Neural Global Illumination: Interactive Indirect Illumination Prediction under Dynamic Area Lights
—Supplemental Material—

Duan Gao, Haoyuan Mu, Kun Xu

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This supplementary material includes additional experimental results.

Figure 1 and 2 provide additional qualitative comparisons of results from a novel viewpoint and novel lighting that are rendered by ours and reference.

Figure 3 provides additional comparisons of *RRF* [2], *CNNR* [1], and *RTRT*.

Figure 4 shows the nearest neighbours from the training set. The distance between two samples are measured by the sum of L2 distance between view vectors and L2 distance between light positions.

REFERENCES

[1] J. Granskog, F. Rousselle, M. Papas, and J. Novák, "Compositional neural scene representations for shading inference," *ACM Transactions on Graphics (TOG)*, vol. 39, no. 4, pp. 135–1, 2020.

[2] P. Ren, J. Wang, M. Gong, S. Lin, X. Tong, and B. Guo, "Global illumination with radiance regression functions," *ACM Transactions on Graphics (TOG)*, vol. 32, no. 4, pp. 1–12, 2013.

- *Duan Gao, Haoyuan Mu, Kun Xu are with BNRist, Department of Computer Science and Technology, Tsinghua University, Beijing, China.*

- *Kun Xu is the corresponding author, email: xukun@tsinghua.edu.cn.*

| Reference | Ours | Reference | Ours |

Fig. 1. Additional qualitative comparison of results from a novel viewpoint and novel lighting that are rendered by ours and reference.
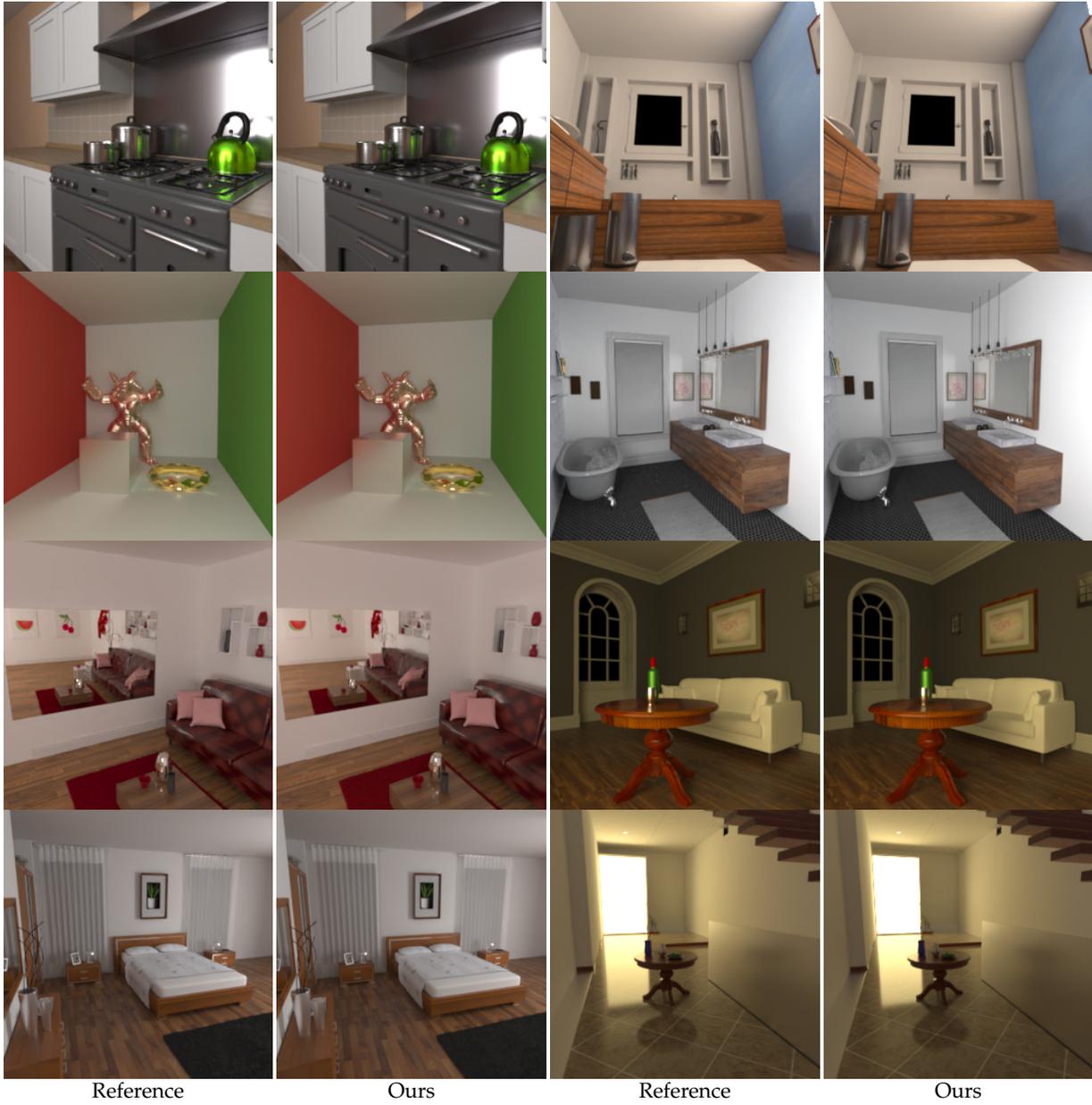
| Reference | Ours | Reference | Ours |

