

Supplementary Document: Real-time Rendering of Layered Materials with Anisotropic Normal Distributions

Tomoya Yamaguchi
Waseda University
tomoya.tomoya@akane.waseda.jp

Yusuke Tokuyoshi
Intel Corporation
yusuke.tokuyoshi@intel.com.

Tatsuya Yatagawa
The University of Tokyo
tatsy@den.t.u-tokyo.ac.jp

Shigeo Morishima
Waseda University
shigeo@waseda.jp

(Appendix A starts from the next page)

A ADDITIONAL RESULTS

A.1 Results for varying roughness parameters

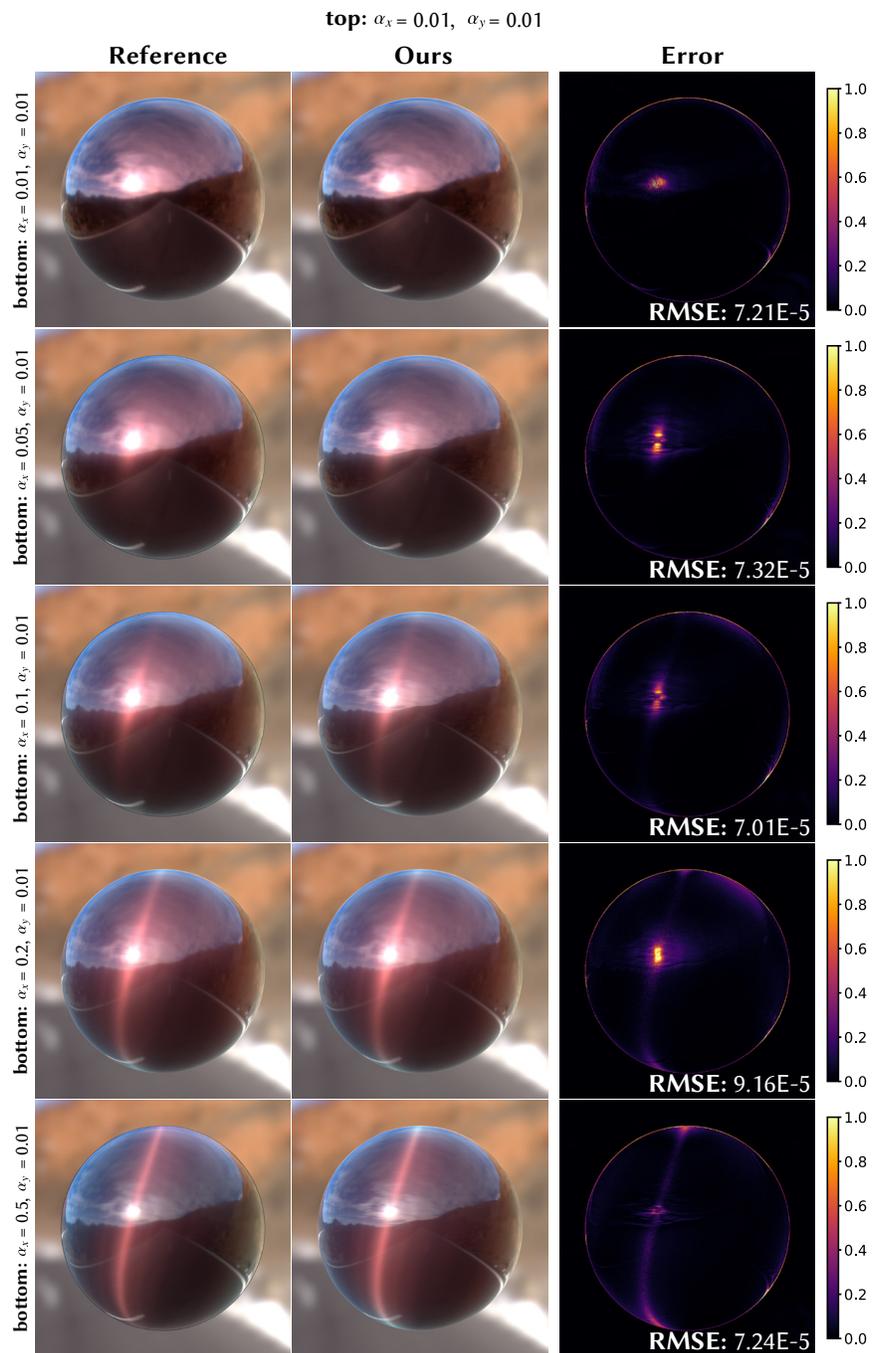


Figure 1: Rendering results with varying roughness parameters on the bottom layer ranging from 0.01 to 0.5. The roughness parameters of the top layer are fixed at $(\alpha_x, \alpha_y) = (0.01, 0.01)$

