

Spectral Ray Differentials Supplemental Material – Figures

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The following figures show the full-resolution images for the caustic and eye dispersion figures (Figure 6 and Figure 8) of the paper.

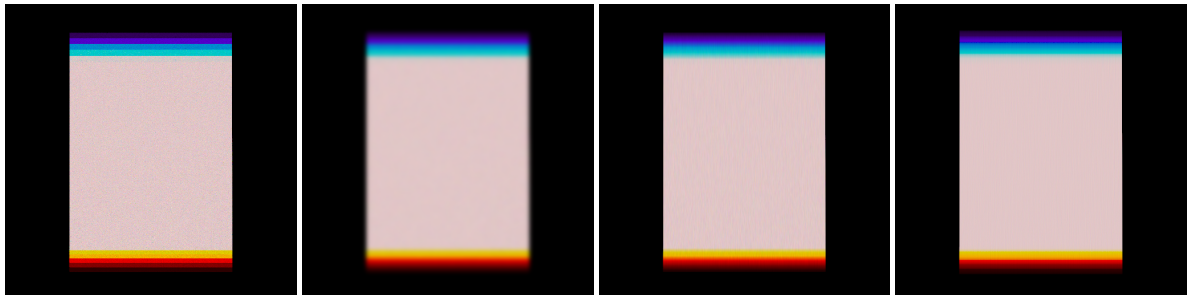
Caustics

The scenes are: a single planar dispersive interface, a triangular prism, two tilted plane-parallel slabs rotated with respect to each other by 90 degree, a sphere, a diamond and finally a monkey head (Blender). The respective scene sketches show the scene compositions, displaying dispersive objects in red and receivers in blue.

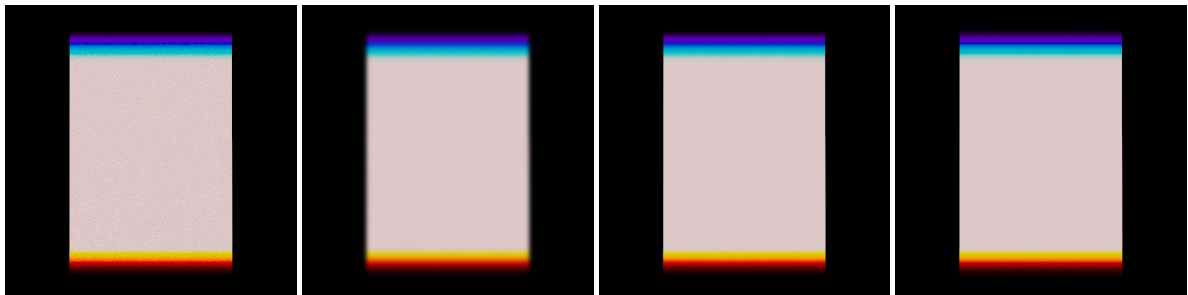
Eye dispersion

The scenes are: a glass icosahedron, a diamond gem and a monkey head (Blender) composed of water.

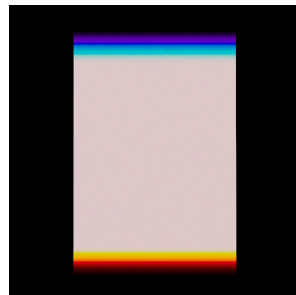
Planar



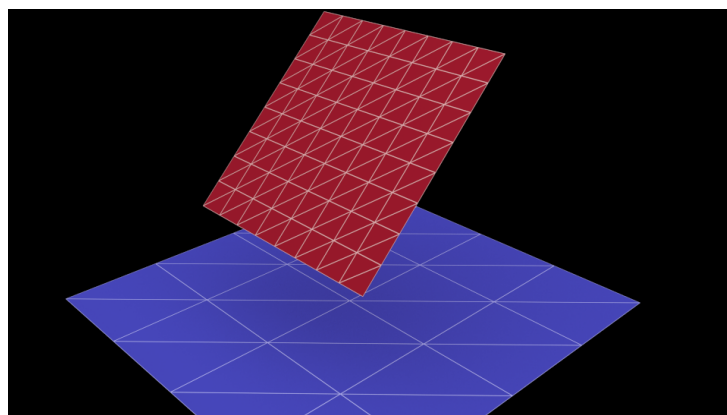
(a) Naive - Input, Uniform filter, Ours (gathering), Ours (splatting)



