

# Practical Multiple Scattering for Rough Surfaces

## Supplemental Material

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### ACM Reference Format:

Joo Ho Lee, Adrian Jarabo, Daniel S. Jeon, Diego Gutierrez, and Min H. Kim. 2018. Practical Multiple Scattering for Rough Surfaces: Supplemental Material. *ACM Trans. Graph.* 37, 6, Article 275 (November 2018), 12 pages. <https://doi.org/10.1145/3272127.3275016>

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0730-0301/2018/11-ART275 \$15.00

<https://doi.org/10.1145/3272127.3275016>

## 1 RENDERING OUR MODEL WITH HIGH ROUGHNESS

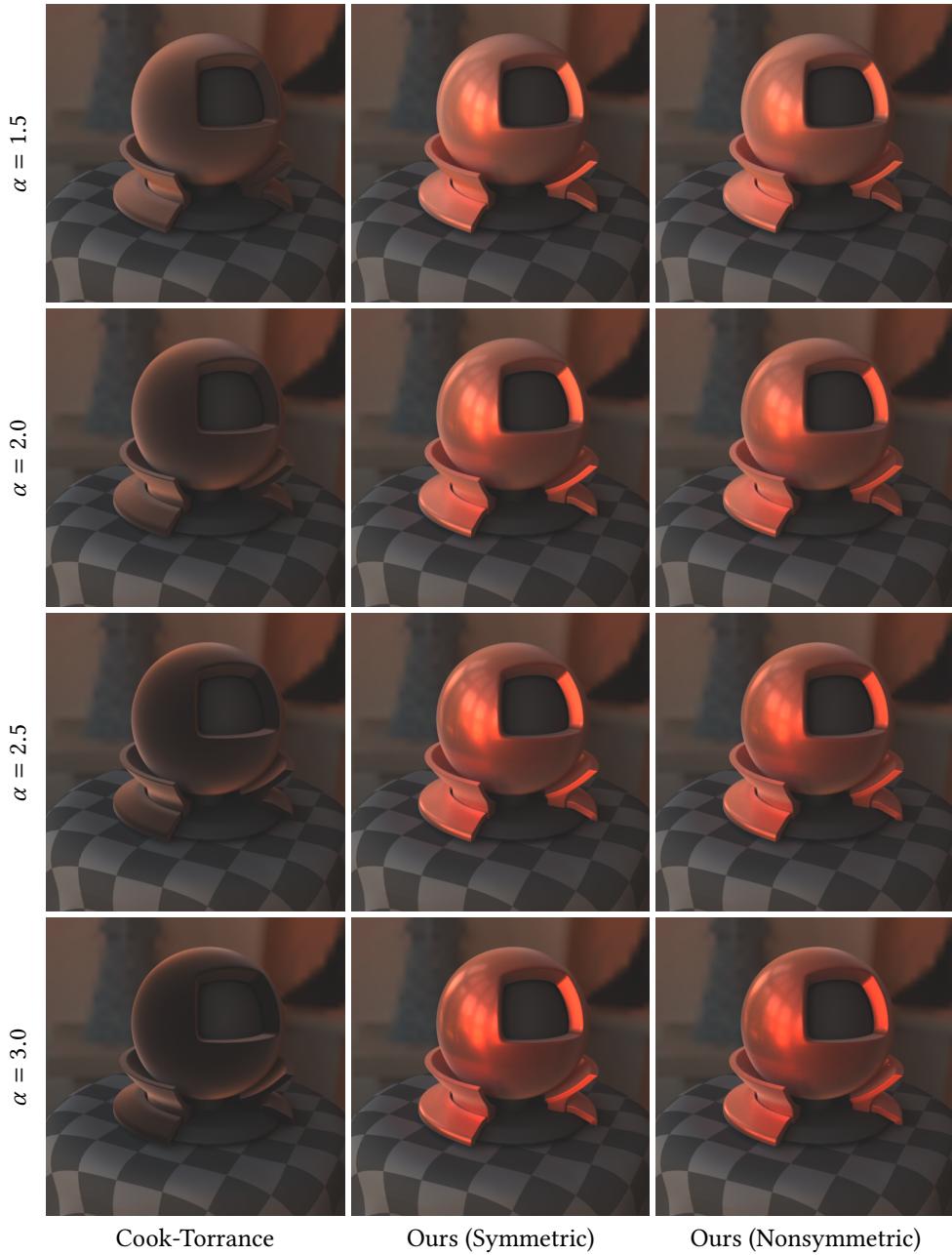


Fig. 1. Rendering results of our symmetric and nonsymmetric models and the Cook-Torrance model with high roughness of a copper geometry.

