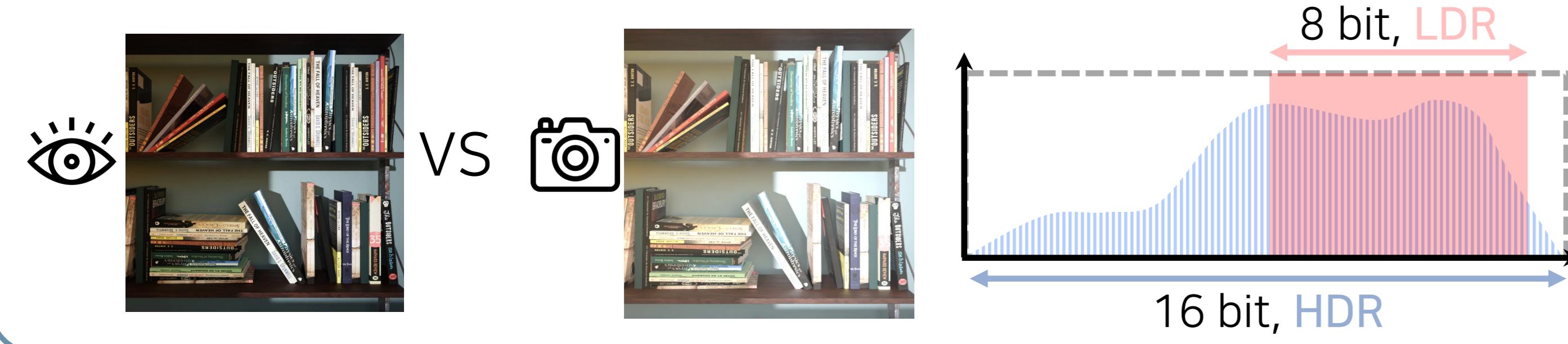




HDR-Plenoxels: Self-Calibrating High Dynamic Range Radiance Fields

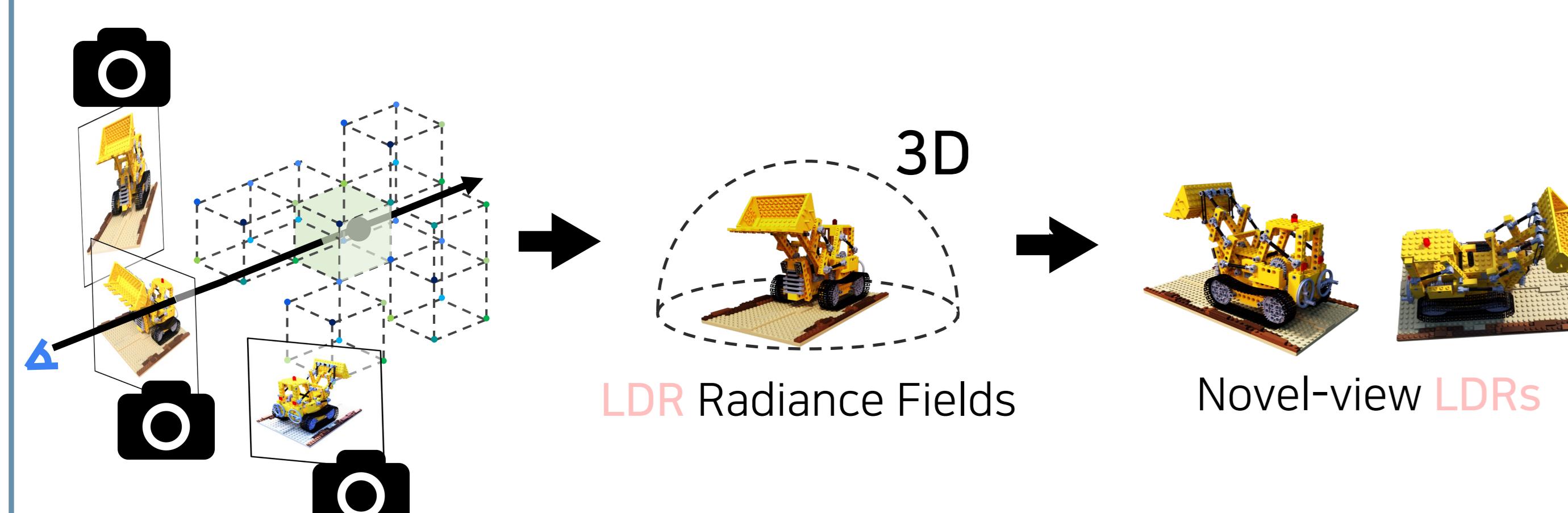