(b) Jittered - Input, Uniform filter, Ours (gathering), Ours (splatting)

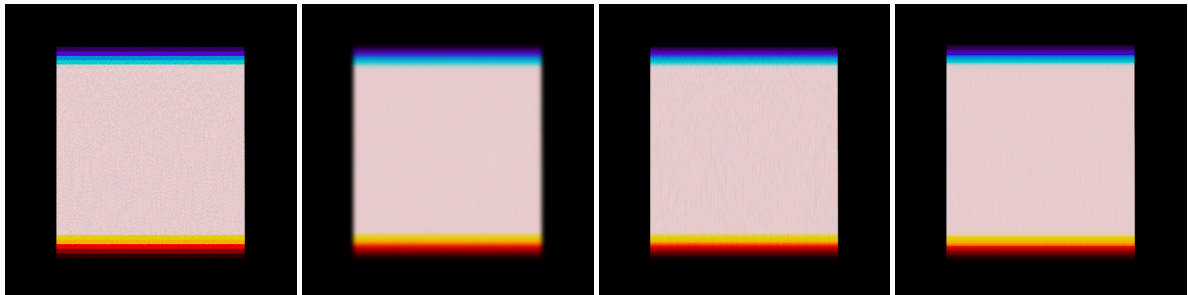


(c) Reference

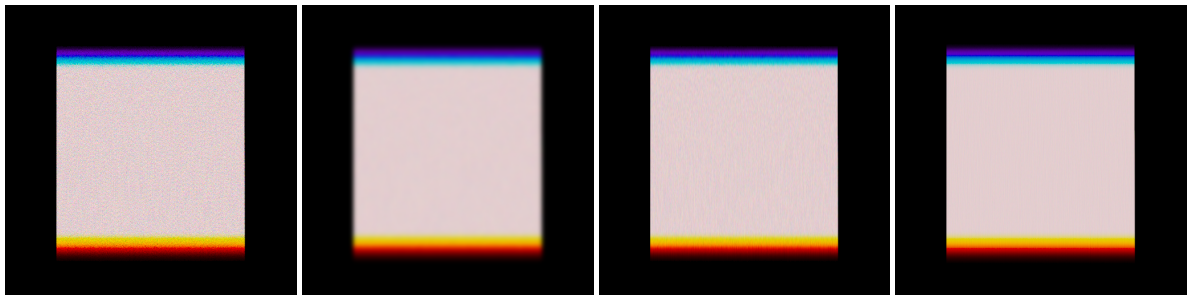


(d) Scene sketch

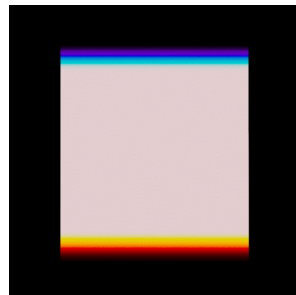
Prism



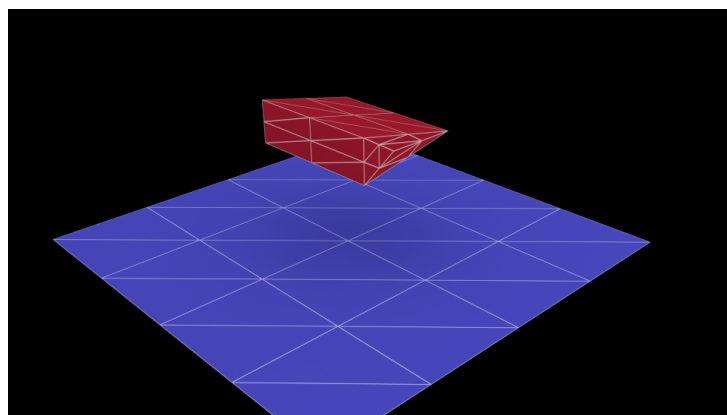
(a) Naive - Input, Uniform filter, Ours (gathering), Ours (splatting)



(b) Jittered - Input, Uniform filter, Ours (gathering), Ours (splatting)

