

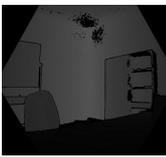
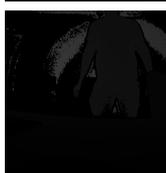
Scene	Color	Depth N	Depth W	Depth NC	Depth WC
0					
1					
2					
3					
4					
5					
6					
7					
8					
9					

Figure 11: A table of the test scenes, including color and depth images. In case of our scenes, the narrow and wide field of view depth images (Depth N and Depth W) are included as well as the corresponding cropped versions (Depth NC and Depth WC).

Scene	# Pixels	% Zeros	Scene	# Pixels	% Zeros	Scene	# Pixels	% Zeros	Scene	# Pixels	% Zeros
0N	368,640	33.9	0W	1,048,576	41.6	0NC	207,360	25.6	0WC	589,824	25.7
1N	368,640	22.5	1W	1,048,576	59.0	1NC	207,360	8.6	1WC	589,824	44.5
2N	368,640	26.4	2W	1,048,576	50.0	2NC	207,360	12.6	2WC	589,824	25.7
3N	368,640	42.0	3W	1,048,576	66.6	3NC	207,360	28.3	3WC	589,824	58.9
4N	368,640	28.4	4W	1,048,576	62.5	4NC	207,360	15.6	4WC	589,824	46.7
5N	368,640	30.0	5W	1,048,576	38.6	5NC	207,360	18.1	5WC	589,824	21.7
6	1,542,900	1.0									
7	1,542,900	0.4									
8	1,542,900	1.0									
9	307,200	32.0									

Table 2: The table contains the number of pixels and the percentage of invalid zero-pixels for each test scene and mode.

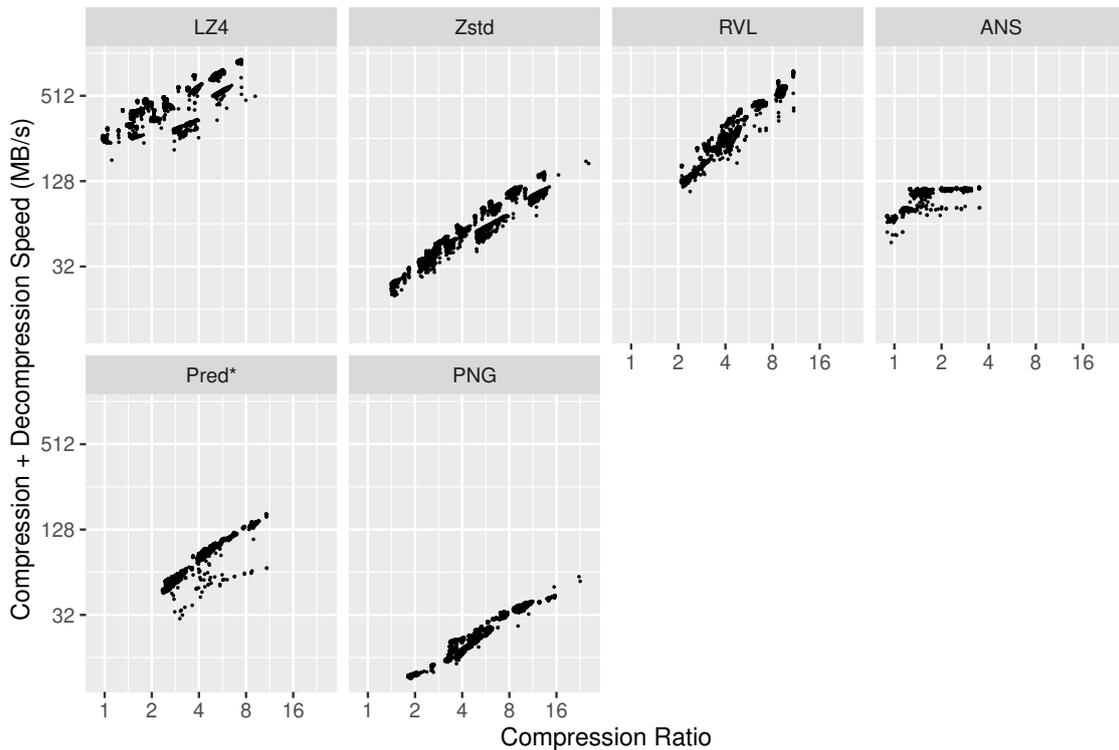


Figure 12: Overview of compression ratio and combined speed for each algorithm. Each dot represents one measured frame of any scene or mode.