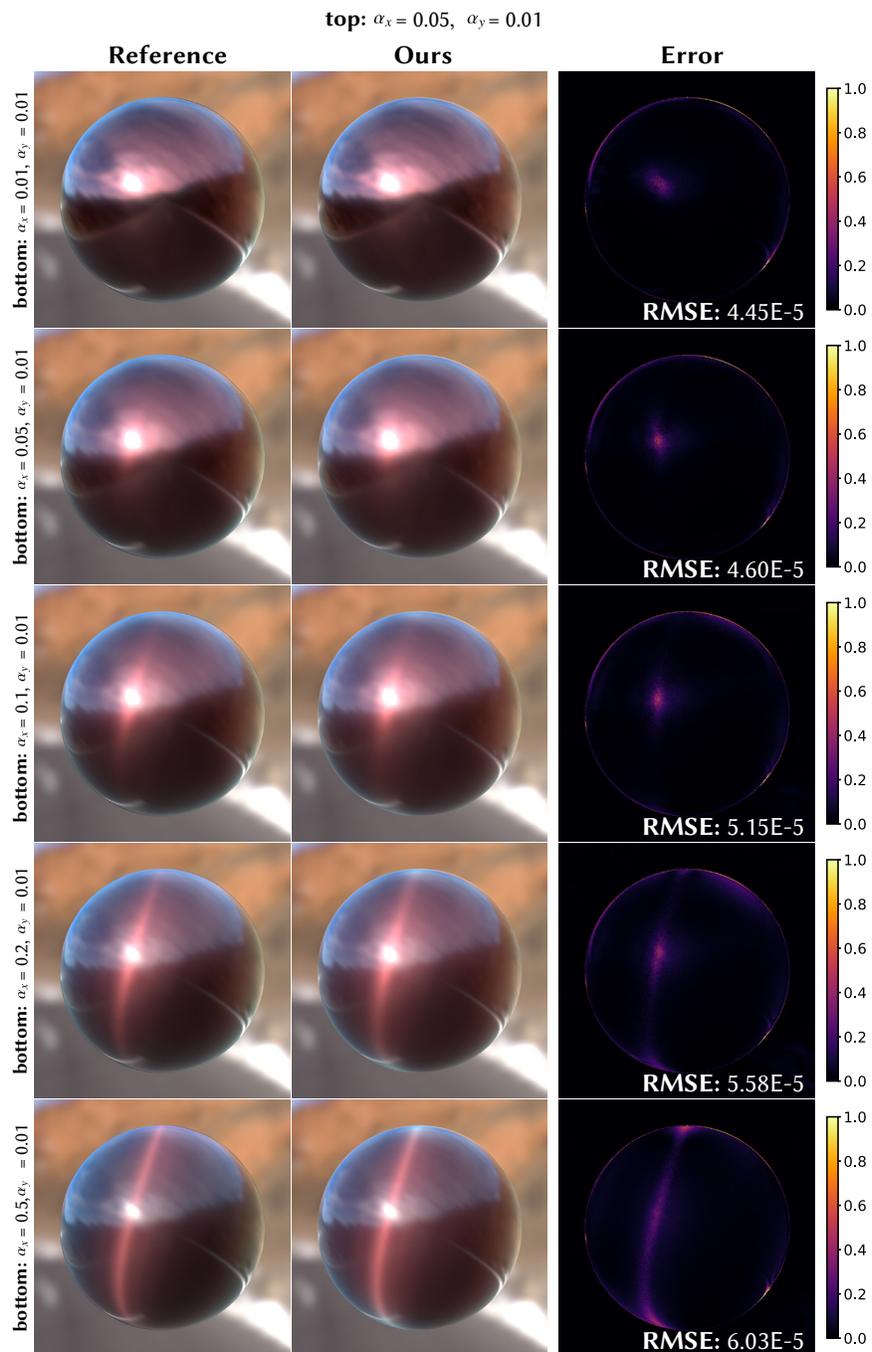


Figure 2: Rendering results with varying roughness parameters on the bottom layer ranging from 0.01 to 0.5. The roughness parameters of the top layer are fixed at $(\alpha_x, \alpha_y) = (0.05, 0.01)$