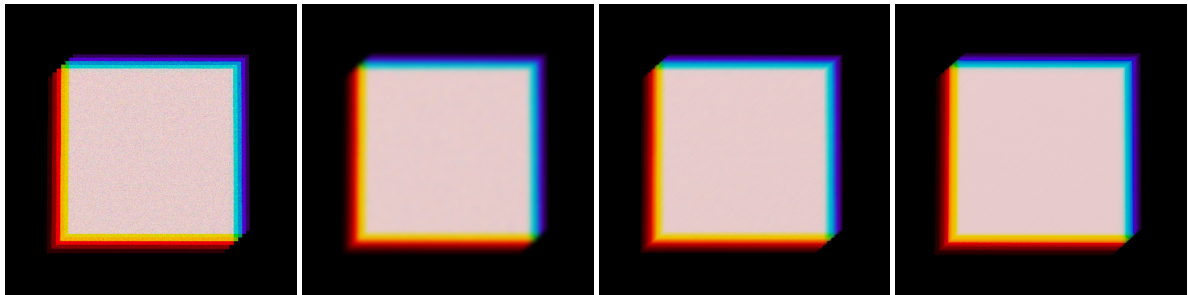


(c) Reference

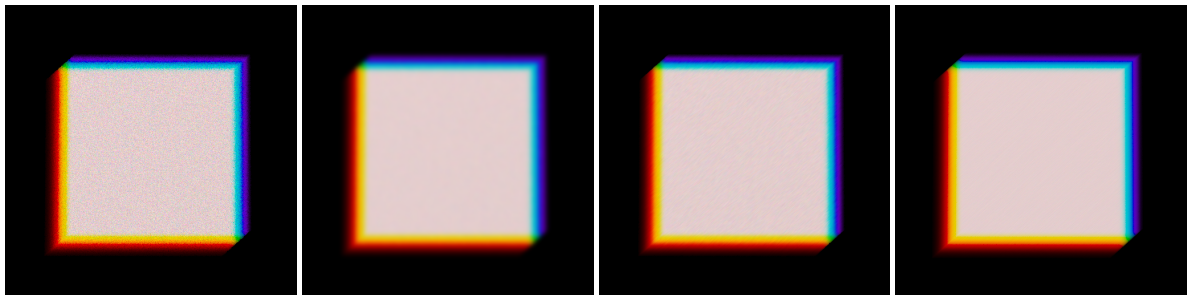


(d) Scene sketch

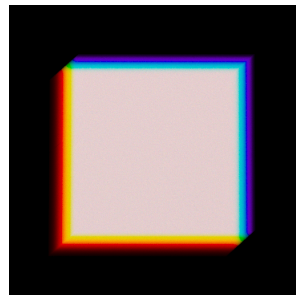
Slabs



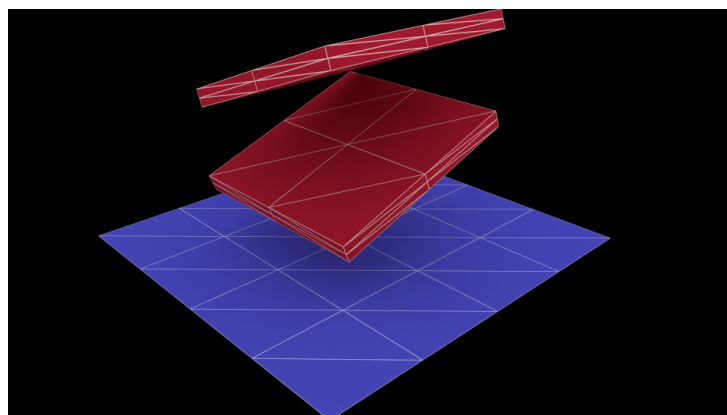
(a) Naive - Input, Uniform filter, Ours (gathering), Ours (splatting)



(b) Jittered - Input, Uniform filter, Ours (gathering), Ours (splatting)

