LiteMaker: Additional Material

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Figure 1: Examples of simple test geometry for luminaires. About 3,000,000 photons were cast in each iteration.

Figure 2: Comparison of shadow borders after the first simulation run (with about 3,000,000 photons), using a bilinear (a) and bilateral (b) interpolation.

Figure 3: Simulation done with \textit{Arcos 2} spotlight\textsuperscript{1} while editing the luminaire geometry.
Figure 4: Unfiltered test scene after 3 (a) and 50 (c) iterations (with about 3000000 photons per iteration) compared with our image-filtered results after 3 (b) and 50 (d) iterations.