Erratum to: Spectral caustic rendering of a homogeneous caustic object based on wavelength clustering and eye sensitivity

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The published paper contains a minor error (note the section highlighted with bold formatting) in the **Abstract** which we wish to make a correction on:

... Secondly, by considering the surrounding objects **(their material reflectance from and visible surface area of the caustic objects)** and light power, we compute the refinement amount of each wavelength cluster. Our accelerated ...

Should be written as:

... Secondly, by considering the surrounding objects **(their material reflectance and their visible surface area from the caustic objects)** and light power, we compute the refinement amount of each wavelength cluster. Our accelerated ...

The online version of the original article can be found under
doi:[10.1007/s00371-014-1037-z](https://doi.org/10.1007/s00371-014-1037-z).

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