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Efficient Sphere Rendering Revisited—Supplemental

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For completeness, we include the results on the remaining test systems, as well as additional scalability tests:

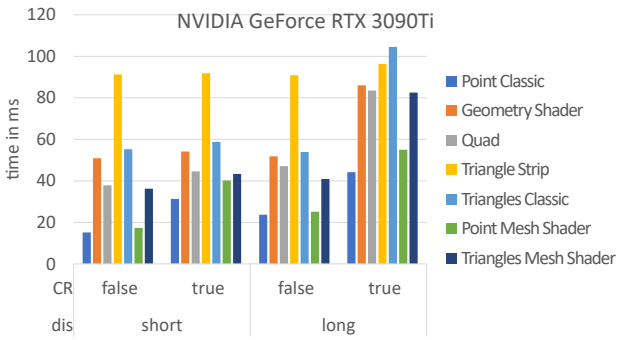

Figure 1: *Rendering time results in milliseconds on the NVIDIA RTX 3090Ti. The results are averaged over all four datasets. The label* dis *refers to the distance of the camera orbit to the dataset. The label* CR *indicates whether the conservative rasterization extension is enabled or not.*

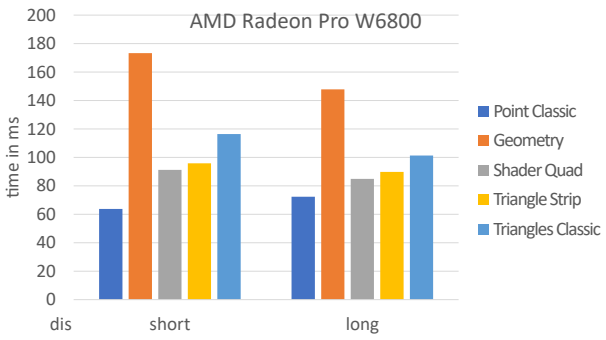

Figure 2: *Rendering time results in milliseconds on the AMD Radeon Pro W6800. The results are averaged over all four datasets. The label* dis *refers to the distance of the camera orbit to the dataset.*

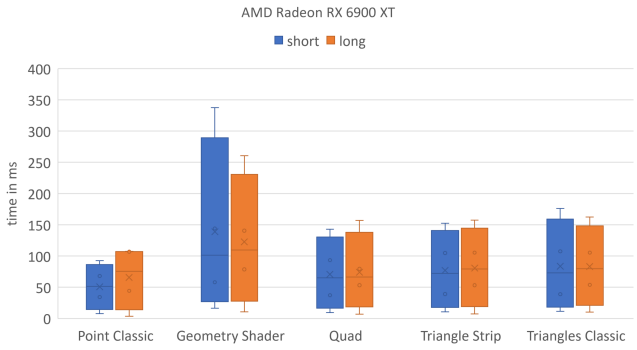

Figure 3: *Rendering time results in milliseconds on the AMD Radeon RX 6900XT. The results show the variance between the different test datasets.*

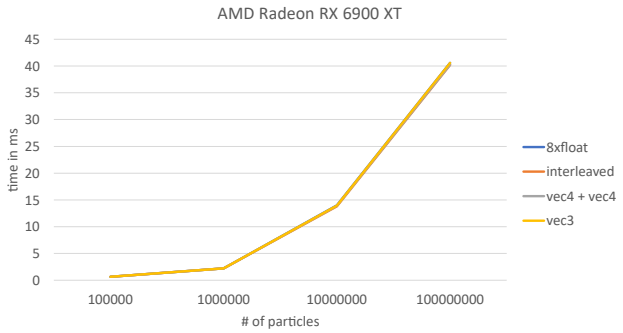

Figure 4: *Rendering time results in milliseconds on the AMD Radeon RX 6900XT. We compare different input data layouts. Synthetic datasets are used with the respective number of randomly sampled particles.*

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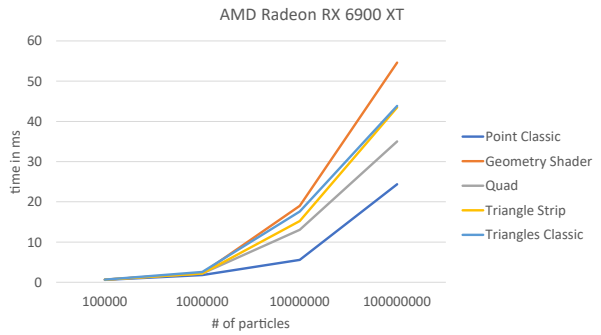

Figure 5: *Rendering time results on the AMD Radeon RX 6900XT. Synthetic datasets are used with the respective number of randomly sampled particles.*

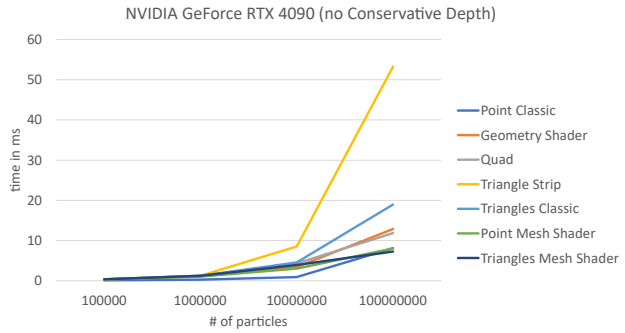

Figure 6: *Rendering time results on the NVIDIA RTX 4090. Synthetic datasets are used with the respective number of randomly sampled particles. Conservative depth is disabled.*

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