Introduction
We present some more qualitative results for our proposed models with diverse contours and various input conditions. Additionally, we strongly suggest the readers to please watch the video provided as a part of supplementary submission.

Results
Split model (SP)

Figure 1. Input: i.) Contour, ii.) Illumination, iii.) 4 predicted tonal maps(highlight, midtones, shade, shadow) Output: Rendered sketch (from left to right)
Figure 2. Input: i.) Contour, ii.) Illumination, iii.) 3 predicted tonal maps(highlight, midtones, shade)
Output: Rendered sketch (from left to right)
Squeeze-and-excitation Architecture (SE)

Figure 3. Input: i.) Contour, ii.) Illumination, iii.) 4 predicted tonal masks (highlight, midtones, shade, shadow)
Output: Rendered sketch (from left to right)
Figure 4. Input: a) Contour, b) Illumination
Output: c) Rendered Sketch
Ground Truth: d) Synthetic Sketch
Rendering Sketch with only Tonal masks as cues (exploratory experiment)

Figure 5. Input: i.) 4 tonal maps (highlights, midtones, shade, shadow), ii.) 4 input textures corresponding to 4 tonal maps
Output: Rendered sketch (from left to right)