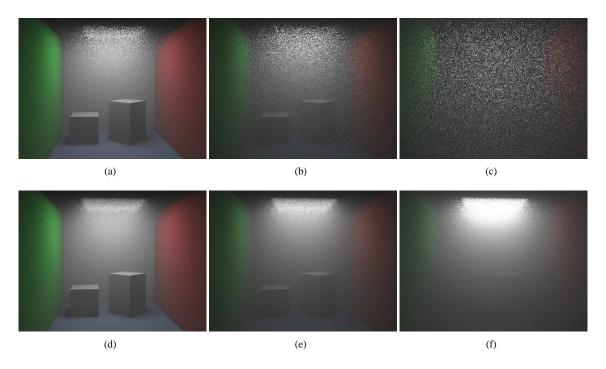
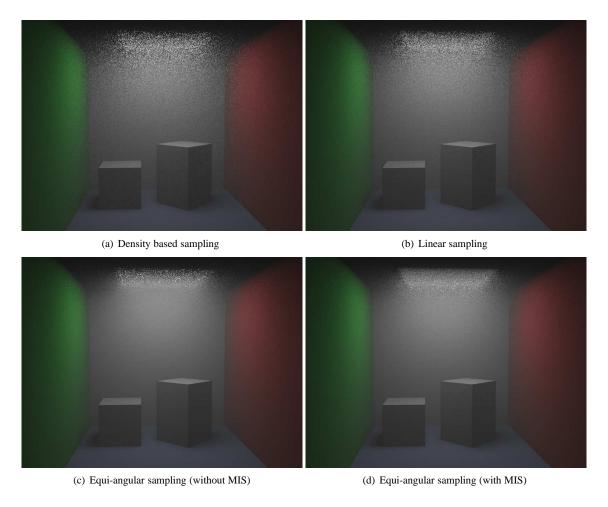
## Importance Sampling of Area Lights in Participating Media (Supplemental Material)

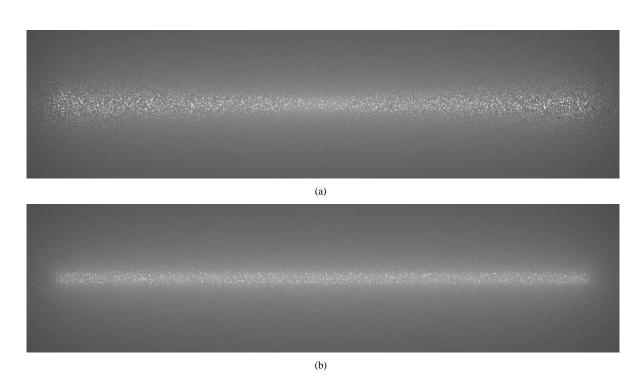
Christopher Kulla Sony Pictures Imageworks Marcos Fajardo Solid Angle



**Figure 1:** Sampling according to density vs. our method. Density sampling performs poorly as the medium becomes more dense as it concentrates the samples close to the camera. Our method consistently places more samples where the light intensity is strong which produces better results in all cases.



**Figure 2:** A comparison of different line sampling techniques. Multiple Importance Sampling is used in all cases except (c) to help resolve the area close the light's surface.



**Figure 3:** Rectangular area light using a constant vs. varying center for equi-angular sampling. Changing the center per sample allows us to distribute the error uniformly over the surface of the light. MIS is disabled in this test to emphasize the difference.