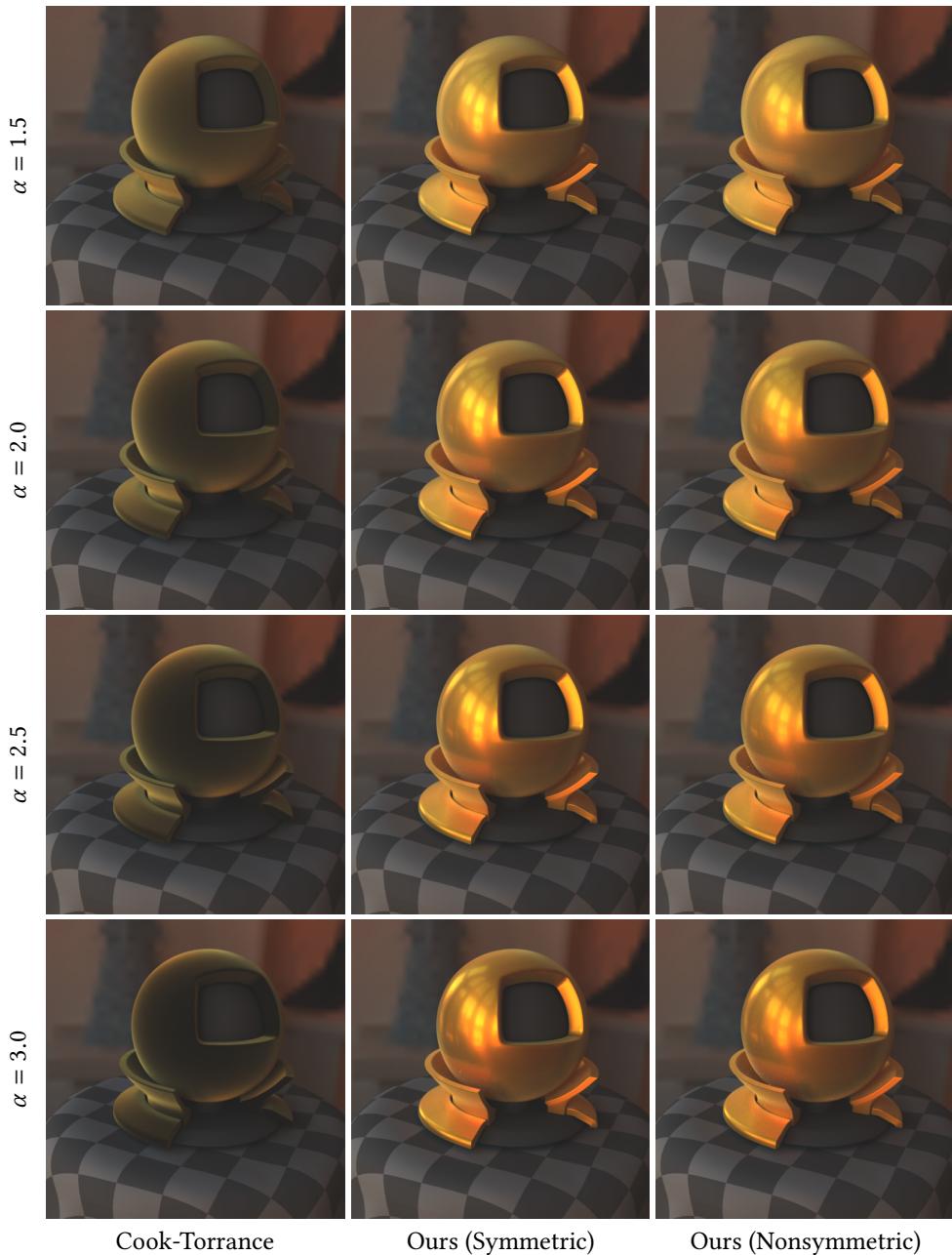


Fig. 2. Rendering results of our symmetric and nonsymmetric models and the Cook-Torrance model with high roughness of a gold geometry.