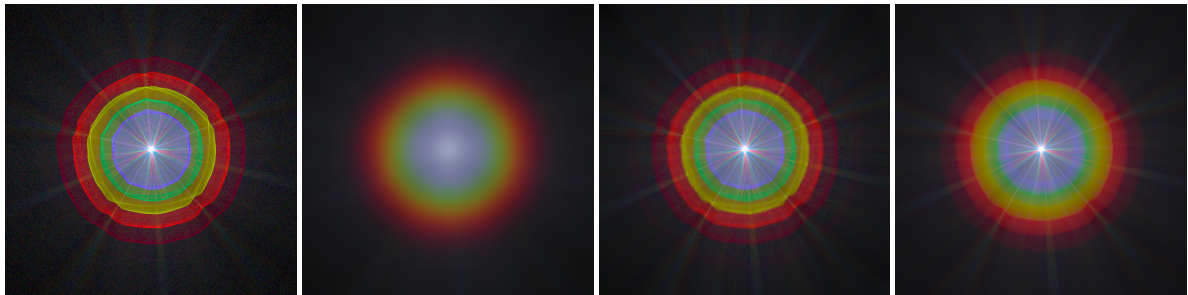


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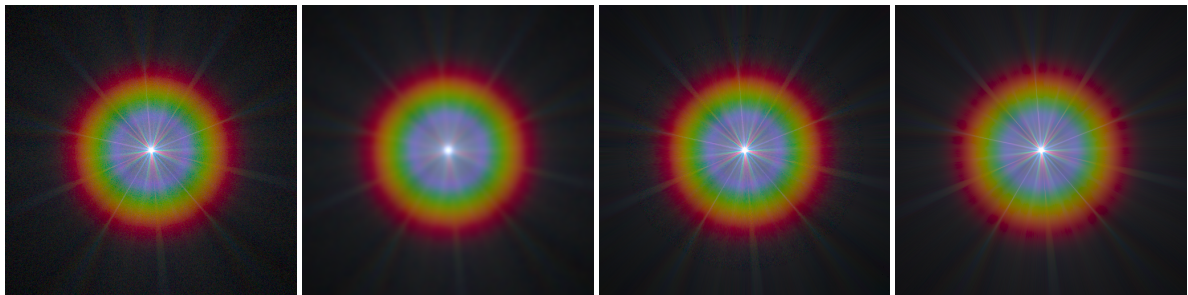


(d) Scene sketch

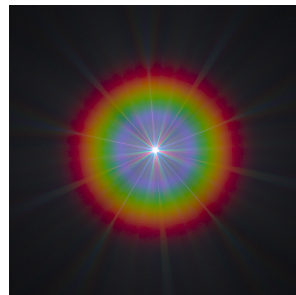
Sphere



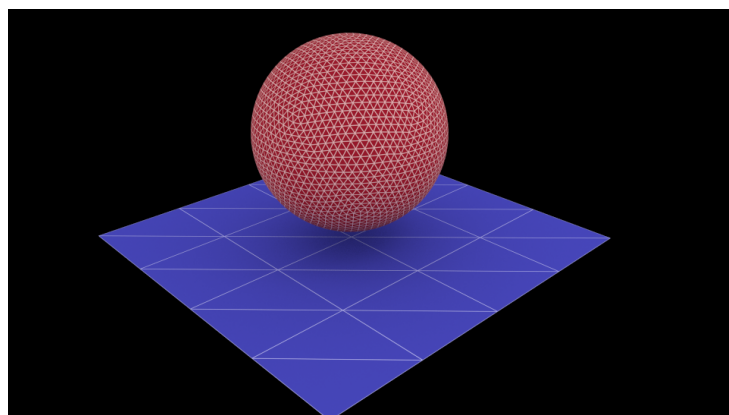
(a) Naive - Input, Uniform filter, Ours (gathering), Ours (splatting)



(b) Jittered - Input, Uniform filter, Ours (gathering), Ours (splatting)

