

Figure 1: Comparison of rendering techniques on the noisy CWIPC-SXR dataset [RAJ*21] in the S3 Flight Attendant scene. Besides comparing the six techniques depicted here, these figures facilitate comparison with additional state-of-the-art methods such as Pointersect [CCR*23] and P2ENet [HGSW24], which are shown in the supplementary material of [HGSW24] and illustrate the same scene segment. Both the comparison techniques (a-d) presented herein and the state-of-the-art methods depicted in the supplementary material of [HGSW24] exhibit *seam flickering* artifacts. In contrast, our technique (e-f) effectively eliminates these artifacts while simultaneously preserving details.



Figure 2: Comparison of rendering techniques applied to the noisy CWIPC-SXR dataset [RAJ*21] in the S13 Card Trick scene. This figure demonstrates that our techniques (e-f) achieves superior detail preservation and effectively eliminates *seam flickering* artifacts. Additionally, this figure enables comparison with state-of-the-art methods such as Pointersect [CCR*23] and P2ENet [HGSW24], which are also depicted in [HGSW24] and display visible *seam flickering* artifacts.

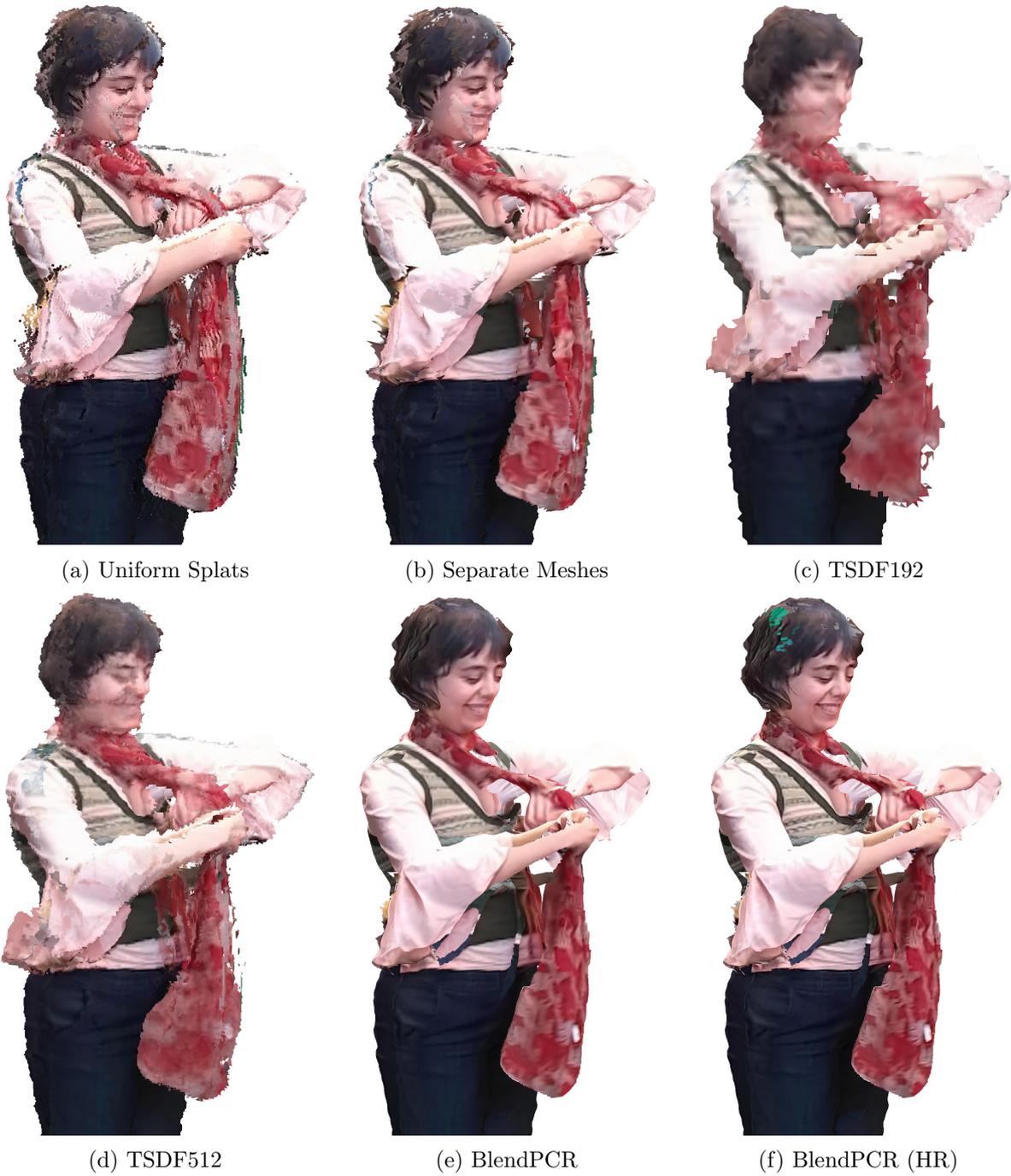


Figure 3: Comparison of rendering techniques on the noisy CWIPC-SXR dataset [RAJ*21] in the S7 Scarf Dressing scene. The image illustrates that our technique (e-f) delivers the highest quality in preserving details and eliminating *seam flickering* artifacts. It should be noted that a few green pixels in (f) are the result of missing data reconstructed using a simple, depth-unaware hole-filling method, causing minor discrepancies, particularly when encoding UV-coordinates. For a comparison with Pointersect [CCR*23] and P2ENet [HGSW24], refer to the supplementary material in [HGSW24].

References

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