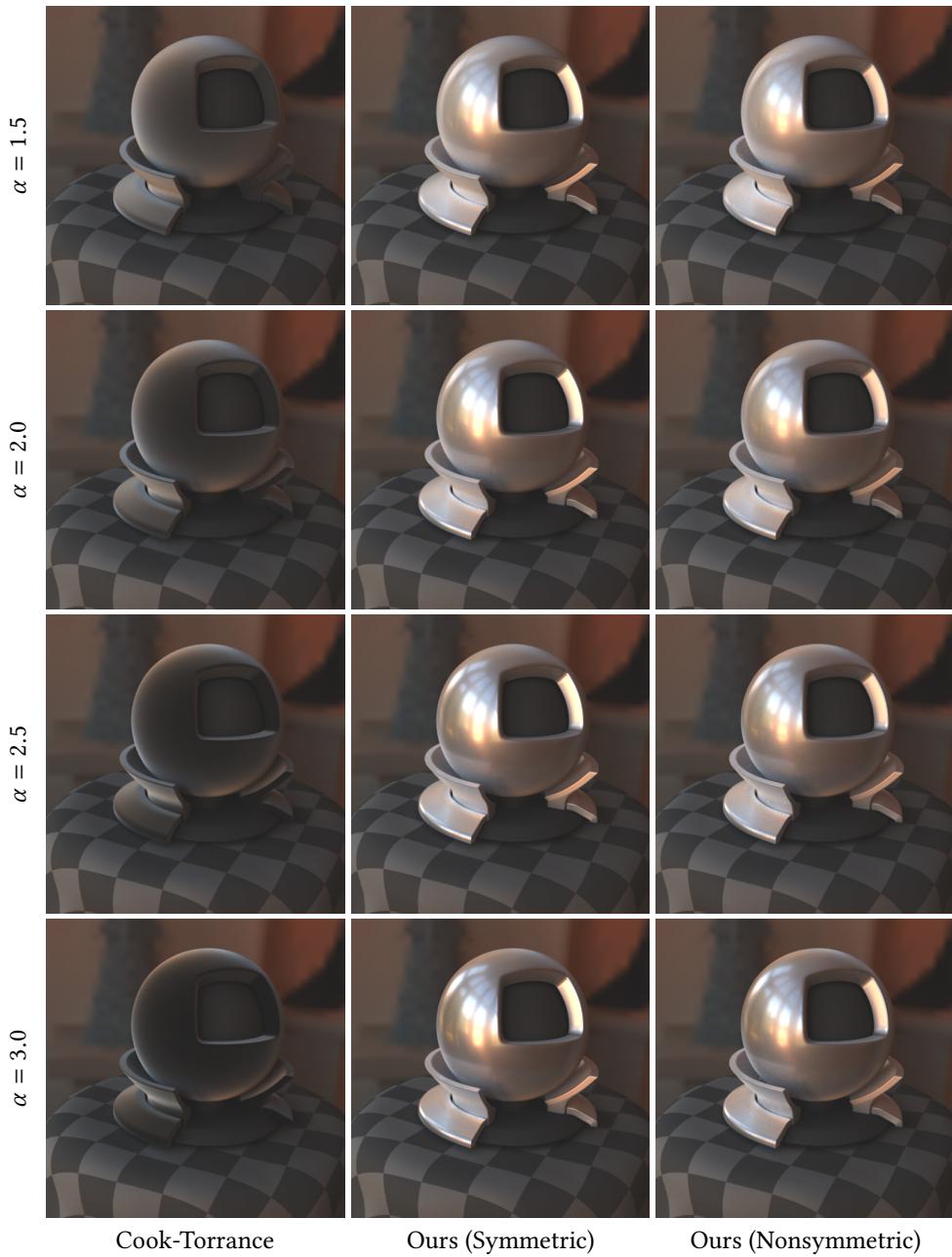


Fig. 3. Rendering results of our symmetric and nonsymmetric models and the Cook-Torrance model with high roughness of a aluminum geometry.