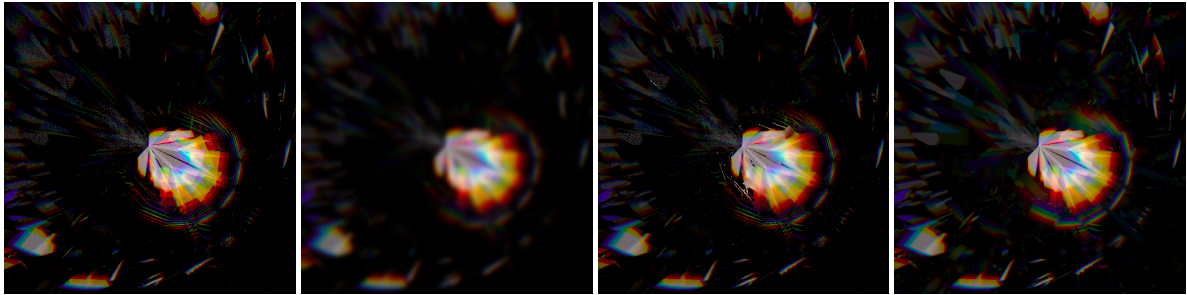


(c) Reference

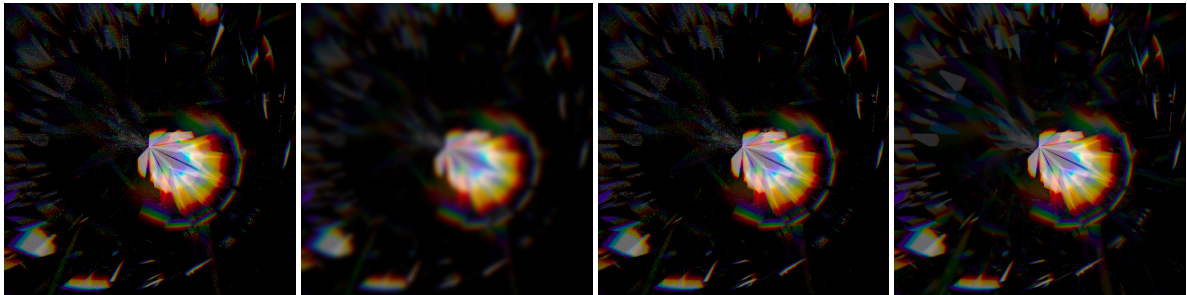


(d) Scene sketch

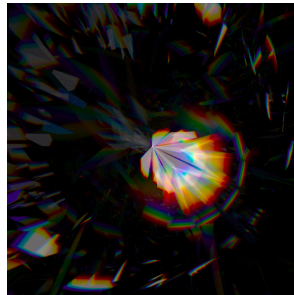
Diamond



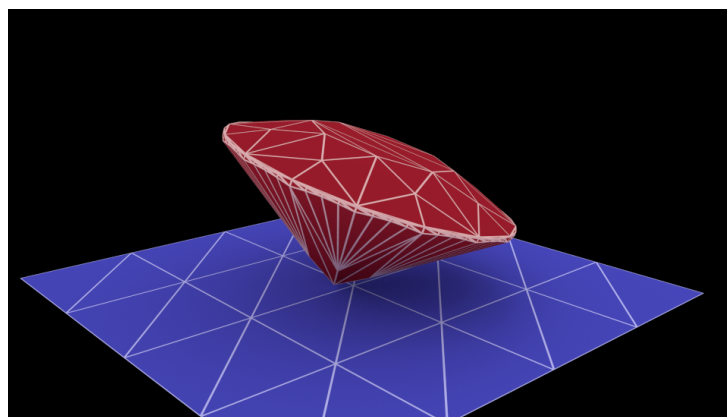
(a) Naive - Input, Uniform filter, Ours (gathering), Ours (splatting)



(b) Jittered - Input, Uniform filter, Ours (gathering), Ours (splatting)

