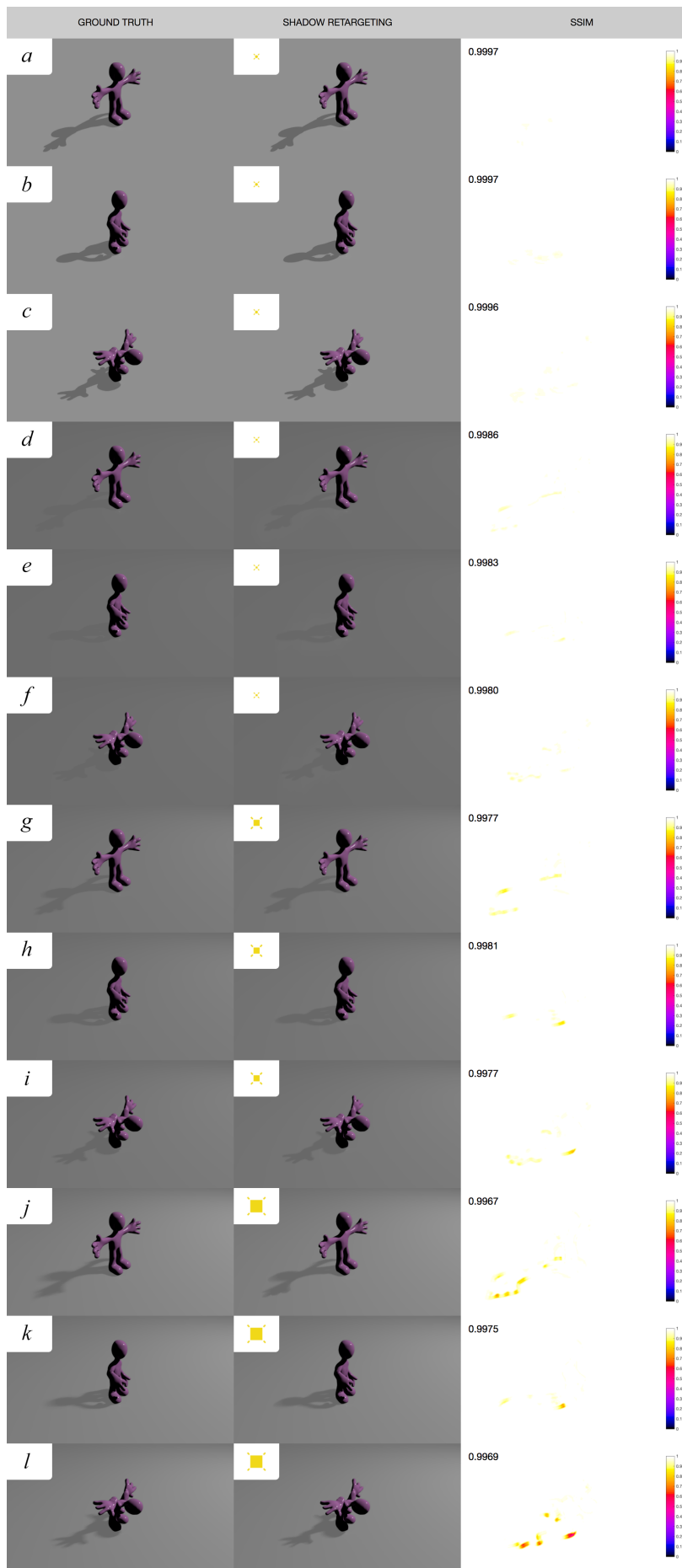# Shadow Retargeting

Additional Supplemental Material

Figure 1: Comparisons of ground truth with our shadow retargeting scheme. Shows the effect of progression of point to area lighting retargeted from a rendered source image with character in initial and bind poses for one light source.