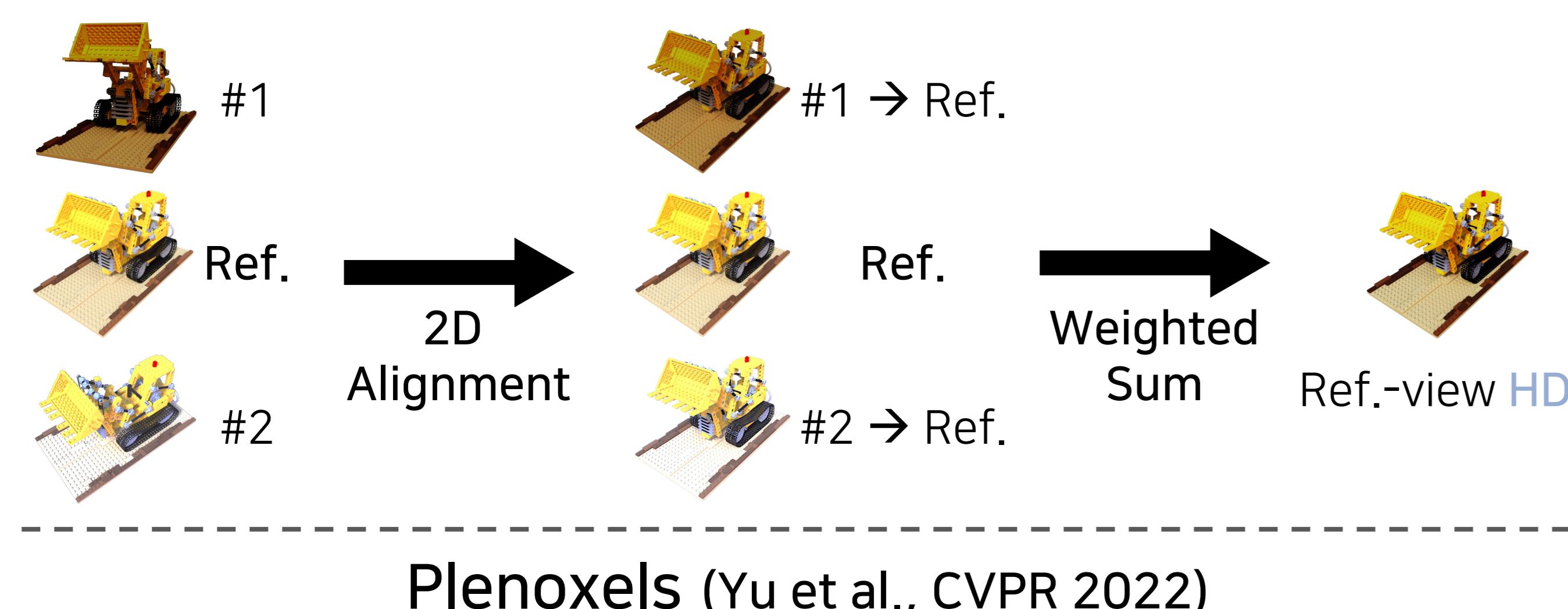
Kim Jun-Seong* Kim Yu-Ji* Moon Ye-Bin Tae-Hyun Oh
Algorithmic Machine Intelligence Lab, POSTECH

