## **Crowd Light: Supplementary Material**

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This is the supplementary material for the paper entitled *Crowd Light: Evaluating the Perceived Fidelity of Illuminated Dynamic Scenes.* This document contains sample frames from all the scenes used in Experiment 1 (Figure 1), and the full results of our analysis of variance (ANOVA) on the data from Experiment 2 (Fig. 2- 17). We have also uploaded four videos showing some samples of our stimuli (due to the suggested limit of 50MB for the supplementary material, we have chosen to submit only a representative sample): three of them, named *human\_random\_color\_x.avi*, show our ground-truth human crowd with random motion in color, together with two approximations, using interpolation *TYP*1 and *TYP*2 with N = 30. The forth video, *pawn\_army\_gray\_reference.avi* shows the reference video of a pawn army, in gray-scale.

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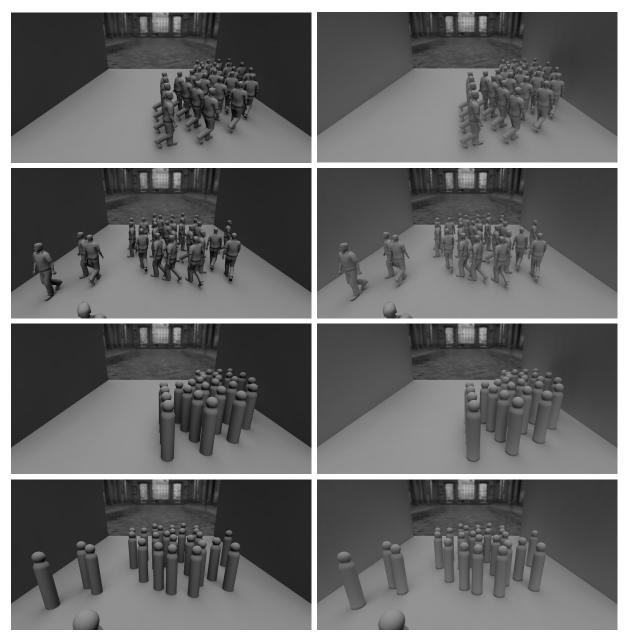
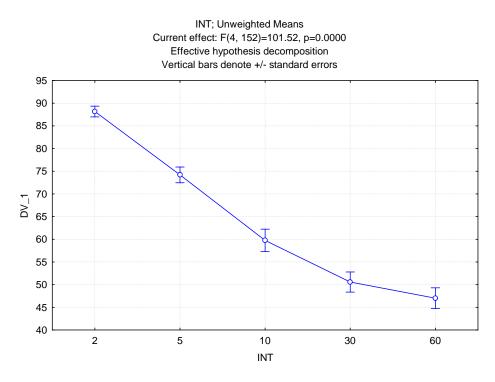
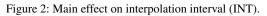


Figure 1: Frames extracted from the gold standards of Experiment 1. Each configuration comes from a combination of the objects (rows 1 and 2: **humans**; rows 3 and 4: **pawns**), arrangements (rows 1 and 3: structured **army**; rows 2 and 4: random **crowd**) and light configurations (left column **visibility only**; right column **full GI**).

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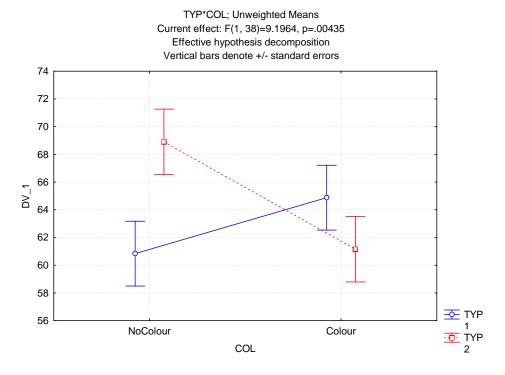
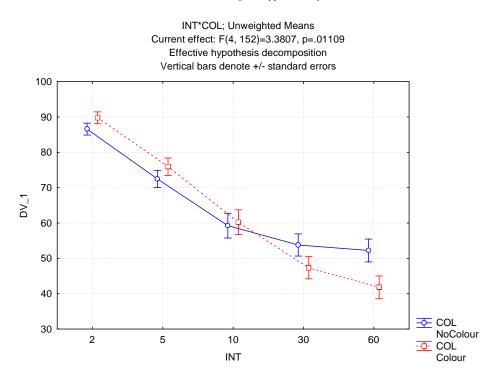


Figure 3: Two-way interaction between interpolation type (TYP) and color (COL).

