# Supplementary material for:
# Combining Global and Local Virtual Lights for Detailed Glossy Illumination


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## 1 Stochastic Progressive Photon Mapping

In Figures 1 and 2 we provide comparison of our method with CPU implementation of Progressive Photon Mapping [Hachisuka et al. 2008] and Stochastic Progressive Photon Mapping [Hachisuka and Jensen 2009]. The timings are machine with Intel Xeon X5560 processors (with 4 physical, 8 logical cores each). Both algorithms are implemented as CPU only. To compensated for this, we the reported results are for roughly $5\times$ longer runtime for each method, when compared to ours. We let the algorithms run even after this and confirmed that no significant improvement could be achieved by providing slightly longer time.

## References


HACHISUKA, T., AND JENSEN, H. W. 2009. Stochastic progressive photon mapping. *ACM Trans. Graph. 28*, 5, 1–8.

HACHISUKA, T., OGAKI, S., AND JENSEN, H. W. 2008. Progressive photon mapping. *ACM Trans. Graph. 27*, 5, 130:1–130:8.



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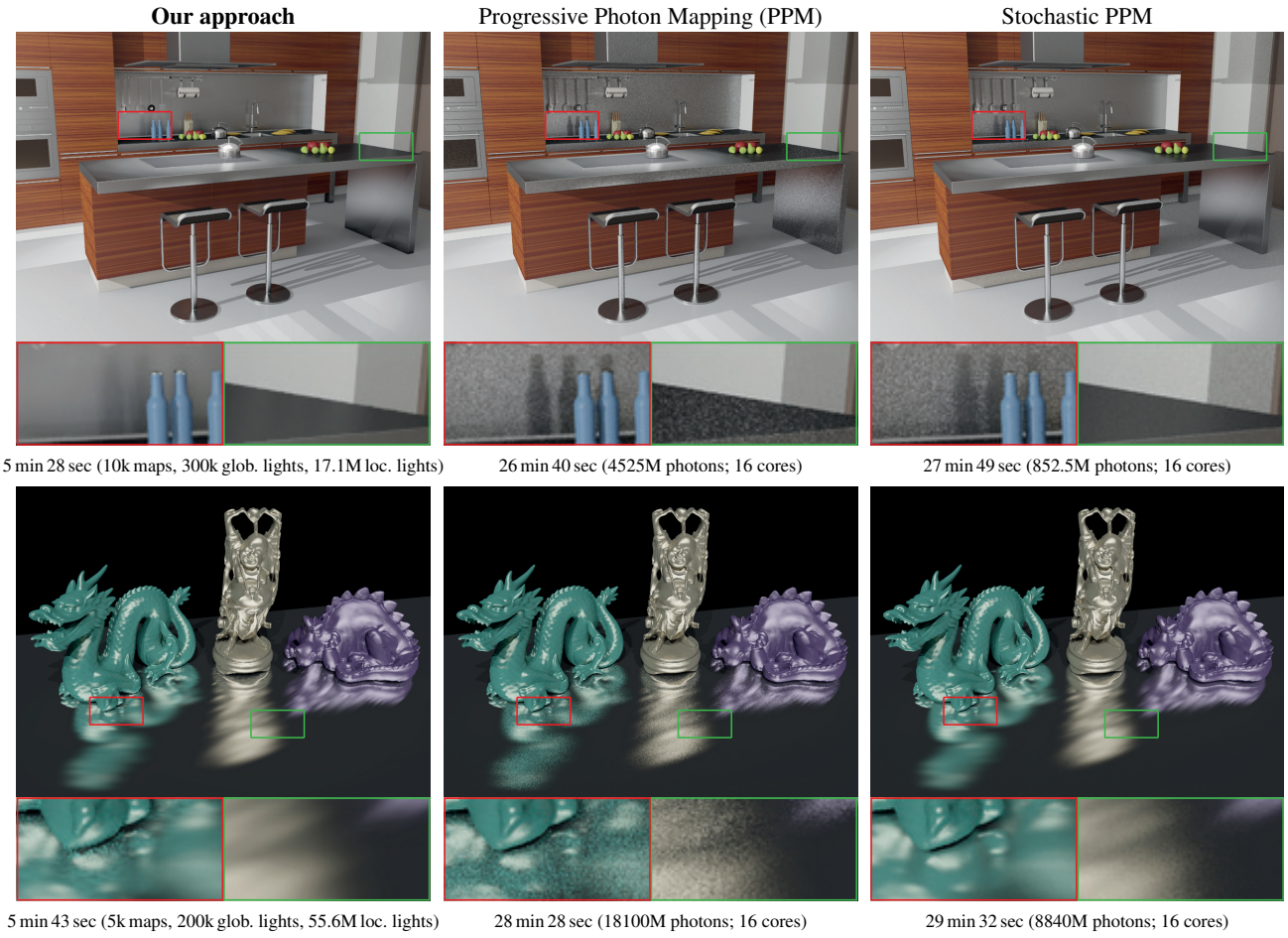