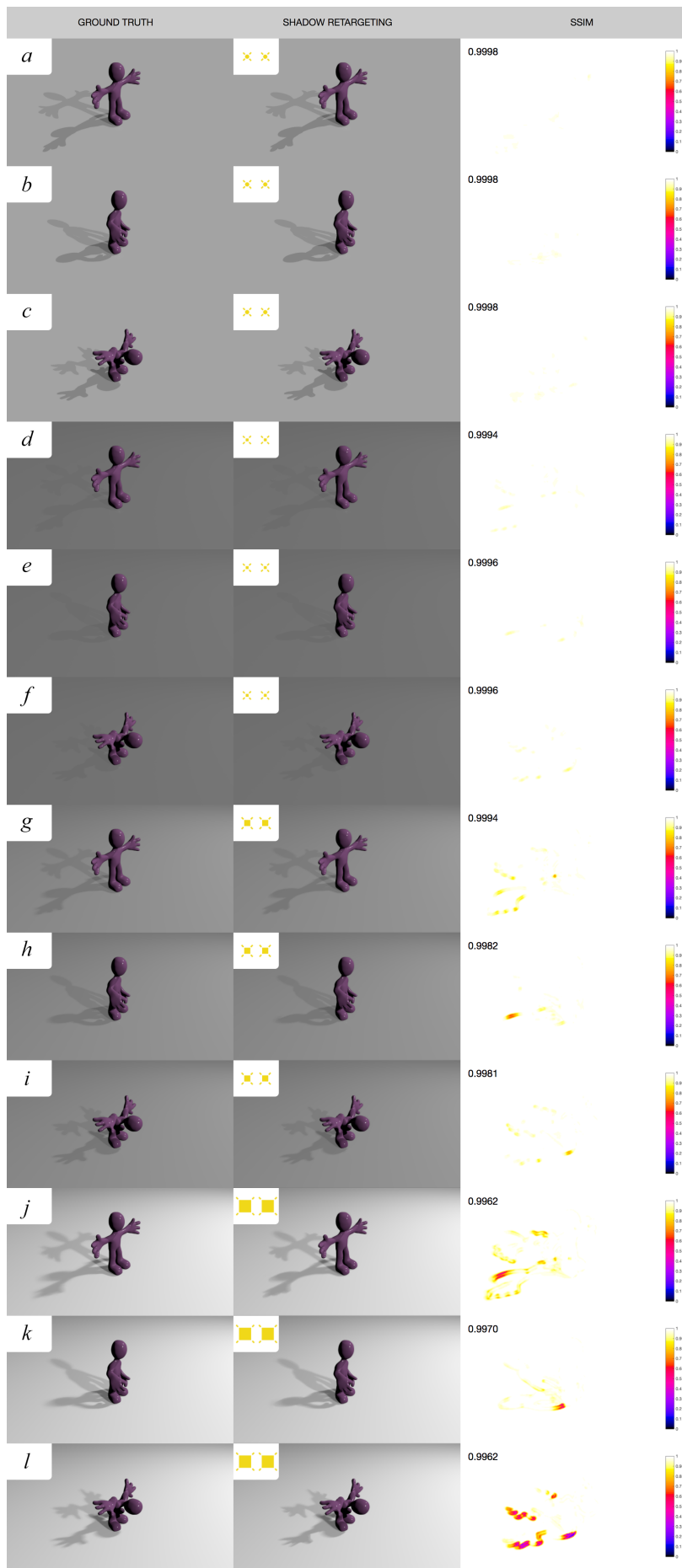
Figure 2: Comparisons of ground truth with our shadow retargeting scheme. Shows the effect of progression of point to area lighting retargeted from a rendered source image with character in initial and bind poses for two light sources.
