

# Errata for Multi-Scale Modeling and Rendering of Granular Materials

*Last updated: July 11, 2016*

Johannes Meng<sup>2,1</sup>   Marios Papas<sup>1,3</sup>   Ralf Habel<sup>1</sup>  
Carsten Dachsbacher<sup>2</sup>   Steve Marschner<sup>4</sup>   Markus Gross<sup>1,3</sup>   Wojciech Jarosz<sup>1,5\*</sup>

<sup>1</sup>Disney Research Zürich   <sup>2</sup>Karlsruhe Institute of Technology   <sup>3</sup>ETH Zürich   <sup>4</sup>Cornell University   <sup>5</sup>Dartmouth College

## 1 Reported timings

This paper generates the final images by combining separately rendered R, G, and B images. The timings reported (low-order, high-order, total, and TTUV) are average timings over color channels. For computing timings of the combined RGB images, all reported numbers should be multiplied by a factor of 3. This applies to the renderings made using all methods, so it does not affect any relative timing comparisons.

---

\*The work was done while the author was employed at Disney Research.