Amortized Supersampling [Supplemental Results]

Lei Yang¹

Diego Nehab² Pedro V. Sander¹

Pitchaya Sitthi-amorn³

Jason Lawrence 3 Hugues Hoppe²

¹Hong Kong UST

²Microsoft Research

³University of Virginia



Reproj mov (38fps, 28.04dB)



Ours mov (24fps, 35.54dB)

Ours still (24fps, 39.49dB)





No AA (41fps, 21.81dB)







3×3 SS (6.4fps, 30.74dB)

Reproj still (52fps, 25.90dB)



4×4 SS (3.7fps, 32.29dB)

Ours mov (39fps, 28.45dB)





Reference

Ours still (39fps, 33.00dB)

TEAPOT SCENE





No AA (60fps, 20.64dB)



2×2 SS (13fps, 27.99dB)

Reproj mov (52fps, 23.72dB)

2×2 SS (15fps, 25.10dB)













Reference

Figure 1: Additional comparison between our approach, no antialiasing, stratified supersampling, and jittered reprojection. The terrain scene is a bump-mapped random height field with details based on procedural noise, viewed from a free-flying camera. The teapot scene is discussed in the paper. Its PSNR graph is in Figure 10. Animated versions of the scenes can be viewed in the accompanying video.