**Figure 1:** Results: *Comparison of our method with Progressive Photon Mapping and Stochastic Progressive Photon Mapping*

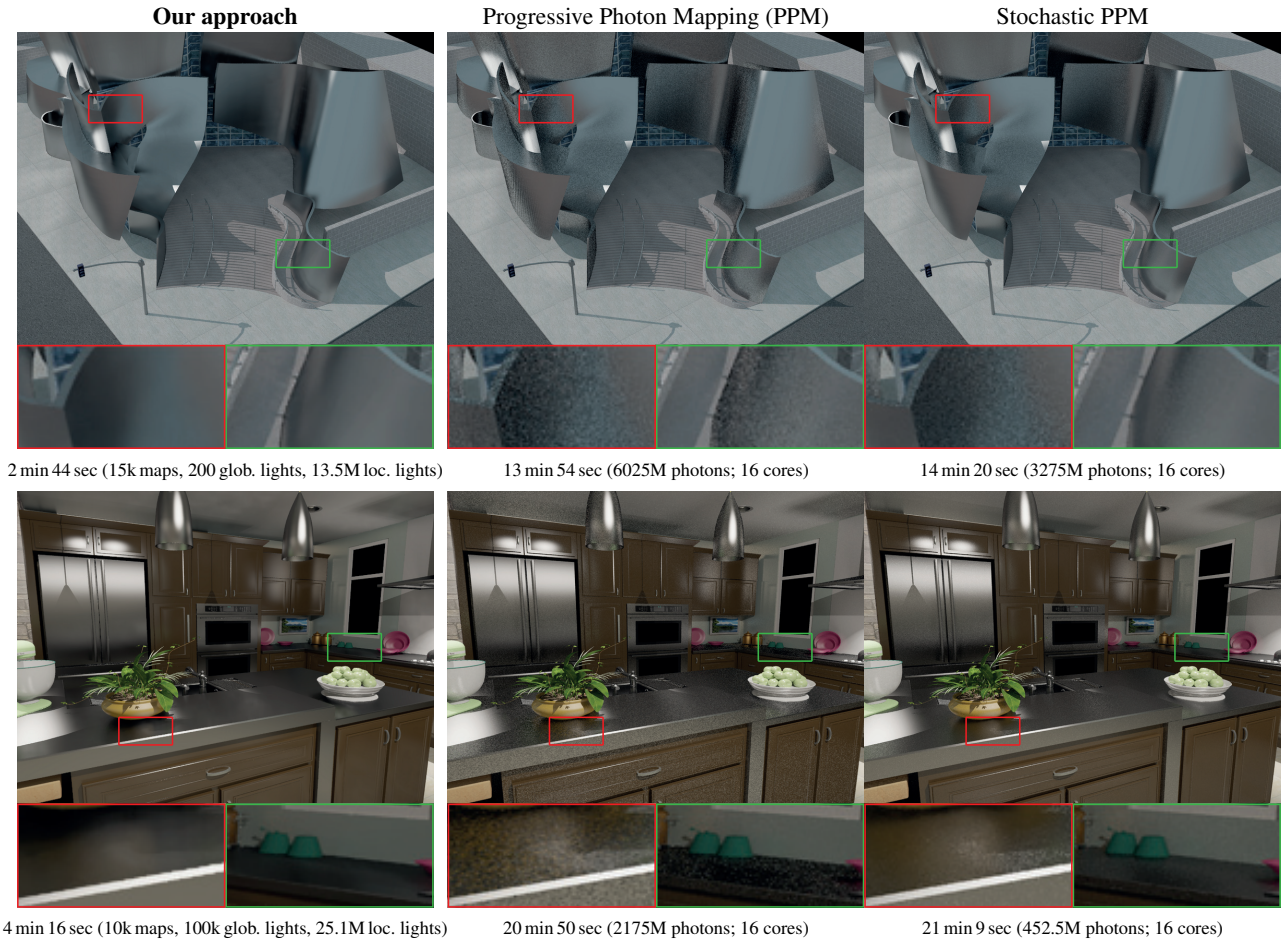


**Figure 2:** Results: *Comparison of our method with Progressive Photon Mapping and Stochastic Progressive Photon Mapping*