Fig. 2. Additional qualitative comparison of results from a novel viewpoint and novel lighting that are rendered by ours and reference.
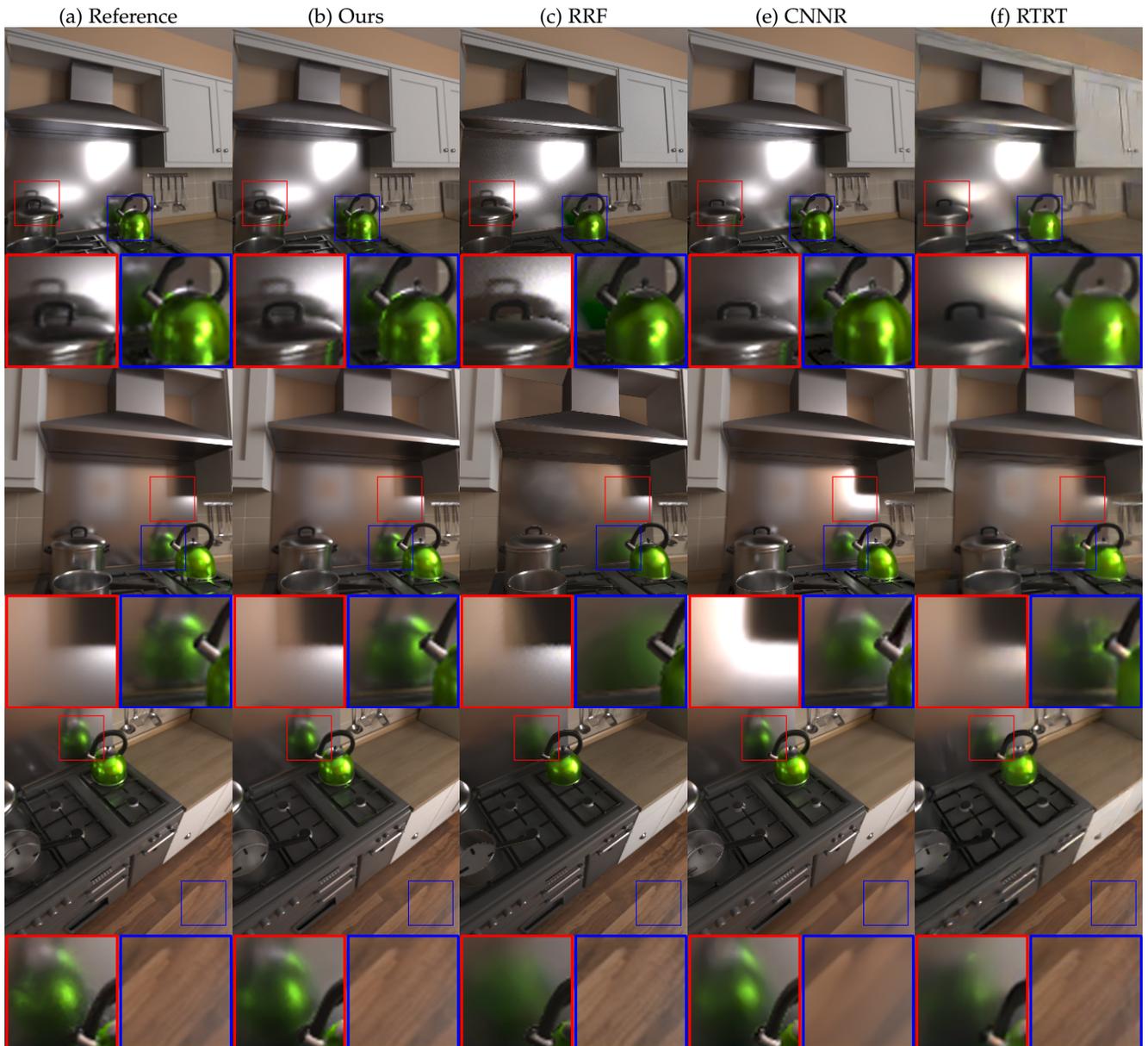
