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|  | HDR FUSION |  | HDR TONING |
| **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. | **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 adaptation,*  *however, offers several tweaks.* |
| **Tone and detail** | Dynamic range is maximized at a Gamma value of 1.0; a lower  value emphasizes midtones, while a higher value emphasizes  highlights and shadows. Exposure simulates the apertures  of the diaphragm and Detail adjusts the sharpness. | **Edge glow** | Allows you to set the intensity and radius of the edge glow. |
| **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. | **Tone and détail** | Allows you to adjust gamma, exposure, and detail, which can  help remove or create blur. |
| **Toning curve** | Displays 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 approximately  one adjustment notch. | **Advanced** | Allows you to adjust the shadows, gray or lighten the highlights  (selector) as well as adjust the vibrancy and saturation. |
| **Equalize histogram** | Compresses the dynamic range of the image while preserving  some contrast. | **Toning curve histogram** | Allows you to view the histogram and to adjust the curves. |
| **Exposure and gamma** | Allows 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. |  |  |