A.2 Results for varying rotation of local coordinate system

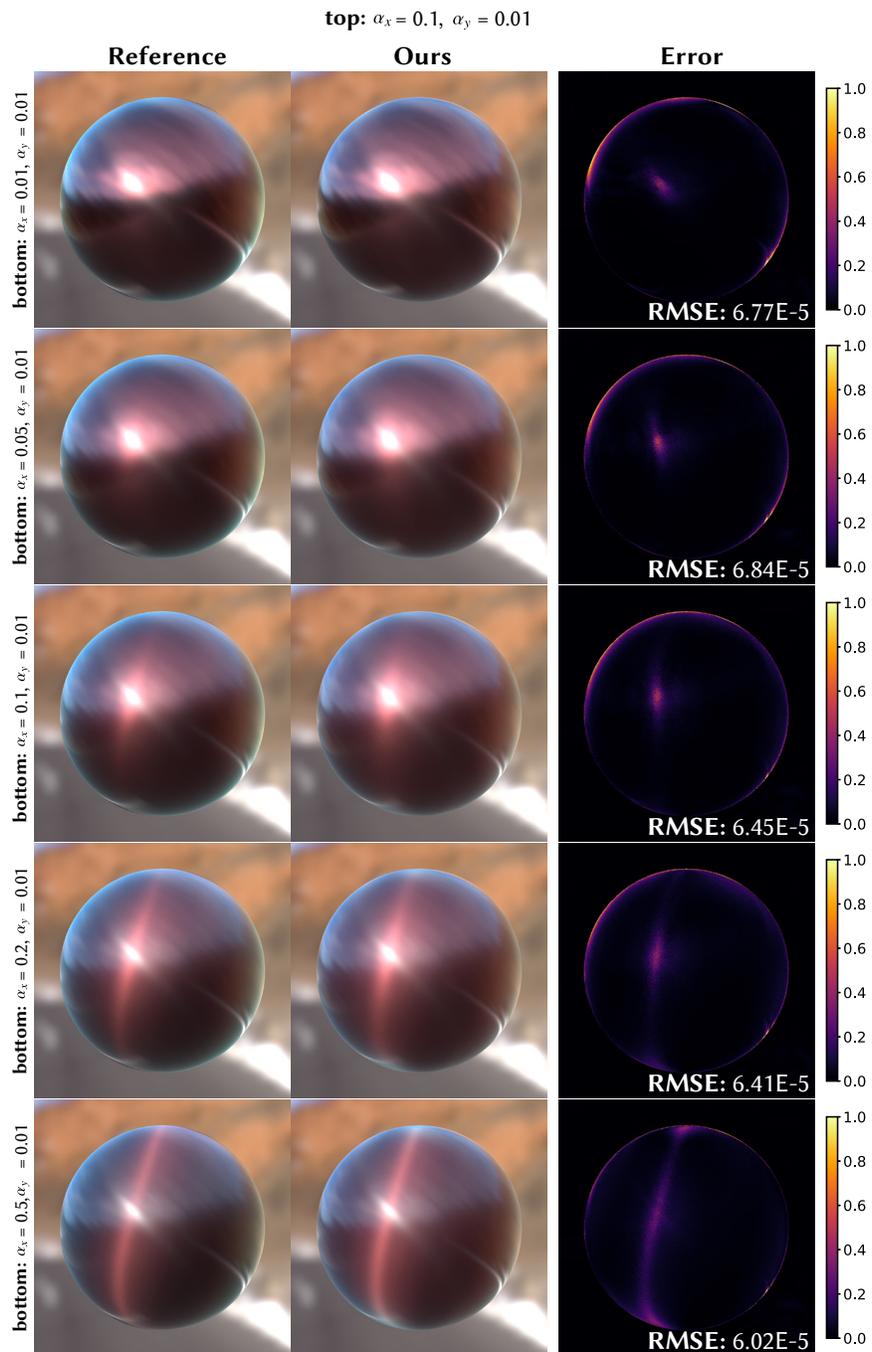


Figure 3: Rendering results with varying roughness parameters on the bottom layer ranging from 0.01 to 0.5. The roughness parameters of the top layer are fixed at $(\alpha_x, \alpha_y) = (0.1, 0.01)$

