1 Reported timings

This paper generates the final images by combining separately rendered R, G, and B images. The timings reported (low-order, high-order, total, and TTUV) are average timings over color channels. For computing timings of the combined RGB images, all reported numbers should be multiplied by a factor of 3. This applies to the renderings made using all methods, so it does not affect any relative timing comparisons.

\* The work was done while the author was employed at Disney Research.