Fig. 3. Additional comparison to prior work: *RRF*[2], *CNNR*[1], and *RTRT*.
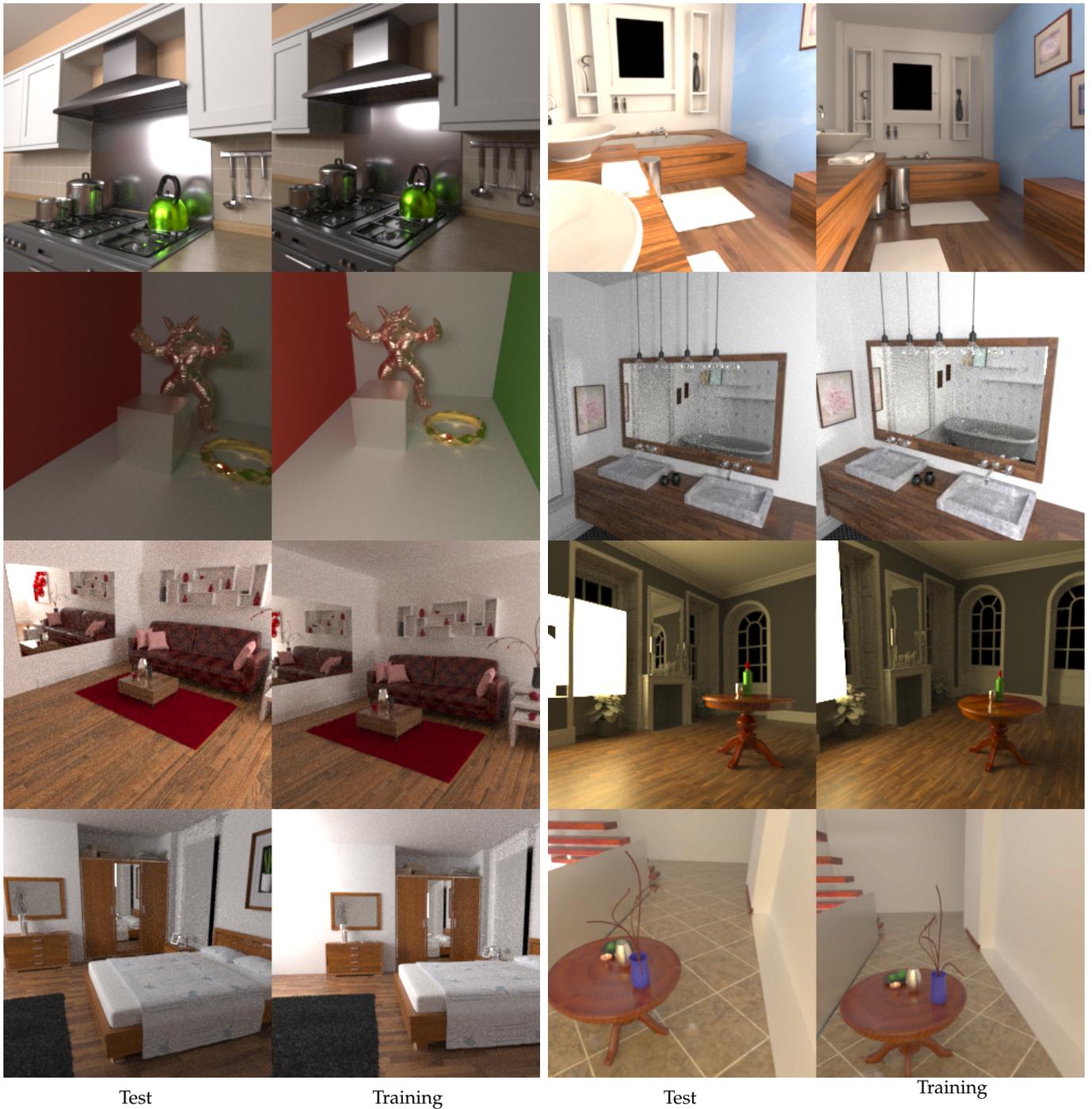
| Test | Training | Test | Training |

Fig. 4. Nearest neighbours from the training set.