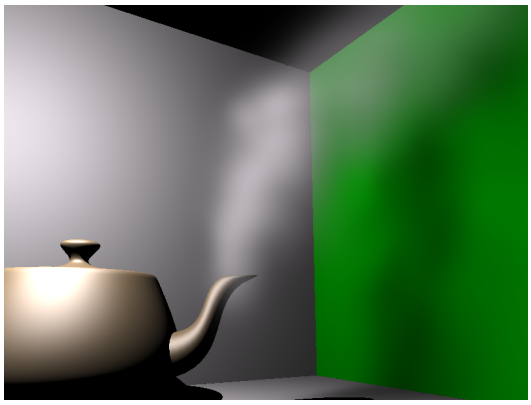
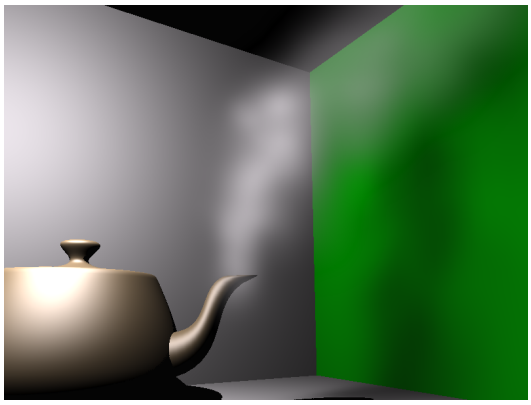
Ray tracing	Our result
	

Figure 1: Stronger shadow (requested by reviewer #1).

Ray tracing	Our result
	

Figure 2: Surface reflectance (requested by reviewer #2 and #6).

Because our method averages optical depth around all directions at each teapot center, it has blurred the specular highlight on the right teapot and the steam's shadow on the left teapot. Still, it captures the overall effects.

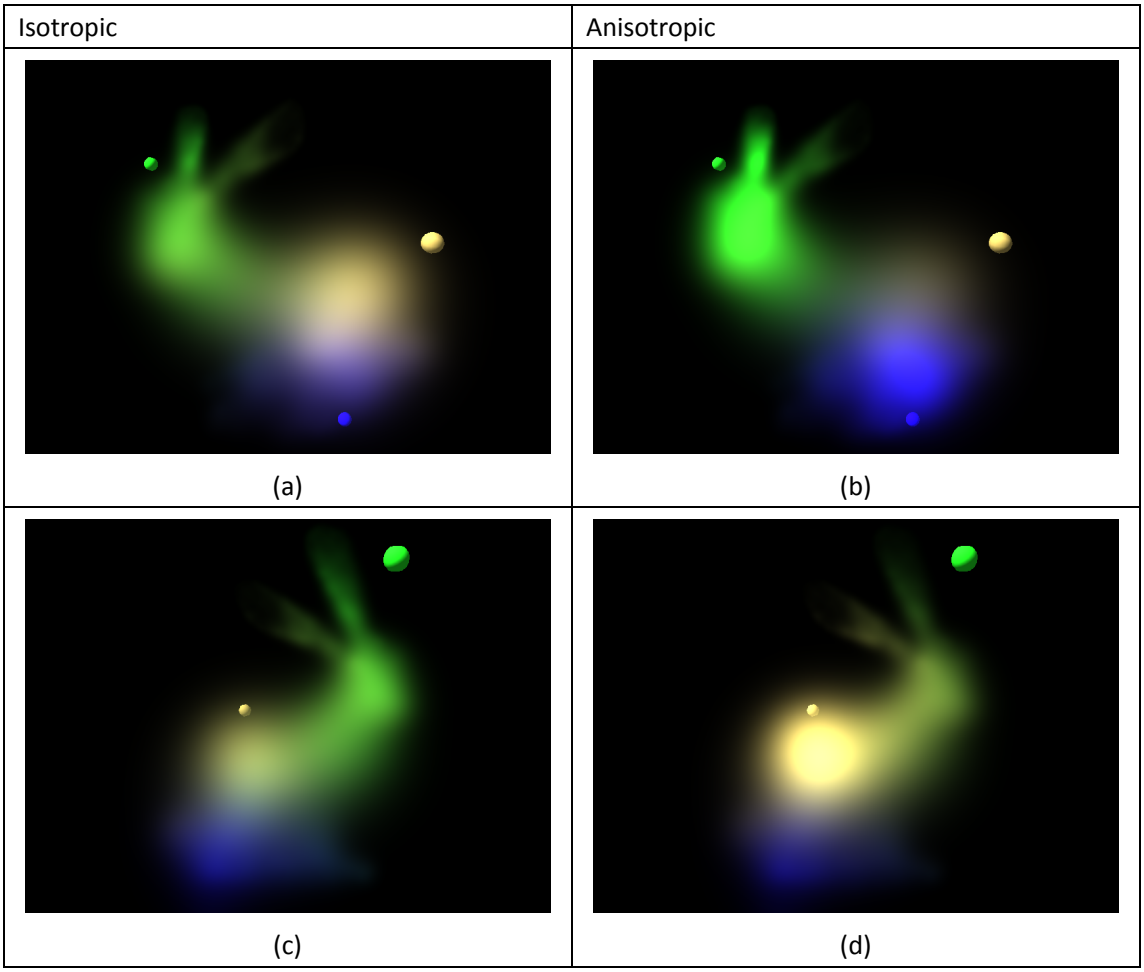


Figure 3: Anisotropic fog (requested by reviewer #4)

