# Explanation

## Task 1 what the gamma is doing in our case

In the tone mapping part, gamma value is used to correct the final pixel by a nonlinear operation below.

The gamma value here can affect the overall brightness and contrast of the image, which can make the image better match human’s expectation.

## Task 2 Test?

Don’t know what does this task want ...

## Task 3 explain your implementation of getGeometricTerm and getReflectance and how you used them to compute the throughput