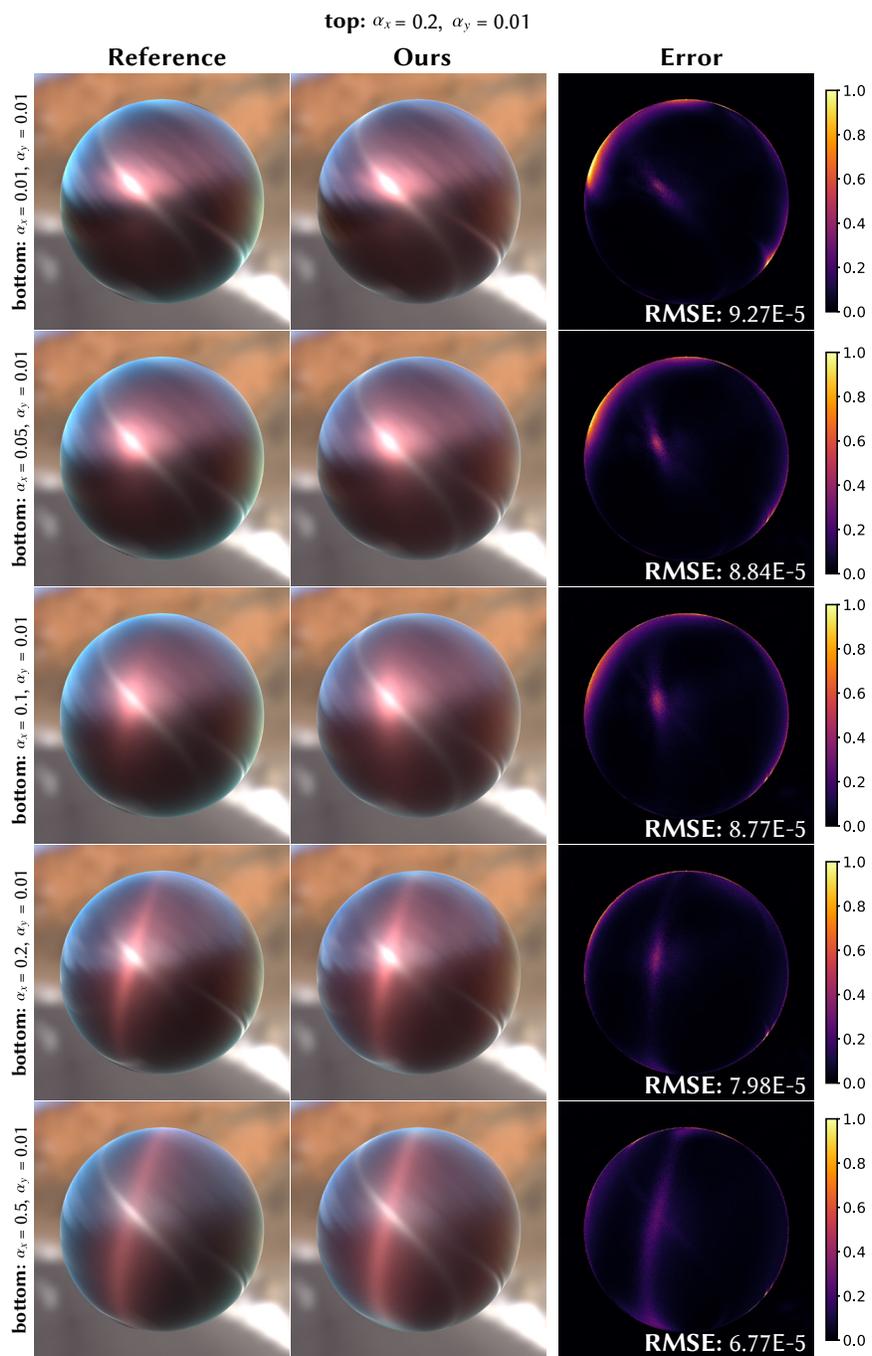


Figure 4: Rendering results with varying roughness parameters on the bottom layer ranging from 0.01 to 0.5. The roughness parameters of the top layer are fixed at $(\alpha_x, \alpha_y) = (0.2, 0.01)$