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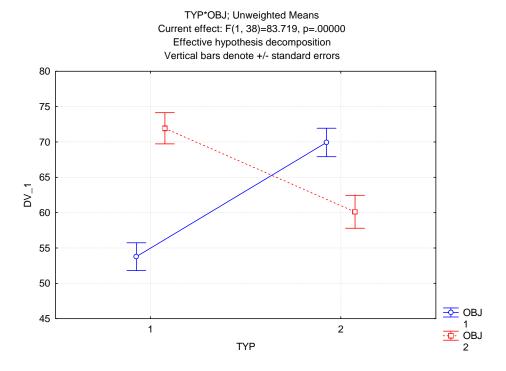


Figure 5: Two-way interaction between interpolation type (TYP) and object (OBJ).

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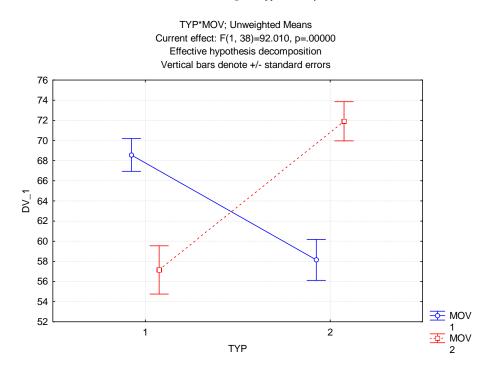


Figure 6: Two-way interaction between interpolation type (TYP) and movement (MOV).

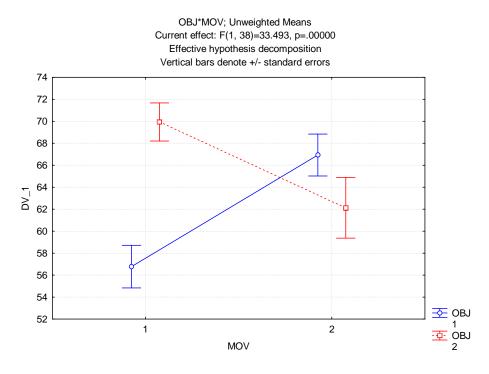


Figure 7: Two-way interaction between object (OBJ) and movement (MOV).

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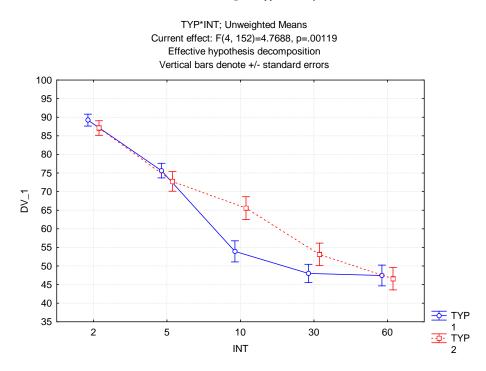


Figure 8: Two-way interaction between interpolation type (TYP) and interpolation interval (INT).

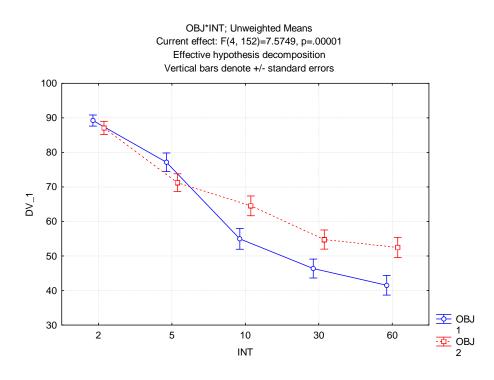


Figure 9: Two-way interaction between object (OBJ) and interpolation interval (INT).

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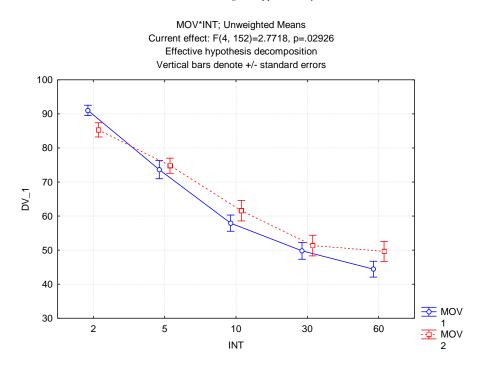


Figure 10: Two-way interaction between movement (MOV) and interpolation interval (INT).

