Assignment 9

HDR Photography

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# Output from provided images



Figure 1: Output generated from HDR code



Figure 2: Provided example image

As can be see above the answer provided by the instructors is much more white looking than that output from the HDR code. However, this is to be expected since tone mapping was not performed on the output from the HDR code. Tone mapping was more than likely done for the instructor provided output.

# Student provided images



Figure : Living Room image 1



Figure : Living Room image 2



Figure : Living Room image 3



Figure : Living Room image 4



Figure : Living Room image 5

The images go from darker to lighter. In the darkest image, some of the details from outside can be seen. However, as the exposure increases, the light from the window increasingly floods in from the window, making the outside not visible. Fortunately this illuminates the rest of the scene.

# Output using student provided images



Figure : Living room HDR image

Unfortunately the images did not line up perfectly, causing some of the ghosting effects seen here. Also, I think the light from outside was too bright in the highest exposure images, causing the strangely colored artefacts towards the window. Nevertheless, you can still see the details from both inside and outside, which is exactly what HDR is supposed to do.

# Other attempts



The image above was another attempt I took to creating an HDR photo. I will not bother with the original images – it was a fountain at night that was illuminated. I thought it would make a good subject, but as can be seen here, it appears to be washed out. It still blends some of the details that are visible in the darker and lighter images, but the colors are not very true. Perhaps this suffers from the tone mapping problems.

I attempted to find a set of images from online, but I was not able to find one that produced good results with the code. It produced images like the one above where the detail was present, but the colors were not correct.