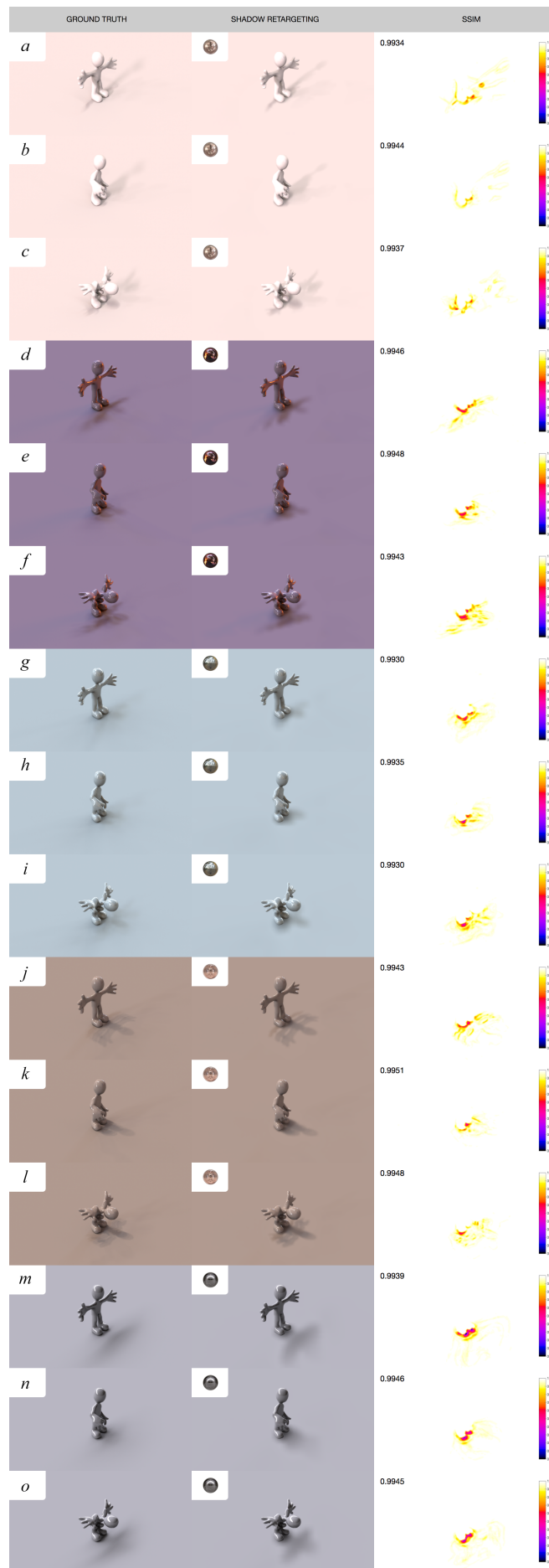
Figure 3: Comparisons of ground truth with our shadow retargeting scheme. Synthetic rendered classic light environments retargeted showing quality of approximation with retargeted area shadows.
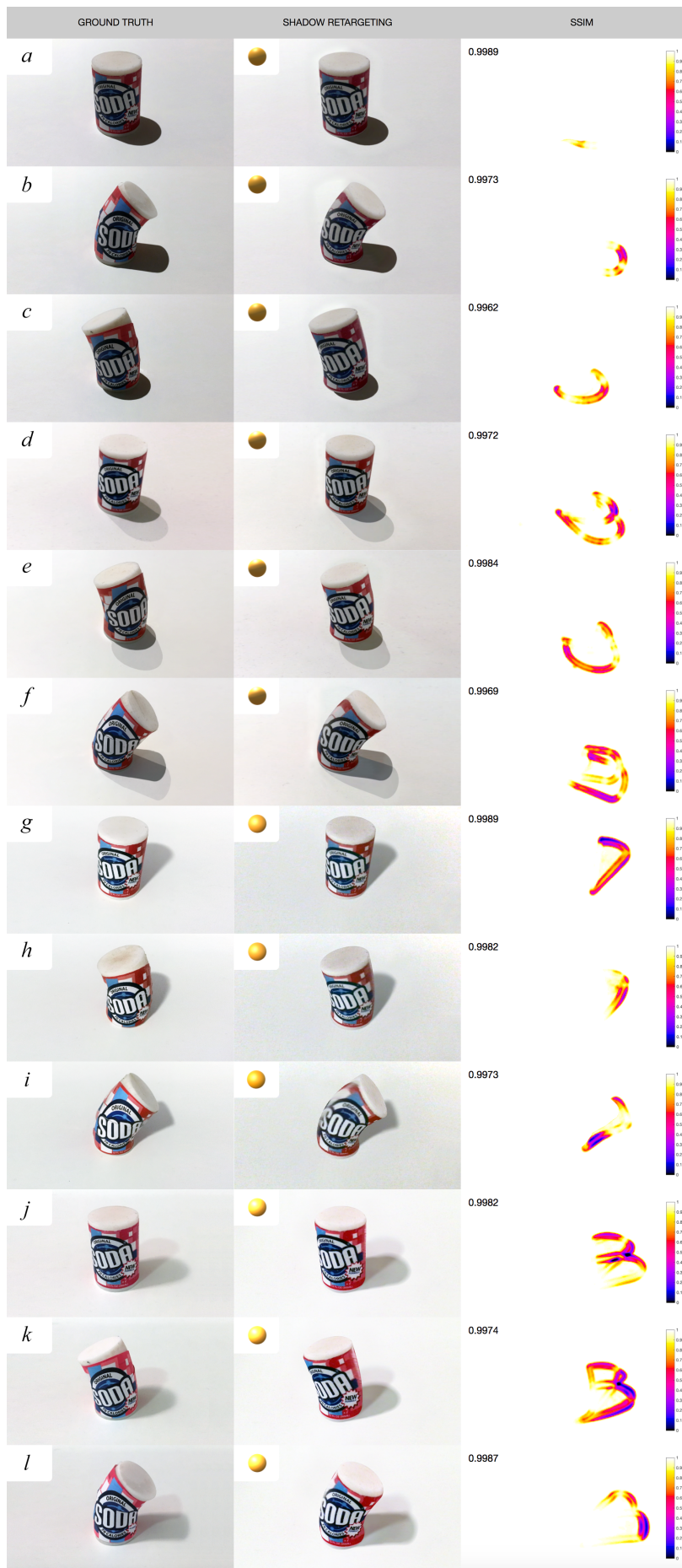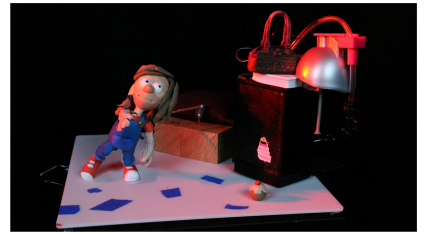
Figure 4: Comparisons of ground truth with our shadow retargeting scheme. Real 3D printed non-deformed object's