## 2 2D VALIDATION FOR OUR MODEL

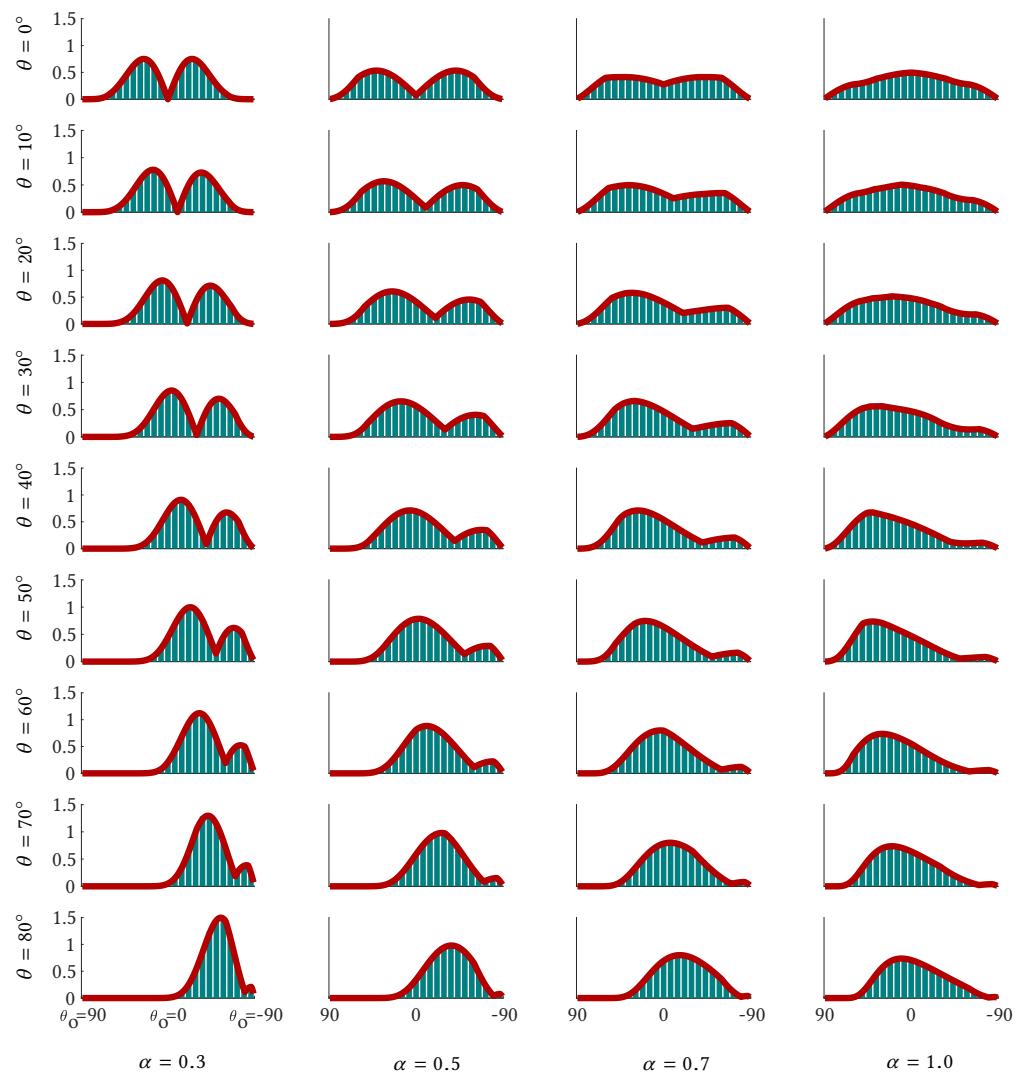


Fig. 4. 2D Validation for our symmetric model with Beckmann distribution.

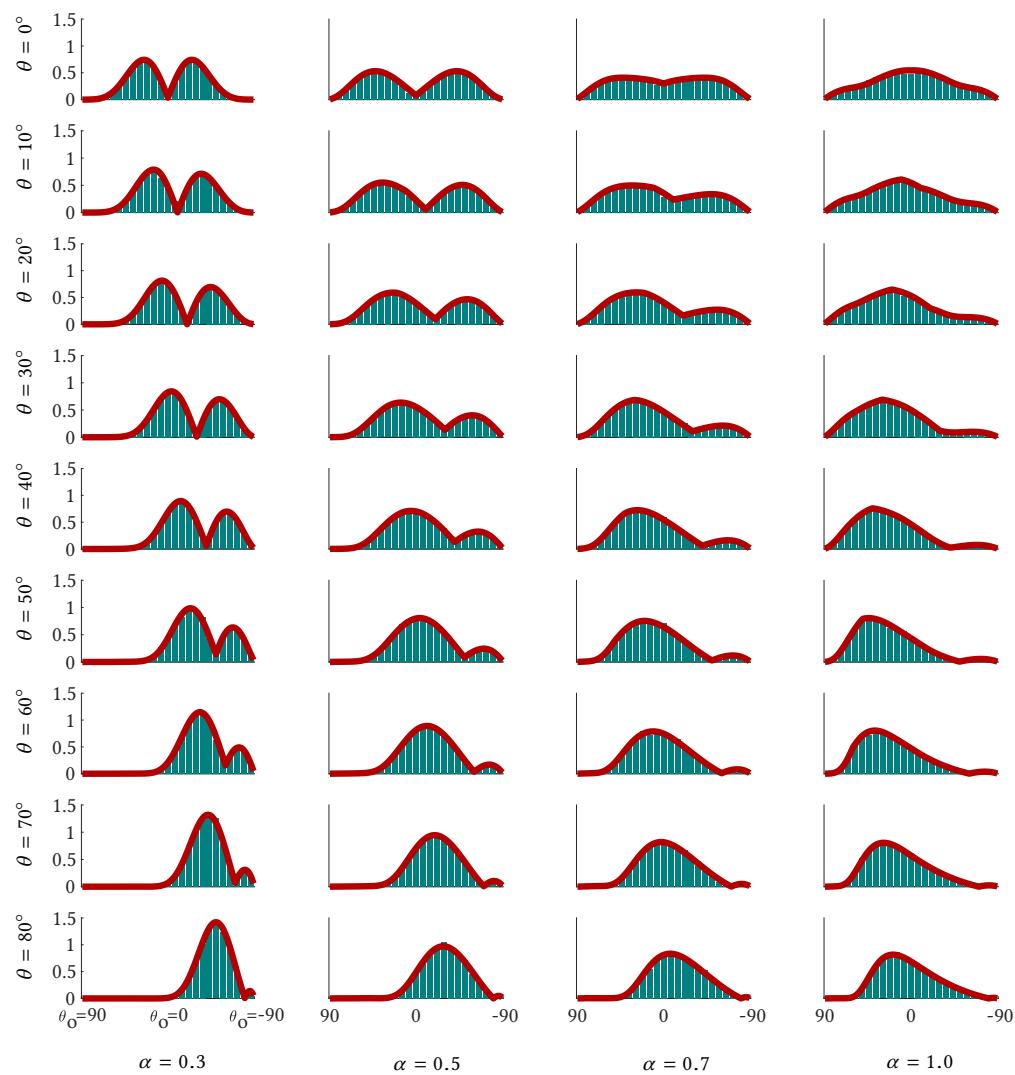


Fig. 5. 2D Validation for our nonsymmetric model with Beckmann distribution.

