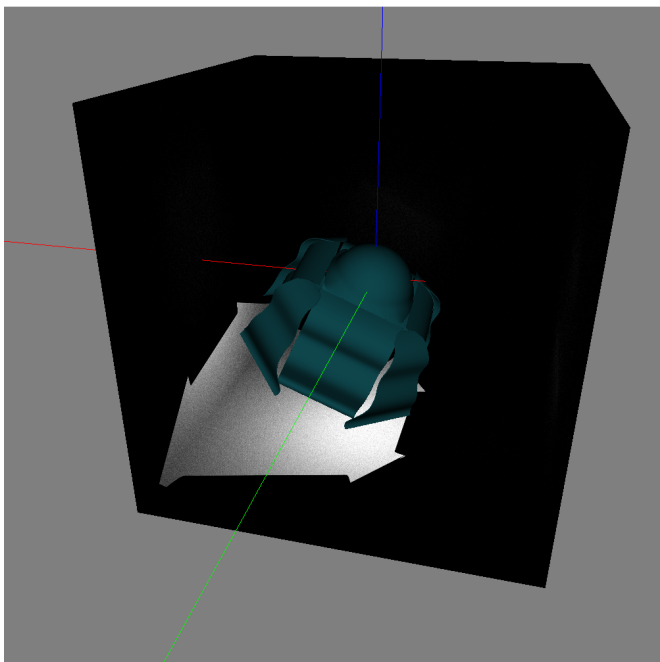
<http://www.zumtobel.com/com-en/products/arcos.html>



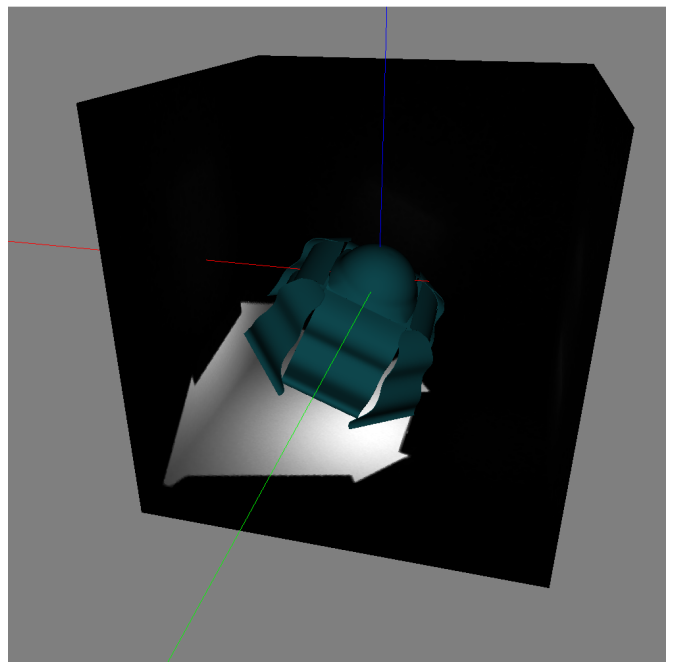
(a) 3 iterations unfiltered



(b) 3 iterations with image filtering



(c) 50 iterations unfiltered



(d) 50 iterations with image filtering

Figure 4: Unfiltered test scene after 3 (a) and 50 (c) iterations (with about 3000000 photons per iteration) compared with our image-filtered results after 3 (b) and 50 (d) iterations