

	Deschaintre 18	Deschaintre 18 No Flash	Li 17	Few shot style transfer	Ours Desch.18 exemplar	Ours GT exemplar
Normals	0.039	0.045		0.043	0.04	0.039
Diffuse	0.038	0.092		0.095	0.059	0.028
Roughness	0.171	0.215		0.195	0.142	0.056
Specular	0.025	0.016		0.015	0.021	0.005
Renderings	0.075	0.122	0.256	0.124	0.086	0.071

Table 1: Numerical comparison to alternative methods using the RMSE metric (smaller is better), performed on synthetic SVBRDFs. Our method outperforms existing single-image algorithms thanks to the guidance of the exemplar (only one exemplar used). We only report the rendering error for Li17 because this method outputs a different BRDF model than ours. **We add in the supplemental version a simulation in which we assume we can have a powerful enough flash to illuminate the surface.** As the smaller exemplar we feed to our method doesn't always cover all materials in the large scale SVBRDF, these numbers shows that our method generates quality equivalent to its exemplar (here Deschaintre 18, but any better method can be used in the future).