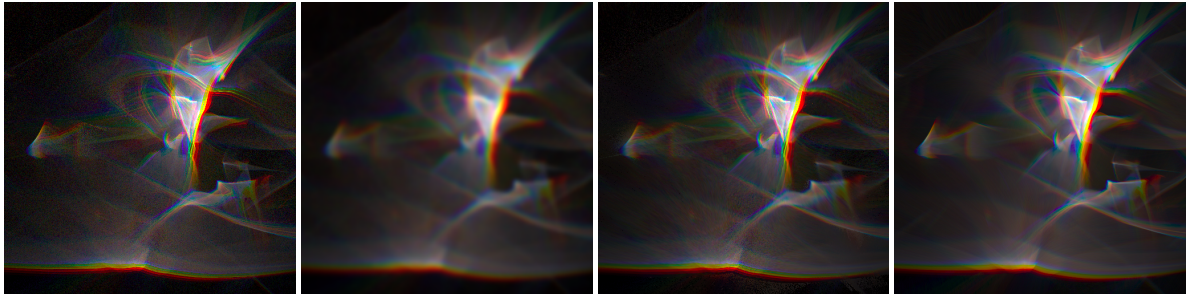


(c) Reference

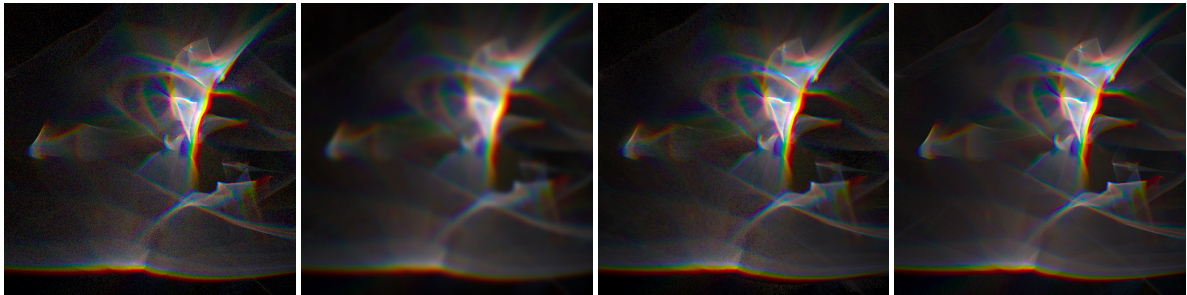


(d) Scene sketch

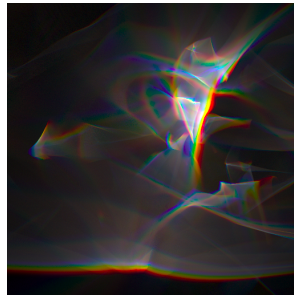
Monkey



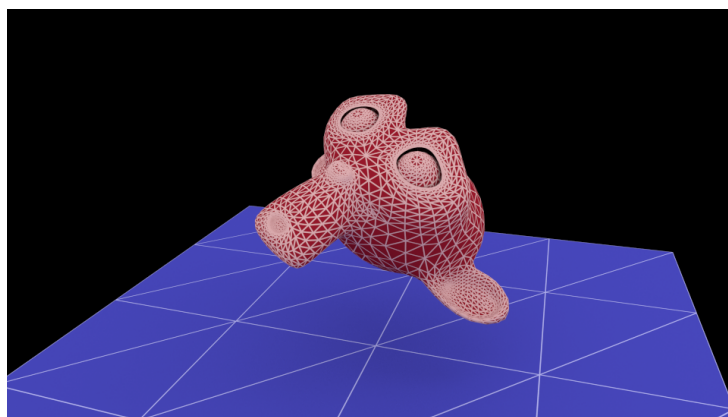
(a) Naive - Input, Uniform filter, Ours (gathering), Ours (splatting)



(b) Jittered - Input, Uniform filter, Ours (gathering), Ours (splatting)