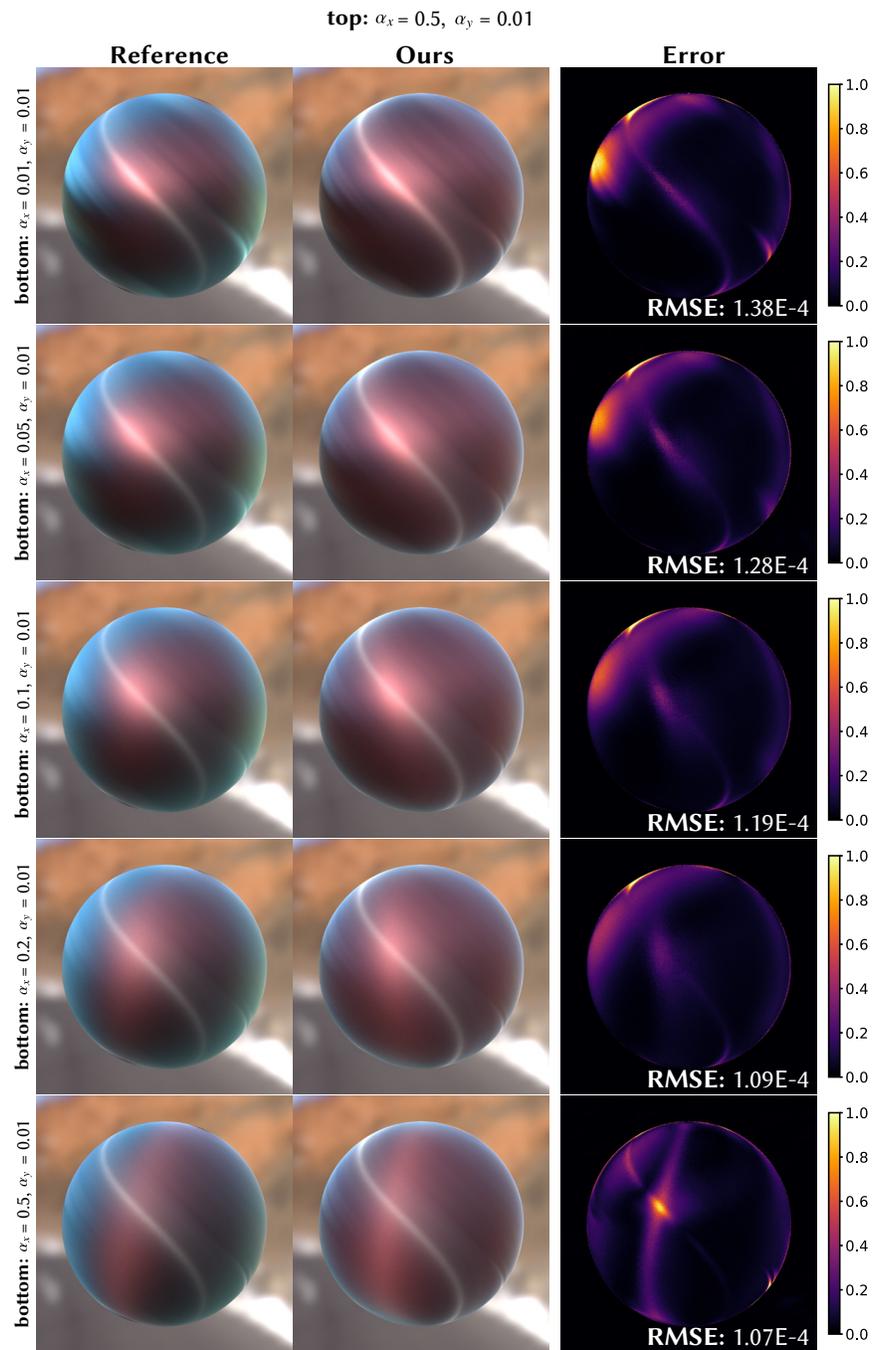


Figure 5: Rendering results with varying roughness parameters on the bottom layer ranging from 0.01 to 0.5. The roughness parameters of the top layer are fixed at $(\alpha_x, \alpha_y) = (0.5, 0.01)$