This figure is a foggy bunny rendered by our method using different phase functions (left vs. right) and viewed from different direction (top vs. bottom). The left column uses an isotropic phase function; the right uses Henyey-Greenstein with parameter g=0.4. Colored spheres indicate the light sources. Notice the view dependence of scattered radiance in the right column: in (b) scattered radiance from the green and blue lights is stronger, while in (d) the yellow light's is stronger. Isotropic scattering yields a much more uniform appearance in (a) and (c).

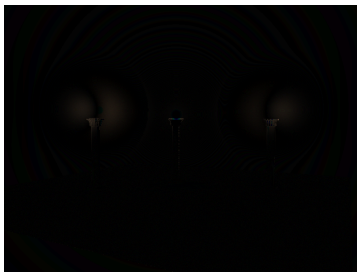
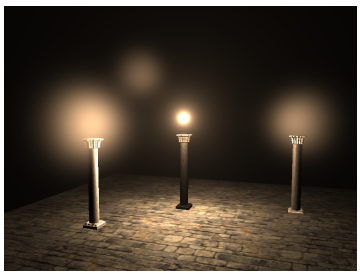
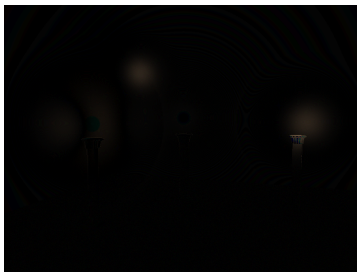
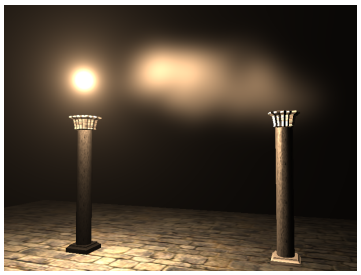
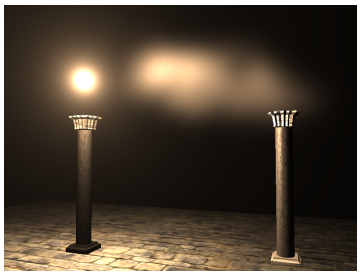
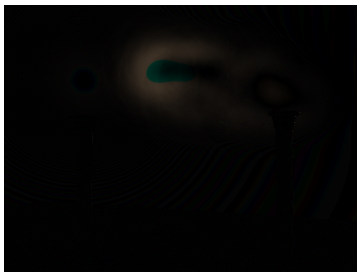
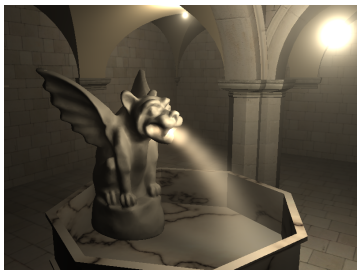
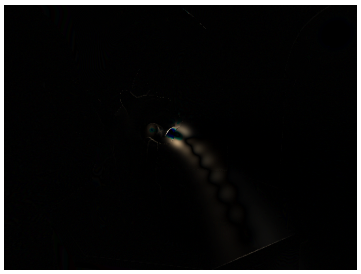
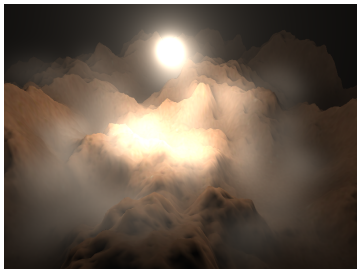
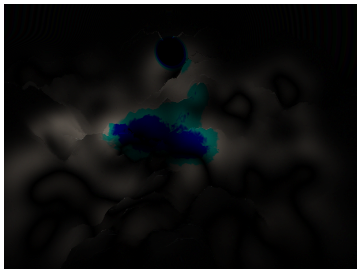
Ray tracing	Our result	Difference x4
		 RMS error: 2.099%
		 RMS error: 1.929%
		 RMS error: 2.595%
		 RMS error: 1.915%
		 RMS error: 4.081%

Figure 4: Airlight comparison and difference images (requested by reviewer #6).

Difference images are computed using absolute values.