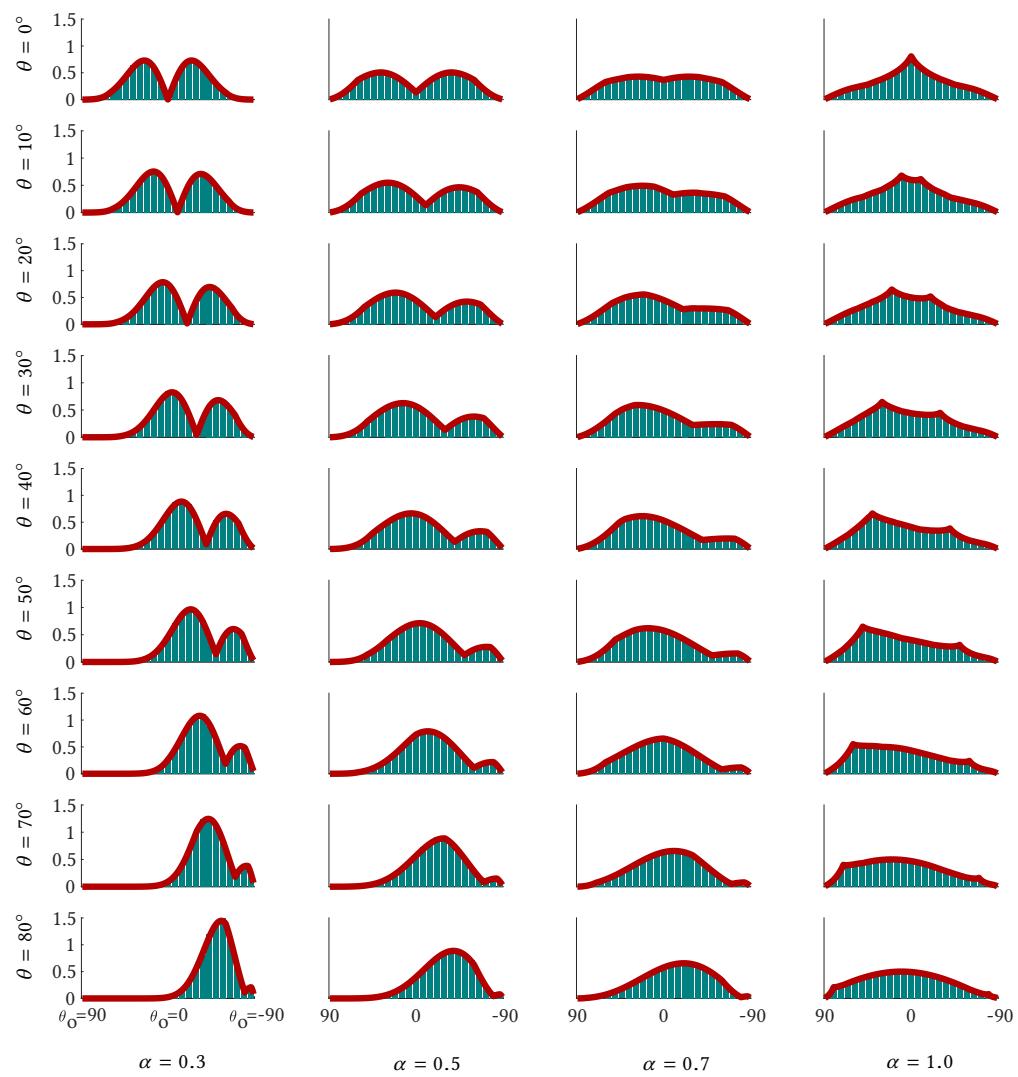


Fig. 6. 2D Validation for our symmetric model with Phong distribution.