HDR vs. LDR

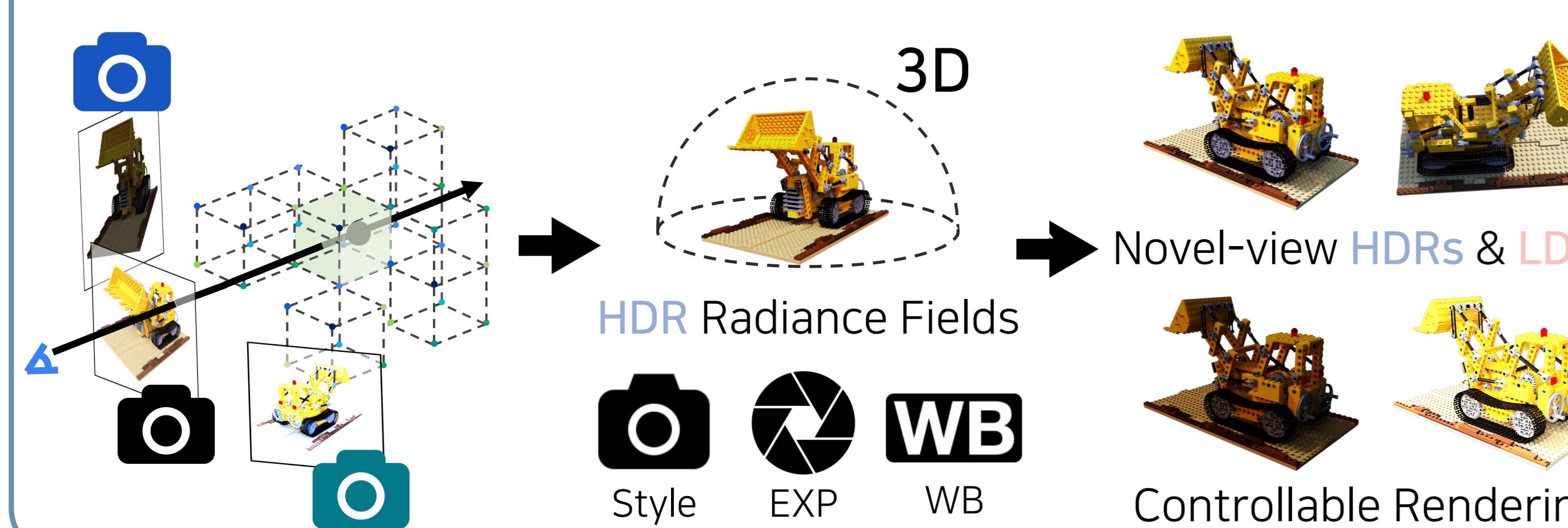


Motivation

HDR Reconstruction at 2D



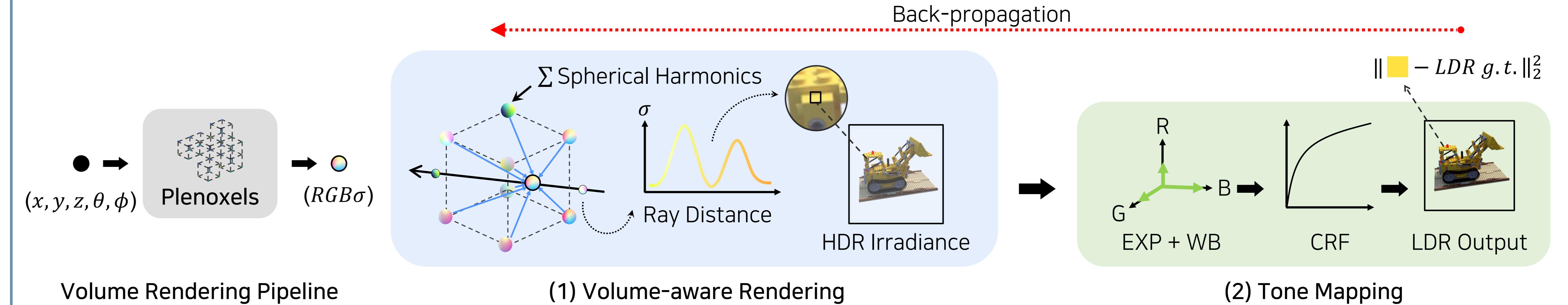
HDR-Plenoxels



Contribution

- End-to-end HDR radiance fields learning method
 - w/ only LDR images of the **varying camera**
 - w/o additional camera information (e.g., exposure value)
- Modeling the **tone-mapping module** based on a physical camera pipeline
- Deploying a **multi-view dataset** containing varying camera conditions

