

# Supplemental Document of Tile Pair-based Adaptive Multi-Rate Stereo Shading

In this supplementary document, more results are included as

- Comparison of shading costs of the Arena and Fairy Scene in Fig. 1.
- Memory bandwidths counted for all frames in Sponza and Castle scenes are presented in Figure 2
- Error images of Arena, Sponza, Fairy and Castle scenes are magnified 80 times and visualized in Figure 3 and 4 respectively.

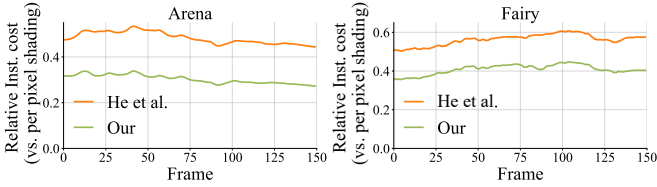


Fig. 1: Comparison of shading costs of the Arena and Fairy scene at the 150-frames sequence.

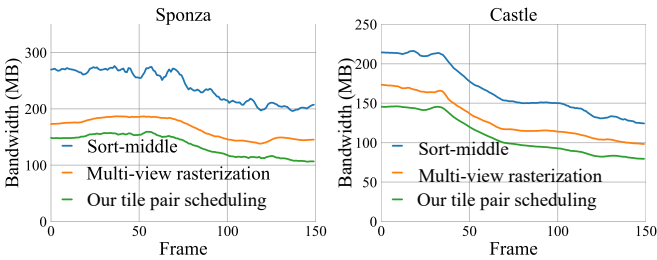
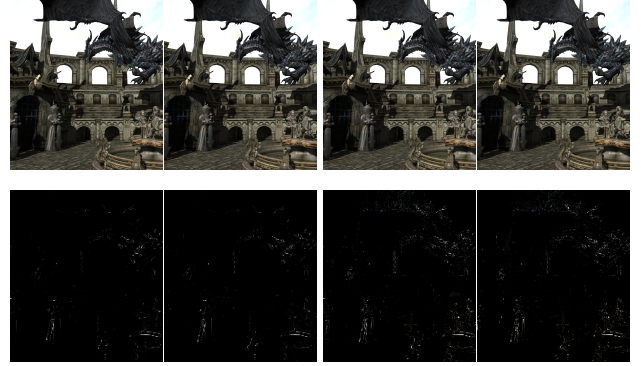
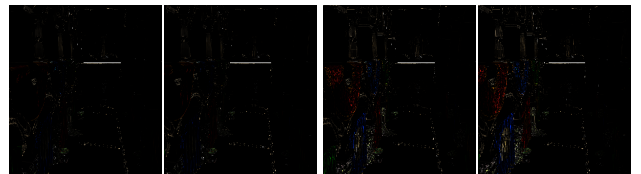
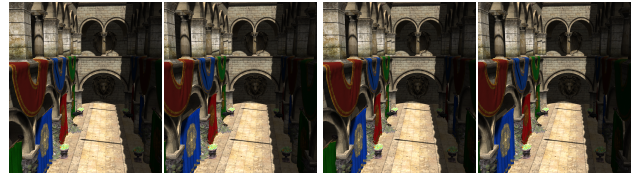


Fig. 2: Memory bandwidths counted for the frames shown in Sponza and Castle scenes.



MultiRate L. Cost 47.1% SSIM 99.995%	MultiRate R. Cost 47.6% SSIM 99.995%	Our L. Cost 30.9% SSIM 99.99%	Our R. Cost 31.2% SSIM 99.99%
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MultiRate L. Cost 43.9% SSIM 99.992%	MultiRate R. Cost 44.3% SSIM 99.992%	Our L. Cost 29.0% SSIM 99.986%	Our R. Cost 29.2% SSIM 99.986%
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MultiRate L. Cost 57.9% SSIM 99.998%	MultiRate R. Cost 58.9% SSIM 99.998%	Our L. Cost 42.2% SSIM 99.989%	Our R. Cost 41.2% SSIM 99.988%
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Fig. 3: Error images of Arena, Sponza and Fairy scene. Errors are magnified 80 times.

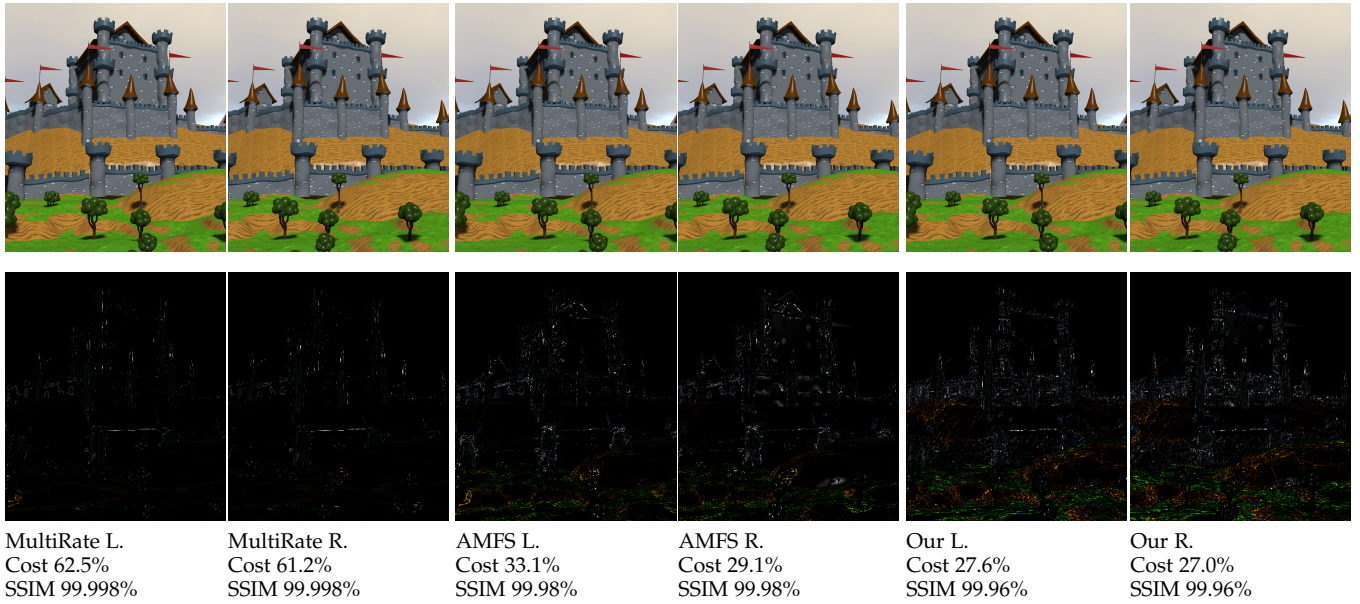


Fig. 4: Error images of the Castle scene. Errors are magnified 80 times.