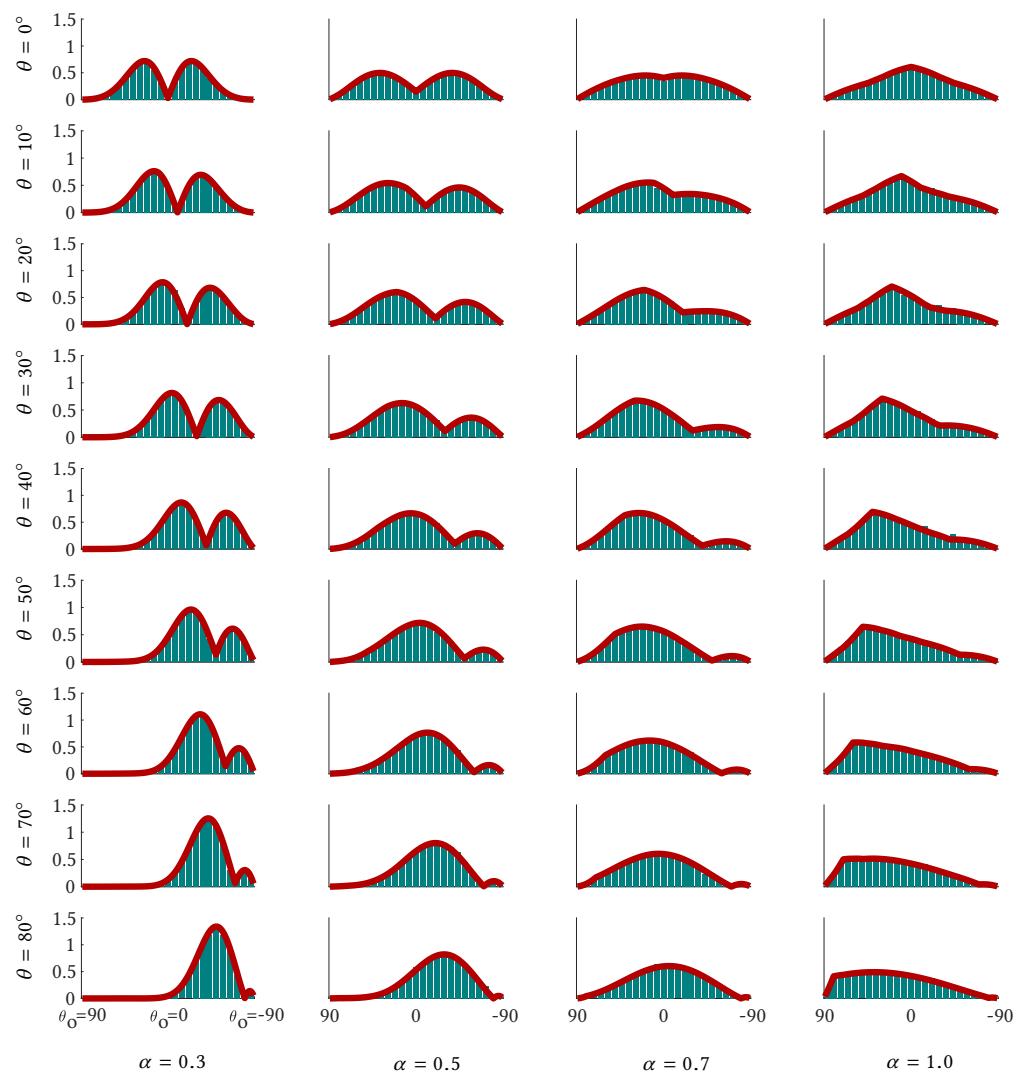


Fig. 7. 2D Validation for our nonsymmetric model with Phong distribution.

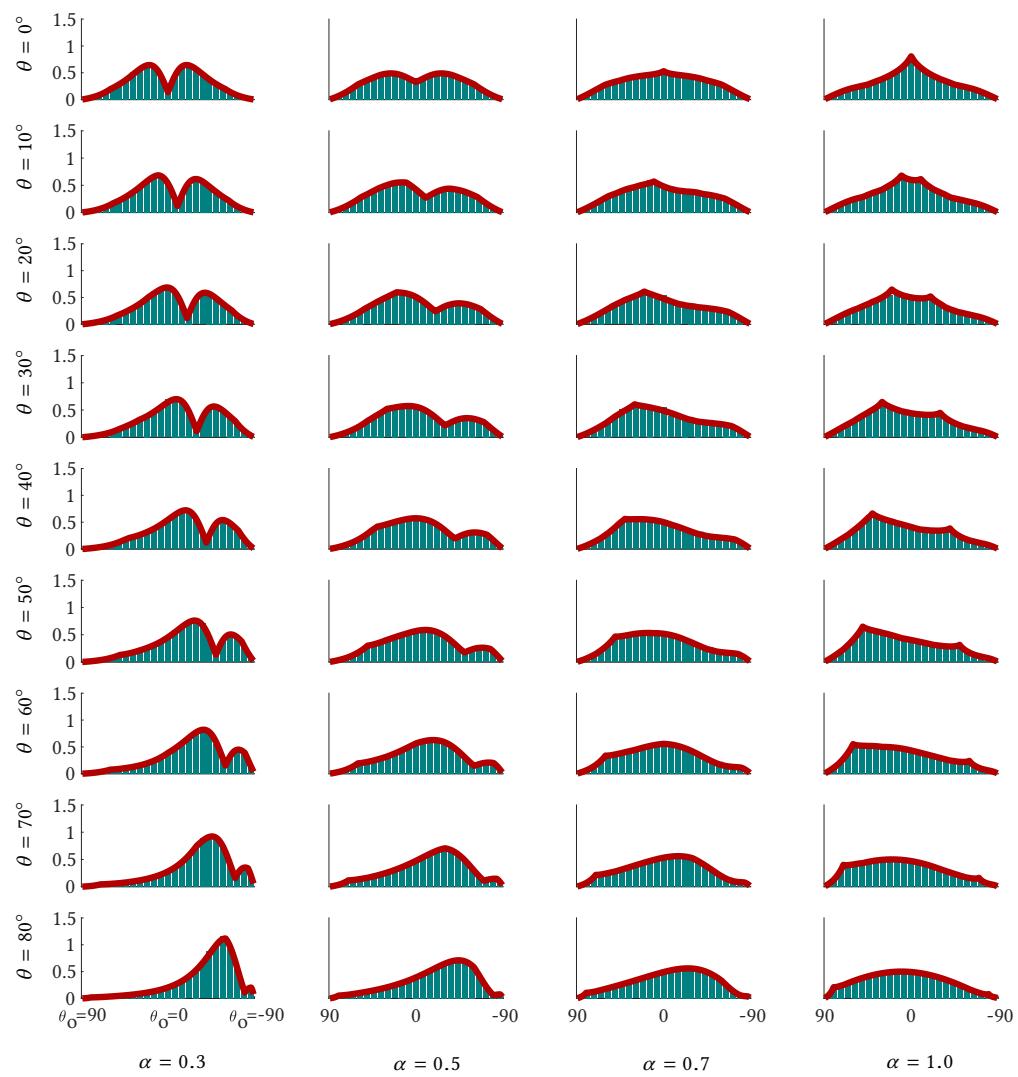


Fig. 8. 2D Validation for our symmetric model with GGX distribution.

