MatBuilder: Mastering Sampling Uniformity Over Projections Supplementary Material

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1 TIMEOUT PARAMETER EVALUATION

In this section, we evaluate the impact of the timeout parameter of the solver. On the profile generic-full-space-LDS with the u7 modifier, we consider several timeout values in {10, 30, 60, 90, 120, 180, 210} seconds. As illustrated in Figure 1, the timeout has an important impact on the overall performance of the solver, yet, 8-dimensional L_2 discrepancy plots turn out to be quite similar for this profile.

2 CHANGING THE BASE

In Figure 2, we evaluate the impact of changing the base p on the performance of the solver for the Generic-full-space-LDS. As illustrated in this figure, generalized L2 discrepancies are similar and timings show that increasing p speeds up the solver for low matrix sizes.

3 RENDERING RESULTS

We present detailed rendering results in 6d and 8d following the setting described in the main document.



Fig. 1. Evaluation of the Generic-full-space-LDS profile with the \mathbf{u}^7 modifier for various timeout values: (*top*) overall timings as the matrix size *m* increases, (*bottom*) associated generalized L_2 discrepancy graphs.



Fig. 2. Evaluation of the Generic-full-space-LDS profile with the u6 modifier for various bases $p = \{3, 5, 7, 11\}$: *(Top)* the timings as *m* increases, *(bottom)*, the generalized L_2 discrepancy in s = 8 dimensions for p^k samples, $k \in \mathbb{N}_0$.





Fig. 3. Rendering results and comparisons in 6d, 1 light source case. The 6 dimensions are used to sample the lens (2d), the time (1d), and one light source (3d).

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PT-Profile

4spp vs 3spp 8spp vs 9spp

32spp vs 27spp

256spp vs 243spp

64spp vs 81spp



Fig. 4. Rendering results and comparisons in 6d, 2 light sources case: please refer to Fig. 7, row 1 in the main document. The 6 dimensions are used to sample the lens (2d), the time (1d), and two light sources (3d).







Fig. 5. Rendering results and comparisons in 6d, 3 light sources case: please refer to Fig. 7, row 2 in the main document. The 6 dimensions are used to sample the lens (2d), the time (1d), and three light sources (3d).

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1spp vs 1spp 4spp vs 3spp

32spp vs 27spp

64spp vs 81spp 256spp vs 243spp



8spp vs 9spp

Fig. 6. Rendering results and comparisons in 6d, 5 light sources case: please refer to Fig. 7, row 3 in the main document. The 6 dimensions are used to sample the lens (2d), the time (1d), and five light sources (3d).







1spp vs 1spp 4spp vs 3spp

8spp vs 9spp

32spp vs 27spp

64spp vs 81spp

256spp vs 243spp



Fig. 7. Rendering results and comparisons in 8d, 2 light sources case: please refer to Fig. 7, last row in the main document. The 8 dimensions are used to sample the pixel (2d), the direct lighting (3d) and the indirect lighting (3d).

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1spp vs 1spp

8spp vs 9spp

32spp vs 27spp

256spp vs 243spp



Fig. 8. Rendering results and comparisons in 8d, 3 light sources case: please refer to Fig. 7, last row in the main document. The 8 dimensions are used to sample the pixel (2d), the direct lighting (3d) and the indirect lighting (3d).

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Fig. 9. Rendering results and comparisons in 8d, 2 light sources case: The 8 dimensions are used to sample the pixel (2d), the direct lighting (3d) and the indirect lighting (3d).



Fig. 10. Rendering results and comparisons in 8d, 3 light sources case: The 8 dimensions are used to sample the pixel (2d), the direct lighting (3d) and the indirect lighting (3d).