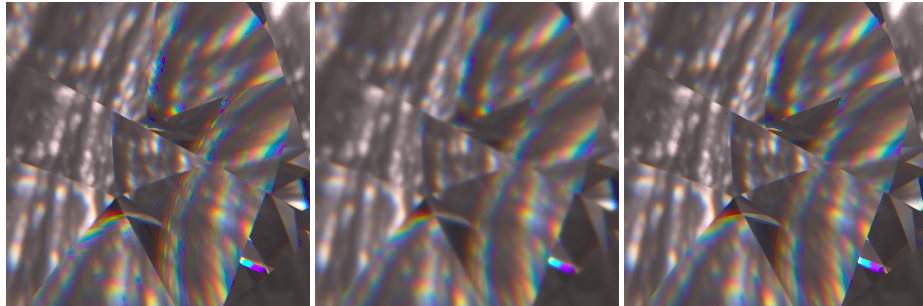


(c) Reference

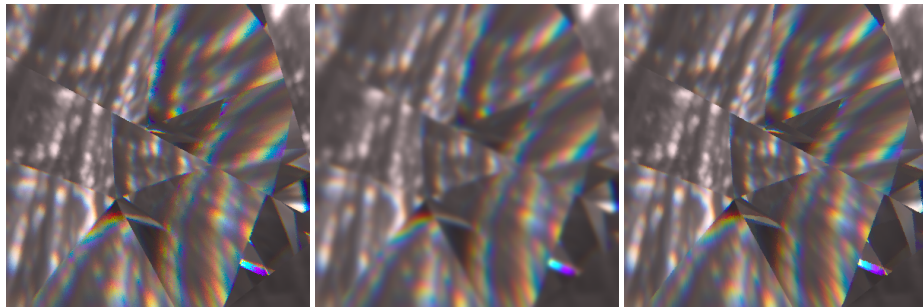


(d) Scene sketch

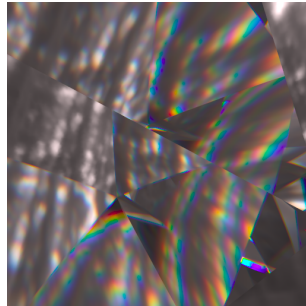
Icosahedron



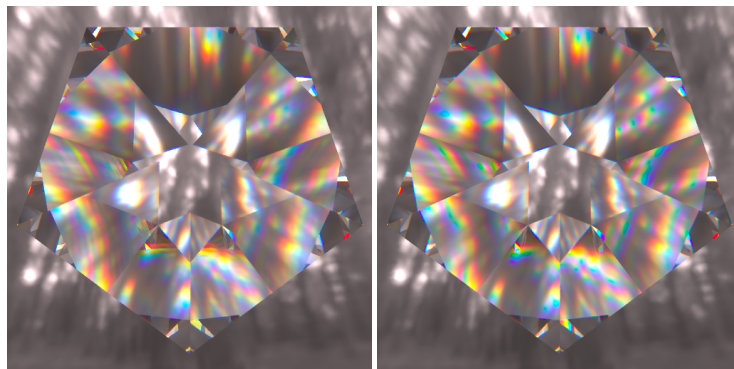
(a) Zoom in: banded - Input, Uniform filter, Ours



(b) Zoom in: jittered - Input, Uniform filter, Ours

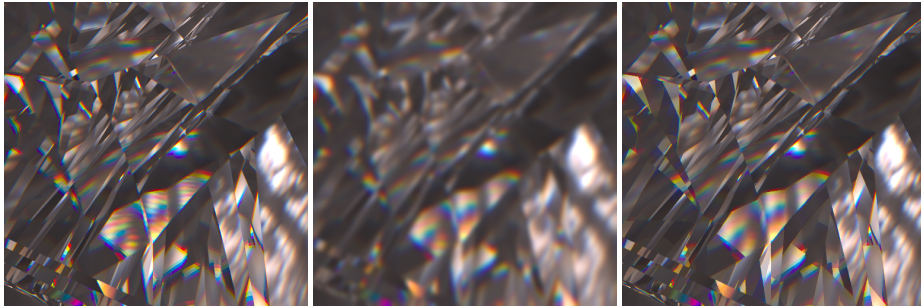


(c) Zoom in reference

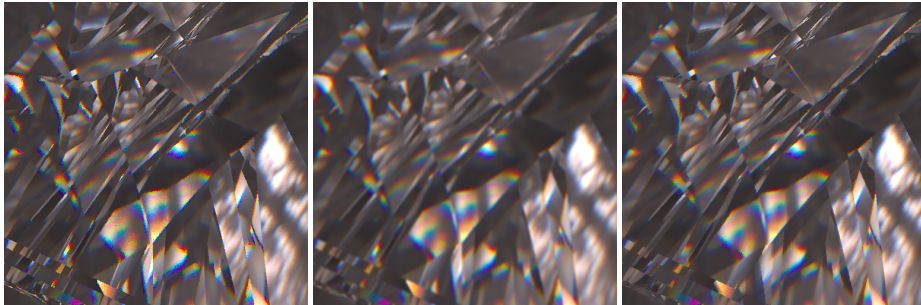


(d) Ours (left) and reference (right)