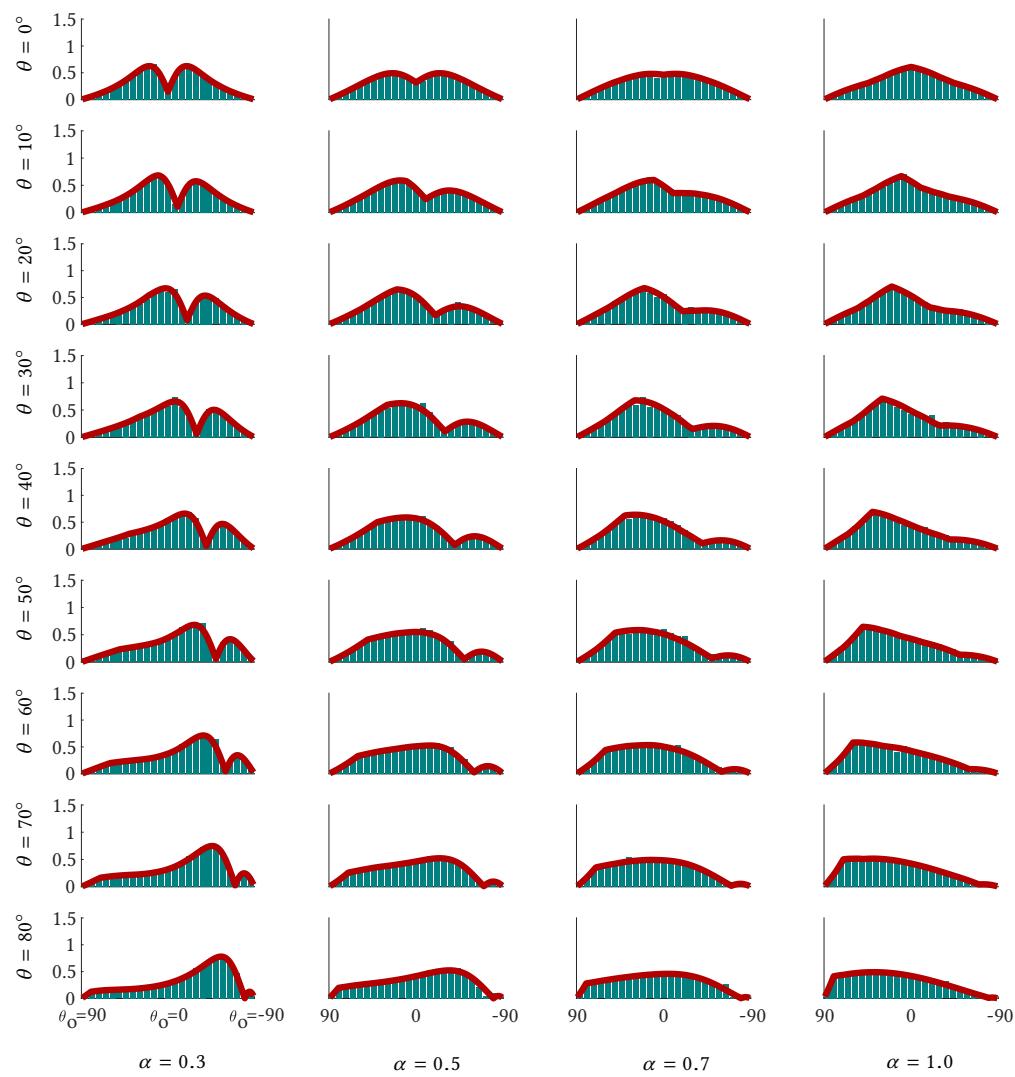


Fig. 9. 2D Validation for our nonsymmetric model with GGX distribution.