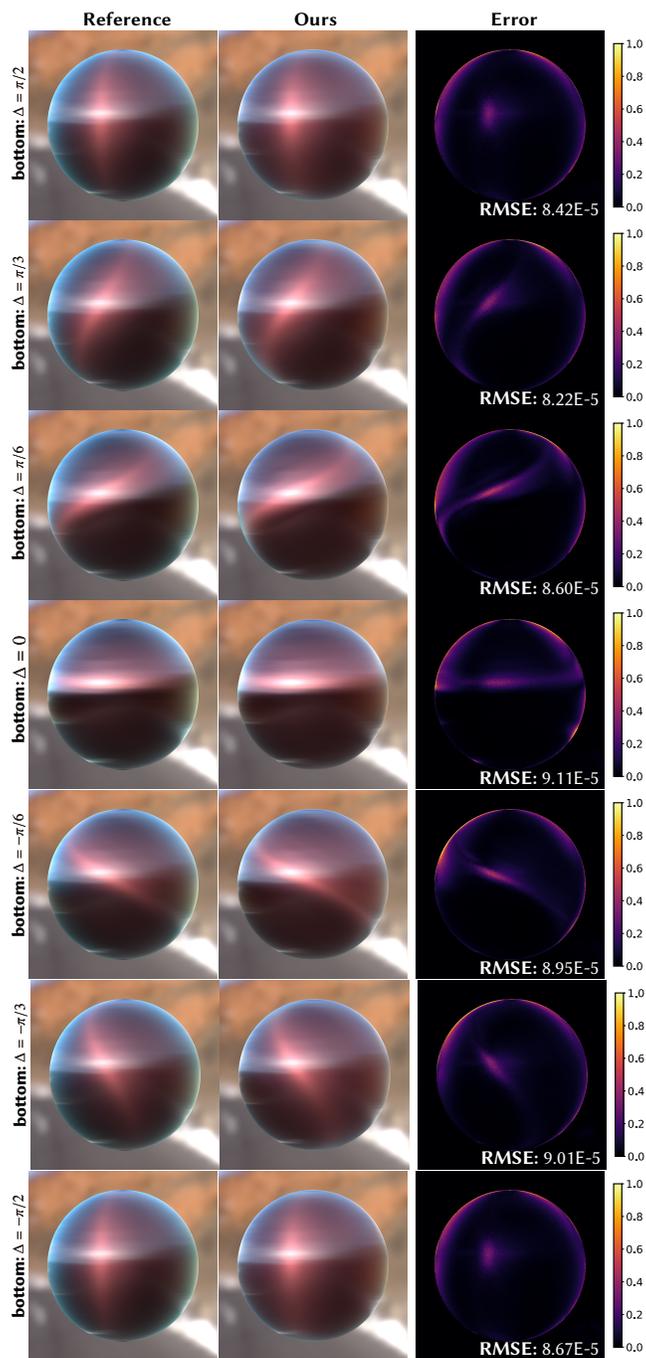


Figure 6: Rendering results for rotated local coordinate systems for the *bottom* layer, while the local coordinate system of the *top* layer is fixed.

