Supplementary material

threshold = 1, γ = 0.5   threshold = 64, γ = 0.5   threshold = 128, γ = 0.5   threshold = 192, γ = 0.5

threshold = 1, γ = 0.7   threshold = 64, γ = 0.7   threshold = 128, γ = 0.7   threshold = 192, γ = 0.7

threshold = 1, γ = 1.0   threshold = 64, γ = 1.0   threshold = 128, γ = 1.0   threshold = 192, γ = 1.0

threshold = 1, γ = 1.5   threshold = 64, γ = 1.5   threshold = 128, γ = 1.5   threshold = 192, γ = 1.5

threshold = 1, γ = 2.0   threshold = 64, γ = 2.0   threshold = 128, γ = 2.0   threshold = 192, γ = 2.0

threshold = 1, γ = 2.5   threshold = 64, γ = 2.5   threshold = 128, γ = 2.5   threshold = 192, γ = 2.5

threshold = 1, γ = 3.0   threshold = 64, γ = 3.0   threshold = 128, γ = 3.0   threshold = 192, γ = 3.0

Figure S1. All 28 combinations of two parameters used in this study and rendered image with texture applied. *threshold* is the threshold of the gray level value to be used (1-255) and γ is the gamma value used in gamma correction.

Without Texture	Texture 1	Texture 2
Without Texture	Texture 1	Texture 2
Without Texture	Texture 1	Texture 2
Without Texture	Texture 1	Texture 2

Figure S2. All of fabricated samples with diffused lighting (fluorescent light).

Texture 1

Rendered image
(diffuse lighting)

3D printed object
(diffuse lighting)

3D printed object
(Top lighting)

3D printed object
(Front lighting)

3D printed object
(Back lighting)

Texture 2

Rendered image
(diffuse lighting)

3D printed object
(diffuse lighting)

3D printed object
(Top lighting)

3D printed object
(Front lighting)

3D printed object
(Back lighting)

Figure S3. Comparison of appearance in the rendering environment and in the four lighting environments used in the experiment.