**Response to criticisms**

* The Display Shape Dependence Issues seems not objective but subjective. The assumption is that cropping is firstly used to handle the difference of screen shapes. What if a non-uniform warp is used instead? For example, as-rigid-as-possible warp, or seam carving?
  + Added a paragraph in the ‘Identifying DSDIs’ section which details the scope the DSDIs are limited to (i.e. display which show just a region of the a display with no attempt to fit the content to a the display shape at a hardware level).
* The background and foreground are processed in the same way. If the background is not black then on the target screen there are always black regions(last row in Figure 9). This is visually unpleasing.
  + Added a paragraph in the ‘Conclusion’ section which discusses the limitations of the technique regarding backgrounds.
* Low quality images.
  + Increased resolution on smaller images and applied some image processing to sharpen them.