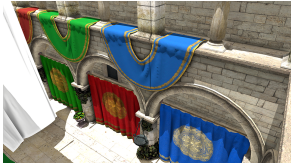


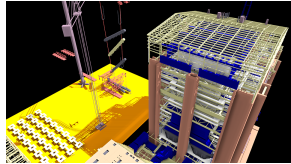
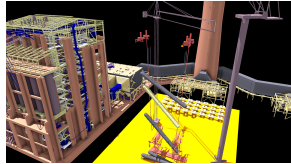


Conservative Z-Prepass for Frustum-Traced Irregular Z-Buffers (Supplementary Experimental Results)

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Table 1: Computation time (ms) for each pass (screen resolution: 3840×2160, CSM and IZB resolution: 2048×2048, NVIDIA® GeForce® GTX 1070 GPU)

	Crytek Sponza (279k triangles)				San Miguel (5.3M triangles)				Power Plant (12.8M triangles)			
												
	w/o culling	Ours	w/o culling	Ours	w/o culling	Ours	w/o culling	Ours	w/o culling	Ours	w/o culling	Ours
CSM Generation	–	0.35	–	0.47	–	2.10	–	2.08	–	4.72	–	4.59
IZB Creation	3.03	1.67	1.66	1.16	2.58	1.18	2.82	1.65	1.24	1.07	1.22	1.10
Frustum Tracing	3.99	1.23	8.63	0.45	15.73	8.83	35.49	9.46	29.74	10.29	15.33	10.79
Total	7.02	3.25	10.29	2.08	18.31	12.11	38.31	13.19	30.98	16.08	16.55	16.48

The polygon models are courtesy of [Marko Dabrovic](#), [Frank Meinel](#), [Guillermo M. Leal Llaguno](#), and [University of North Carolina](#).