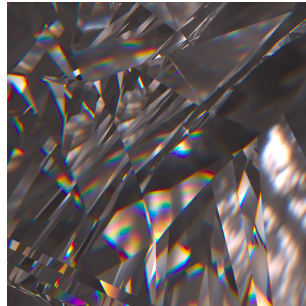
Diamond



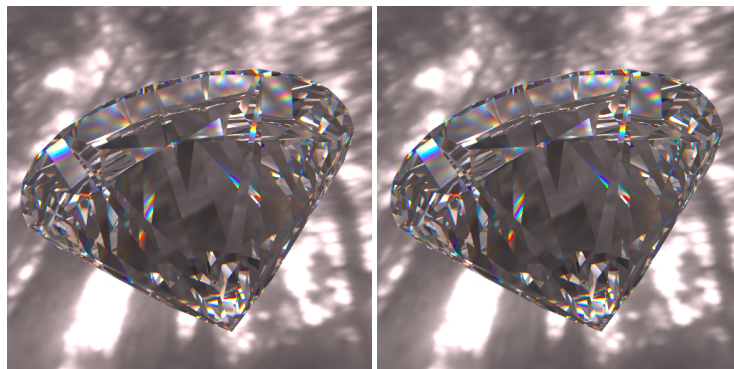
(a) Zoom in: banded - Input, Uniform filter, Ours



(b) Zoom in: jittered - Input, Uniform filter, Ours

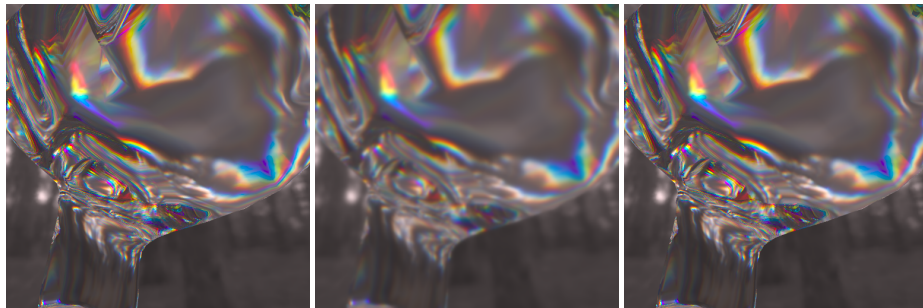


(c) Zoom in reference

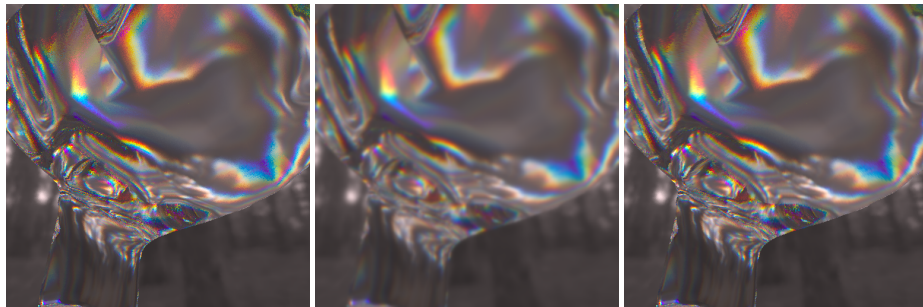


(d) Ours (left) and reference (right)

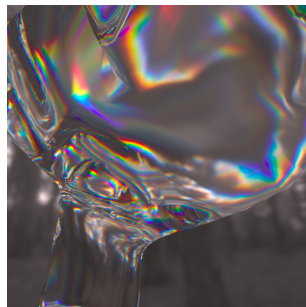
Monkey



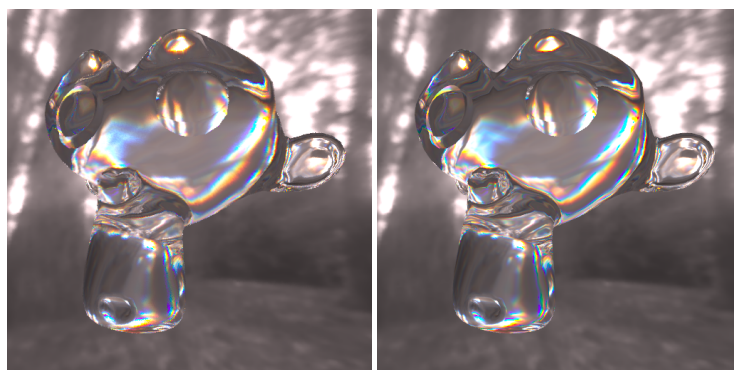
(a) Zoom in: banded - Input, Uniform filter, Ours



(b) Zoom in: jittered - Input, Uniform filter, Ours



(c) Zoom in reference



(d) Ours (left) and reference (right)