ERRATA CORRIGE

[1] A comparison of perceptually-based metrics for objective evaluation of geometry processing, Guillaume Lavoué and Massimiliano Corsini, *IEEE Transactions on Multimedia*, Vol. 12, No. 7, pp. 636-649, 2010.

[2] Watermarked 3D Mesh Quality Assessment, M. Corsini, E. Drelie Gelasca, T. Ebrahimi, and M. Barni, *IEEE Transactions on Multimedia*, Volume 9, Issue 2, Feb. 2007, pp. 247-256.

In the tables of these two papers, the Pearson correlation values (r_P) are not correct; the values written are actually the squared values of the Pearson correlations.

So, the reader has to take the square root of the presented r_P values to obtain the correct Pearson correlations.

Note: Spearman correlation values are correct.

Note: The Pearson correlation values of the paper [1] have been corrected in an official erratum in our last survey:

- **Perceptual metrics for static and dynamic triangle meshes**, Massimiliano Corsini, Mohamed-Chaker Larabi, Guillaume Lavoué, Oldřich Petřík, Libor Váša, Kai Wang, *Computer Graphics Forum*, vol. 32, No. 1, pp. 101-125, 2013.