Erratum

Erratum to: Dynamic ocean inverse modeling based on differentiable rendering

Xueguang Xie[1,2]**, Yang Gao**[1] (✉)**, Fei Hou**[3] (✉)**, Aimin Hao**[1,2]**, and Hong Qin**[4] (✉)

Erratum to

Xueguang Xie, Yang Gao, Fei Hou, Aimin Hao & Hong Qin. Dynamic ocean inverse modeling based on differentiable rendering. *Computational Visual Media* Vol. 10, No. 2, 279–294, 2024. `https://doi.org/10.1007/s41095-023-0338-4`

The authors apologize for a hidden error in the article. It is that the images in Figs. 14(a) and 14(d) were mistakenly presented as left–right mirror images. The authors have flipped them to ensure that the figures now correspond correctly with others in the subfigures (b, c, e, f). The accurate version of Fig. 14 is provided as below.
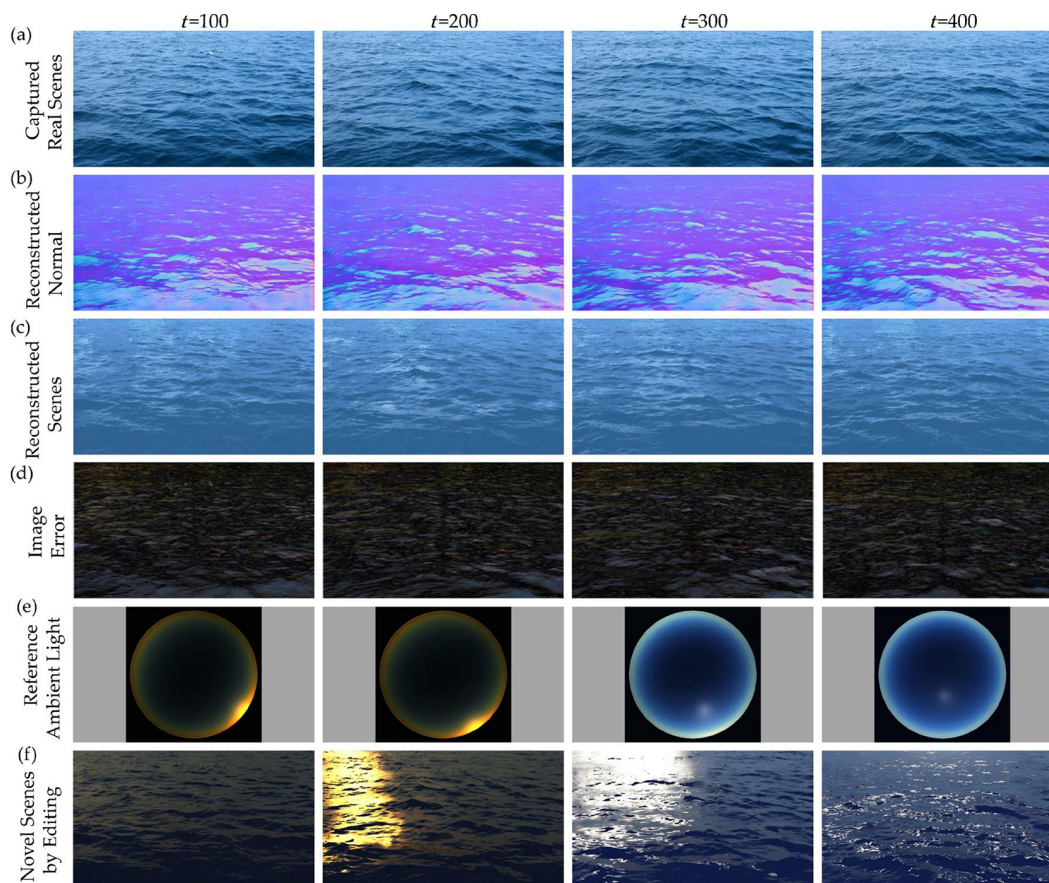

Fig. 14 Real scene reconstruction and editing. Top to bottom: captured real scenes, reconstructed normal, reconstructed scenes, image error, reference ambient light, and the novel synthetic scenes by editing using corresponding light. Columns: results at frames 100, 200, 300, and 400.

1   State Key Lab of Virtual Reality Technology and Systems, Beihang University, Beijing 100191, China. E-mail: X. Xie, xgxie@buaa.edu.cn; Y. Gao, gaoyangvr@buaa.edu.cn (✉); A. Hao, ham@buaa.edu.cn.

2   Qingdao Research Institute, Beihang University, Qingdao 266100, China, and Peng Cheng Lab, Shenzhen 518000, China.

3   SKLCS, Institute of Software, Chinese Academy of Sciences, Beijing 100190, China, and University of Chinese Academy of Sciences, Beijing 100049, China. E-mail: houfei@ios.ac.cn (✉).

4   Department of Computer Science, Stony Brook University (SUNY at Stony Brook), Stony Brook, New York 11794-2424, USA. E-mail: qin@cs.stonybrook.edu (✉).