## 3 GEOMETRIC CONFIGURATIONS FOR NONSYMMETRIC V-GROOVES

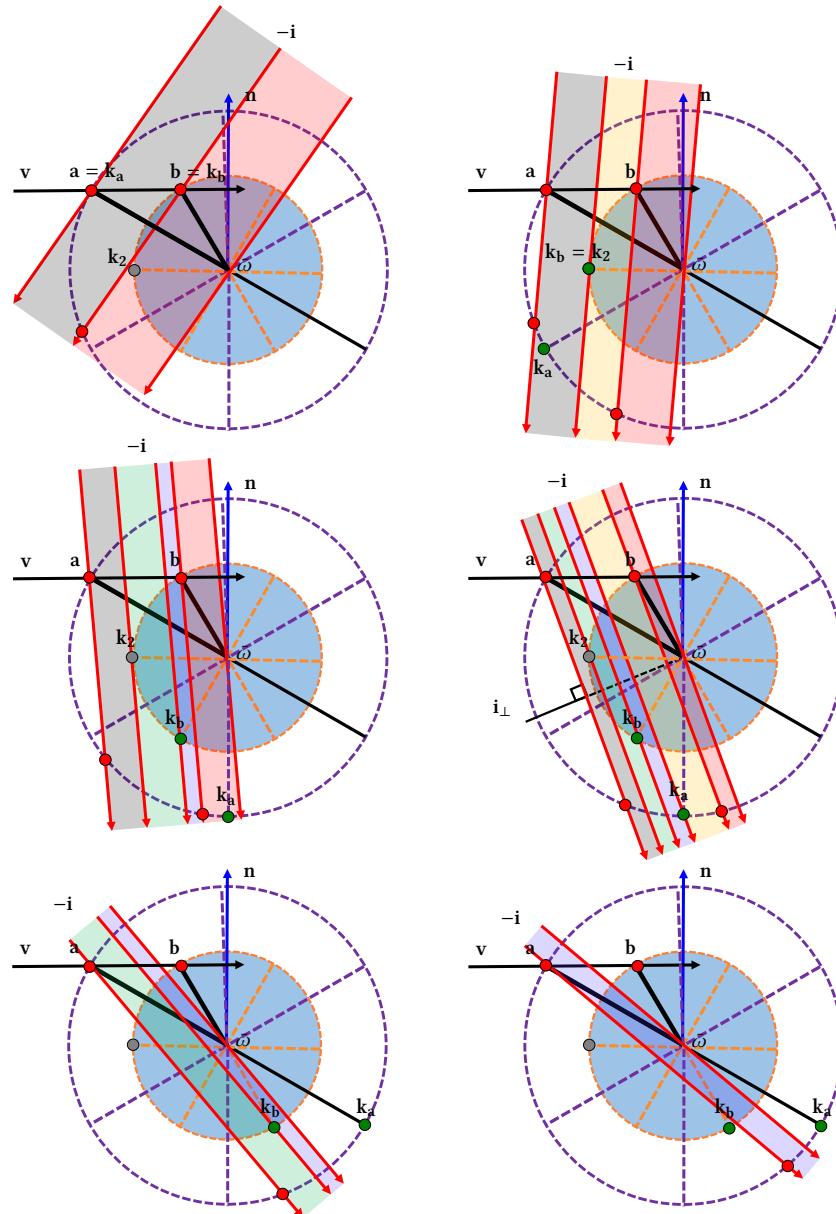


Fig. 10. Geometric configurations for other incoming directions (a left surface). Masking (red region), 1st bounce (black region),  $(k_b - 1)$ -th bounce (green region),  $k_b$ -th bounce (purple region), and  $(k_b + 1)$ -th bounce (yellow region).

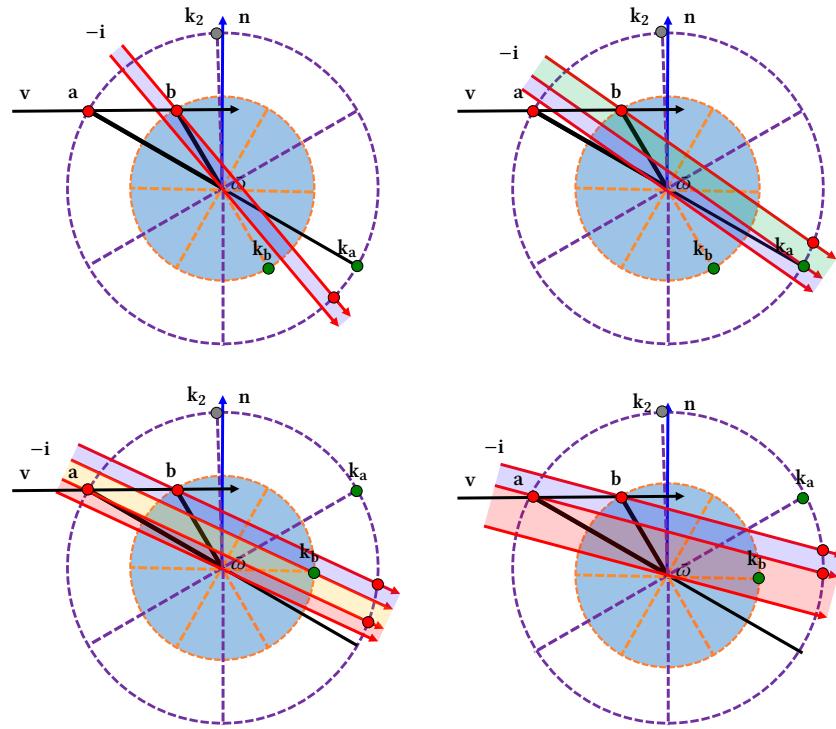


Fig. 11. Geometric configurations for other incoming directions (a right surface). Masking (red region), 1st bounce (black region),  $(k_a - 1)$ -th bounce (green region),  $k_a$ -th bounce (purple region), and  $(k_a + 1)$ -th bounce (yellow region).