ASSIGNMENT

High Dynamic Range

In 32-bit mode, the interface presents the preview area, the images used (checked) in the generation of the preview and a histogram. This mode preserves the full dynamic range of the image.
To adjust the white point of the image, simply use the slider. Adjustments information is saved in the HDR file and appliedeach time the file is opened or used.

16-bit and 8-bit HDR Pro fusion
In 16-bit mode, the interface presents the preview area as well as the images used (checked) in the generation of the preview as before. But several other settings are available here.
Edge glow : Radius defines the size of local brightness areas and Intensity the difference between the tonal values   of two pixels beyond which they no longer belong to the same brightness area.
Tone and detail : Dynamic range is maximized at a Gamma value of 1.0; a low-er value emphasizes midtones, while a higher value empha- sizes highlights and shadows. Exposure simulates the aper- tures of the diaphragm and Detail adjusts the sharpness.
Color : Dark Tone and Light Tone make it possible to lighten or darken. Vibrance adjusts the intensity of colors by ignoring saturated colors. Saturation adjusts the intensity of all colors evenly, without distinction.
Toning curve: Display an adjustable curve on a histogram showing the luminance values   of the original 32-bit HDR image. The red gradation marks along the horizontal axis are spaced ap- proximately one adjustment notch. Equalize histogra : Compresses the dynamic range of the image while preserving some contrast.
Exposure and gamma: Allow you to manually adjust the brightness and contrast of
the HDR image. Highlight compression: Compresses the highlight values   to match the range of luminance values   of the 8- or 16-bit image file.

HDR Toning
We don't always have a multi-exposure shot that allows us to do a DHR merge. Photoshop works around this problem with the help of HDR toning, which simulates the result of merging multiple images.
To do this, the software applies a tone curve reducing the overall contrast of the image. The luminance of each pixel is then altered evenly so that all data fits within the HDR luminance range.HDR Toning, unlike HDR Fusion, does not produce an adjustment layer. It is therefore wise to produce a copy of the layer for safety.
Choose in the menu Image / Adjustment / HDR toning. A new window will then appear allowing various adjustments:
Presets :This drop-down menu offers different presets that can then be customized according to different methods: Exposure and gamma, Highlight compression, Histogram equalization and
Local adaptation.
Method :Highlight Compression and Histogram EQ normally don't give you access to any adjustments, while Exposure and Gamma allow you to adjust these settings. Local adapta- tion, however, offers several tweaks.
Edge glow :
Allows you to set the intensity and radius of the edge glow.
Tone and détail :
Allows you to adjust gamma, exposure, and detail, which can
help remove or create blur.

Advanced :

Allows you to adjust the shadows, gray or lighten the high-lights (selector) as well as adjust the vibrancy and saturation.

Toning curve histogram :

Allows you to view the histogram and to adjust the curves