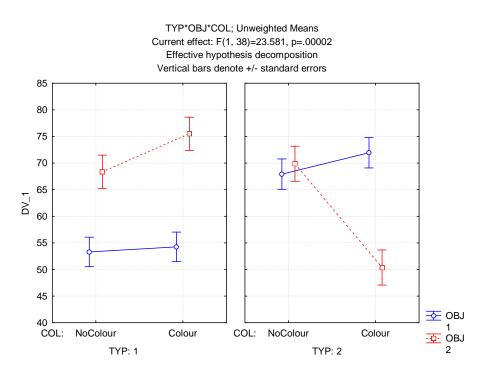


Figure 11: Three-way interaction between interpolation type (TYP), object (OBJ) and color (COL).

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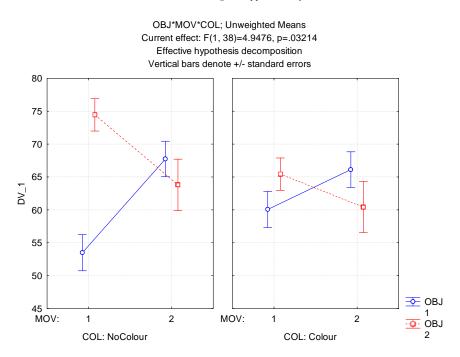


Figure 12: Three-way interaction between object (OBJ), movement (MOV) and color (COL).

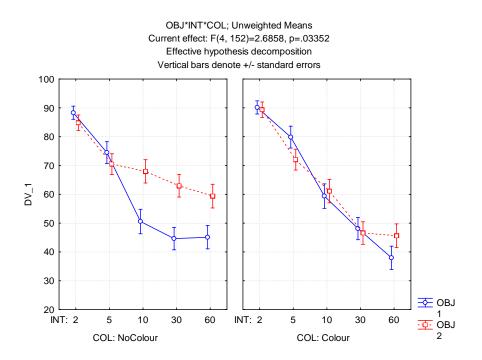


Figure 13: Three-way interaction between object (OBJ), interpolation interval (INT) and color (COL).

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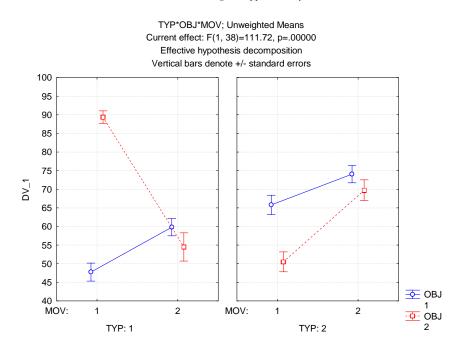


Figure 14: Three-way interaction between interpolation type (TYP), object (OBJ) and movement (MOV).

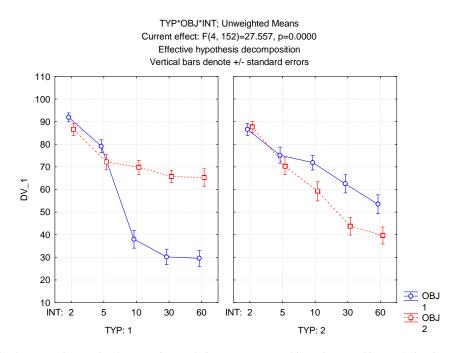


Figure 15: Three-way interaction between interpolation type (TYP), object (OBJ) and interpolation interval (INT).

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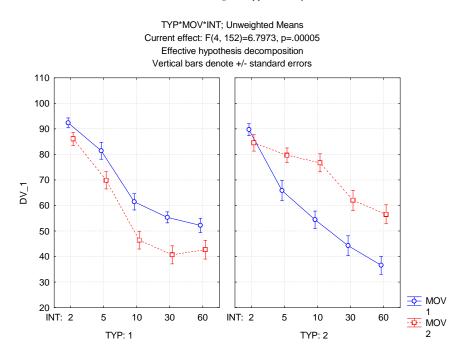


Figure 16: Three-way interaction between interpolation type (TYP), movement (MOV) and interpolation interval (INT).

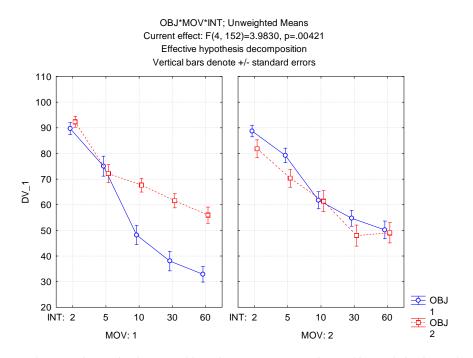


Figure 17: Three-way interaction between object (OBJ), movement (MOV) and interpolation interval (INT).