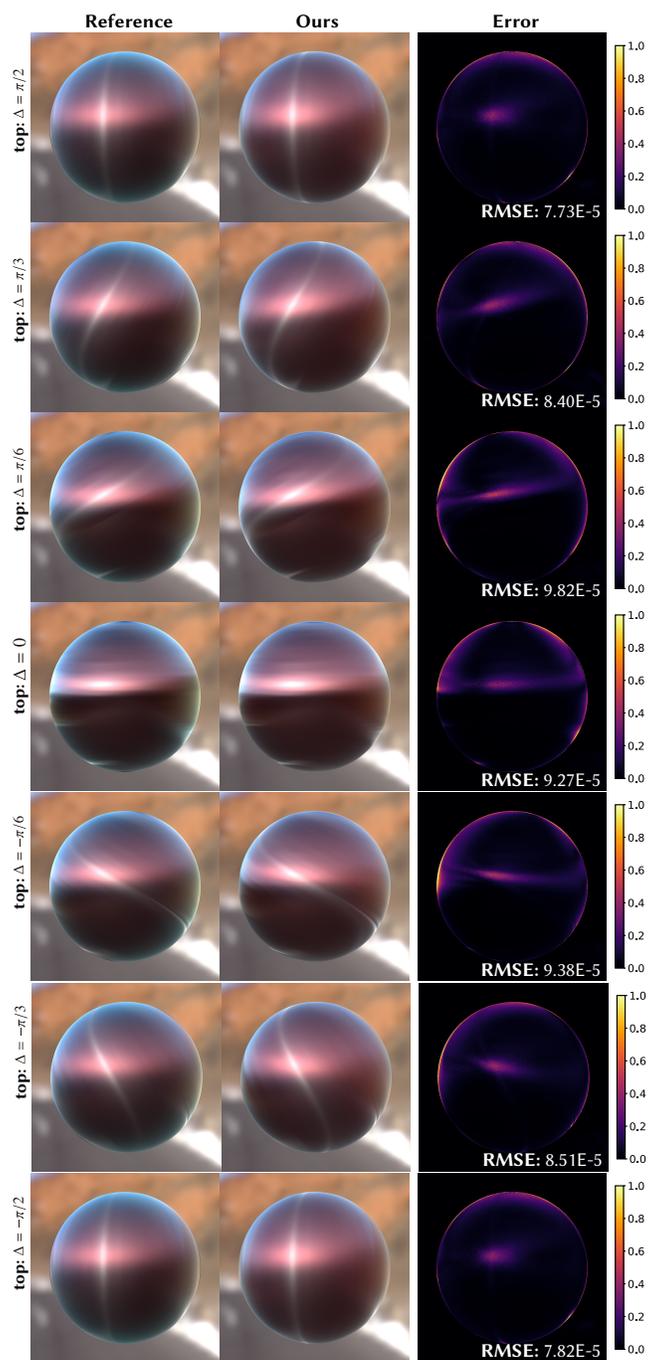


Figure 7: Rendering results for rotated local coordinate systems for the *top* layer, while the local coordinate system of the bottom layer is fixed.