

Knowledge of lighting and material design

Please rate your previous experience with lighting design in 3D computer graphics.

- (1) No experience
- (2) Have tinkered with it
- (3) Have worked on a project
- (4) Have worked on more than one project
- (5) Work as a professional

Please rate your previous experience with material design in 3D computer graphics.

- (1) No experience
- (2) Have tinkered with it
- (3) Have worked on a project
- (4) Have worked on more than one project
- (5) Work as a professional

Random Path Tracing Ratings Lighting Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, scale):	1	2	3	4	5
Trial 2 (kitchen, move):	1	2	3	4	5
Trial 3 (museum, move):	1	2	3	4	5
Trial 4 (lobby, move):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (museum, all):	1	2	3	4	5
Trial 6 (lobby, all):	1	2	3	4	5

Random Path Tracing Ratings Material Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, brightness):	1	2	3	4	5
Trial 2 (kitchen, roughness):	1	2	3	4	5
Trial 3 (museum, glossiness):	1	2	3	4	5
Trial 4 (lobby, color):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (studio, all):	1	2	3	4	5
Trial 6 (kitchen, all):	1	2	3	4	5

Random Path Tracing Comments

- 1. How would you compare lighting and material adjustments in terms of your workflow?**
- 2. How well you were able to identify the features you were supposed to adjust?**
- 3. How did the artifacts (errors) in the image affect your workflow?**
- 4. Did the artifacts (errors) in the image affect your final choice in the open trial?**

Quasi-Random Path Tracing Ratings Lighting Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, scale):	1	2	3	4	5
Trial 2 (kitchen, move):	1	2	3	4	5
Trial 3 (museum, move):	1	2	3	4	5
Trial 4 (lobby, move):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (museum, all):	1	2	3	4	5
Trial 6 (lobby, all):	1	2	3	4	5

Quasi-Random Path Tracing Ratings

Material Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, brightness):	1	2	3	4	5
Trial 2 (kitchen, roughness):	1	2	3	4	5
Trial 3 (museum, glossiness):	1	2	3	4	5
Trial 4 (lobby, color):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (studio, all):	1	2	3	4	5
Trial 6 (kitchen, all):	1	2	3	4	5

Quasi-Random Path Tracing Comments

- 1. How would you compare lighting and material adjustments in terms of your workflow?**
- 2. How well you were able to identify the features you were supposed to adjust?**
- 3. How did the artifacts (errors) in the image affect your workflow?**
- 4. Did the artifacts (errors) in the image affect your final choice in the open trial?**

Photon Mapping Ratings

Lighting Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, scale):	1	2	3	4	5
Trial 2 (kitchen, move):	1	2	3	4	5
Trial 3 (museum, move):	1	2	3	4	5
Trial 4 (lobby, move):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (museum, all):	1	2	3	4	5
Trial 6 (lobby, all):	1	2	3	4	5

Photon Mapping Ratings

Material Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, brightness):	1	2	3	4	5
Trial 2 (kitchen, roughness):	1	2	3	4	5
Trial 3 (museum, glossiness):	1	2	3	4	5
Trial 4 (lobby, color):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (studio, all):	1	2	3	4	5
Trial 6 (kitchen, all):	1	2	3	4	5

Photon Mapping Comments

- 1. How would you compare lighting and material adjustments in terms of your workflow?**
- 2. How well you were able to identify the features you were supposed to adjust?**
- 3. How did the artifacts (errors) in the image affect your workflow?**
- 4. Did the artifacts (errors) in the image affect your final choice in the open trial?**

Virtual Point Lights Ratings

Lighting Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, scale):	1	2	3	4	5
Trial 2 (kitchen, move):	1	2	3	4	5
Trial 3 (museum, move):	1	2	3	4	5
Trial 4 (lobby, move):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (museum, all):	1	2	3	4	5
Trial 6 (lobby, all):	1	2	3	4	5

Virtual Point Lights Ratings

Material Design Tasks

Please rate how well you matched the goal for matching trials.
(5 is the best)

Trial 1 (studio, brightness):	1	2	3	4	5
Trial 2 (kitchen, roughness):	1	2	3	4	5
Trial 3 (museum, glossiness):	1	2	3	4	5
Trial 4 (lobby, color):	1	2	3	4	5

Please rate how satisfied you are with your result for open trials.
(5 is the best)

Trial 5 (studio, all):	1	2	3	4	5
Trial 6 (kitchen, all):	1	2	3	4	5

Virtual Point Lights Comments

- 1. How would you compare lighting and material adjustments in terms of your workflow?**
- 2. How well you were able to identify the features you were supposed to adjust?**
- 3. How did the artifacts (errors) in the image affect your workflow?**
- 4. Did the artifacts (errors) in the image affect your final choice in the open trial?**

Final Ratings and Rankings

Lighting Design Tasks

1) **Your preference for working on lighting matching trials:**

How does each interface rate on a scale of 1 to 5?

(1 implies do not prefer. 5 implies prefer.)

Random Path Tracing: 1 2 3 4 5

Quasi-Random Path Tracing: 1 2 3 4 5

Photon Mapping: 1 2 3 4 5

Virtual Point Lights: 1 2 3 4 5

If forced to choose, how would you rank the interfaces?

1st preference: _____

2nd preference: _____

3rd preference: _____

4th preference: _____

2) **Your preference for working on lighting open trials:**

How does each interface rate on a scale of 1 to 5?

(1 implies do not prefer. 5 implies prefer.)

Random Path Tracing: 1 2 3 4 5

Quasi-Random Path Tracing: 1 2 3 4 5

Photon Mapping: 1 2 3 4 5

Virtual Point Lights: 1 2 3 4 5

If forced to choose, how would you rank the interfaces?

1st preference: _____

2nd preference: _____

3rd preference: _____

4th preference: _____

3) **Your preference for working on material matching trials:**

How does each interface rate on a scale of 1 to 5?

(1 implies do not prefer. 5 implies prefer.)

Random Path Tracing: 1 2 3 4 5

Quasi-Random Path Tracing: 1 2 3 4 5

Photon Mapping: 1 2 3 4 5

Virtual Point Lights: 1 2 3 4 5

If forced to choose, how would you rank the interfaces?

1st preference: _____

2nd preference: _____

3rd preference: _____

4th preference: _____

4) **Your preference for working on material open trials:**

How does each interface rate on a scale of 1 to 5?

(1 implies do not prefer. 5 implies prefer.)

Random Path Tracing: 1 2 3 4 5

Quasi-Random Path Tracing: 1 2 3 4 5

Photon Mapping: 1 2 3 4 5

Virtual Point Lights: 1 2 3 4 5

If forced to choose, how would you rank the interfaces?

1st preference: _____

2nd preference: _____

3rd preference: _____

4th preference: _____

5) **Your overall preference:**

How does each interface rate on a scale of 1 to 5?

(1 implies do not prefer. 5 implies prefer.)

Random Path Tracing: 1 2 3 4 5

Quasi-Random Path Tracing: 1 2 3 4 5

Photon Mapping: 1 2 3 4 5

Virtual Point Lights: 1 2 3 4 5

If forced to choose, how would you rank the interfaces?

1st preference: _____

2nd preference: _____

3rd preference: _____

4th preference: _____

6) **Describe why you choose the previous overall ranked:**

(For example, suggest briefly what was good and bad about each method).