shadow retargeted with single/double light sources, and hard/soft shadows.
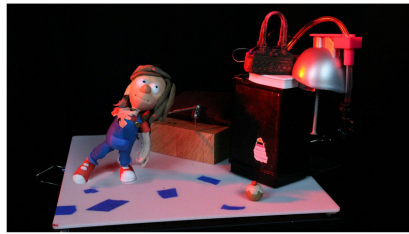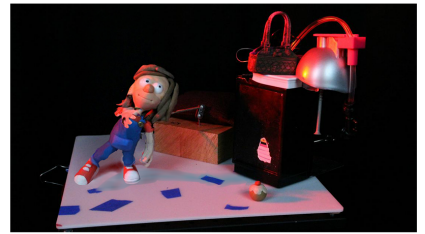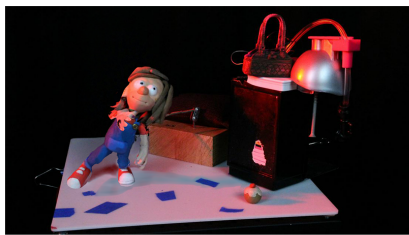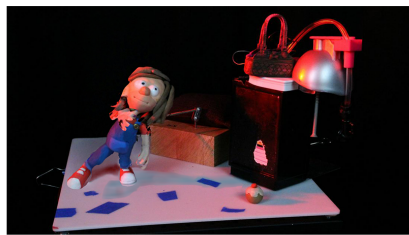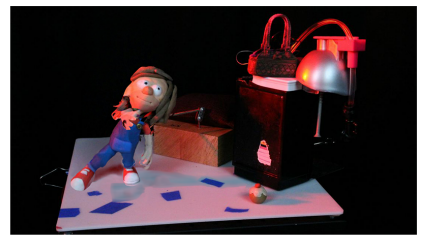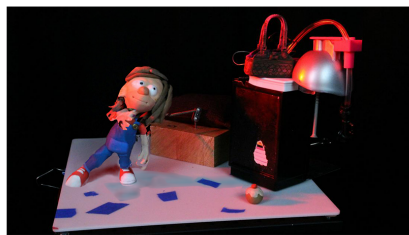
Figure 5: Transition between keyframes A and B using *Shadow Retargeting* to generate laborious in-between frames.