HDR-Plenoxels

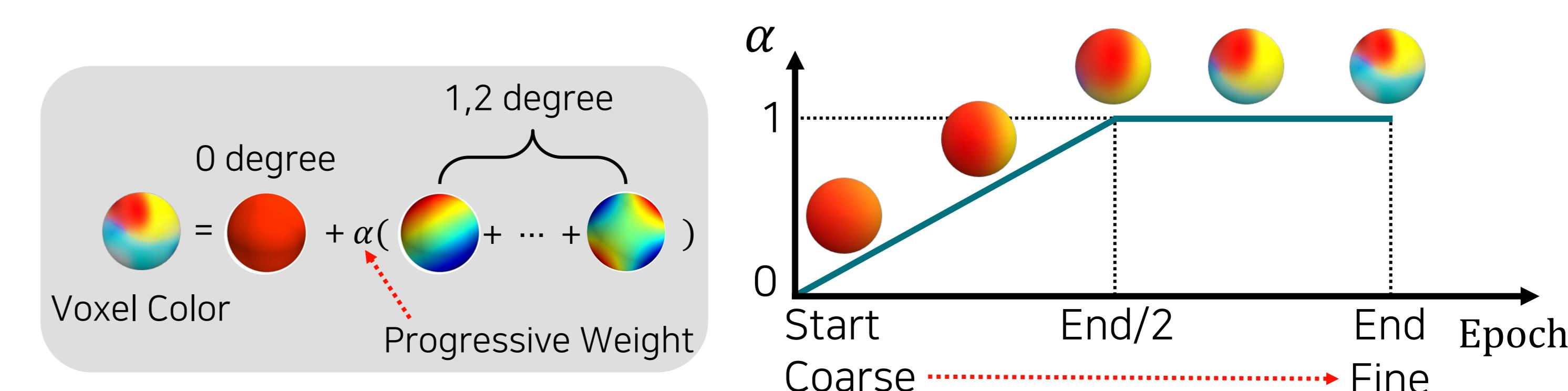


Tone Mapping Design

	EXP + WB	CRF	PSNR ↑
Low EXP	✓		14.42
High EXP	✓	✓	23.03
			29.34

- The tone mapping module converts an HDR into an LDR.
- White balance (WB) scale parameters are merged with the exposure value and learned at once.

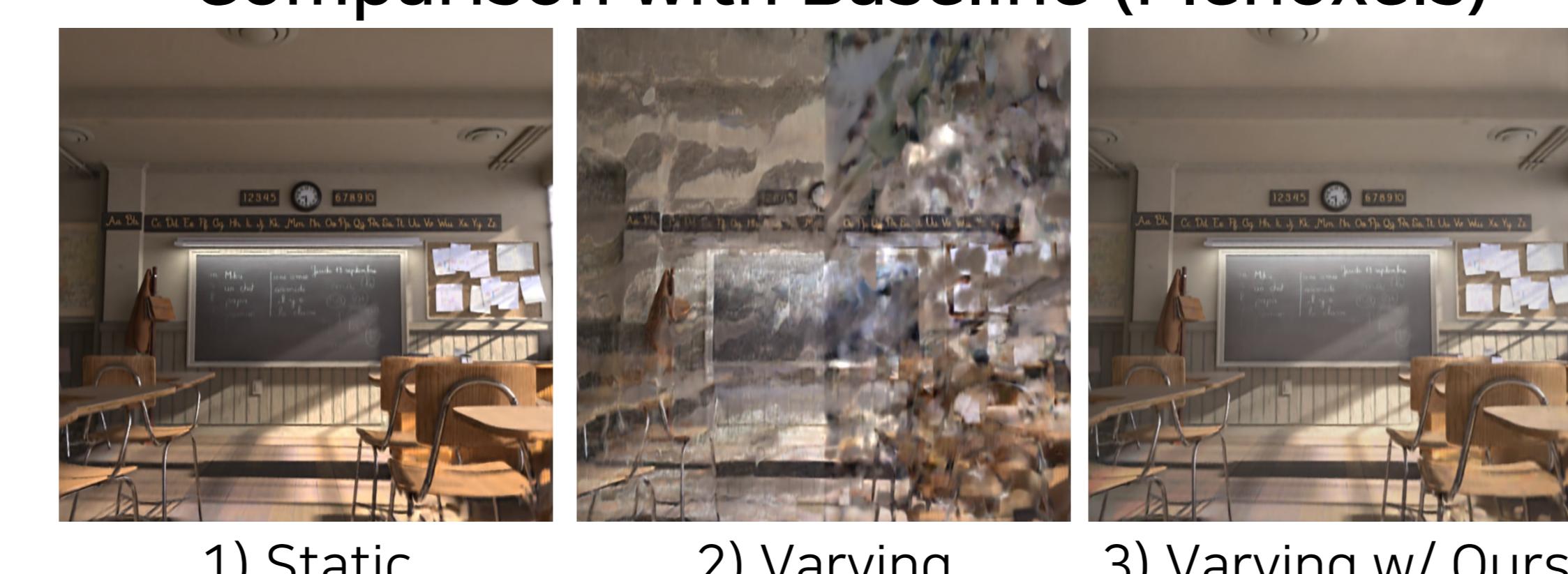
Spherical Harmonics Regularization



- The optimization speed of tone mapping does not match SH coefficients.
- SH regularization allows scheduling to optimize low frequency first.

Experiments

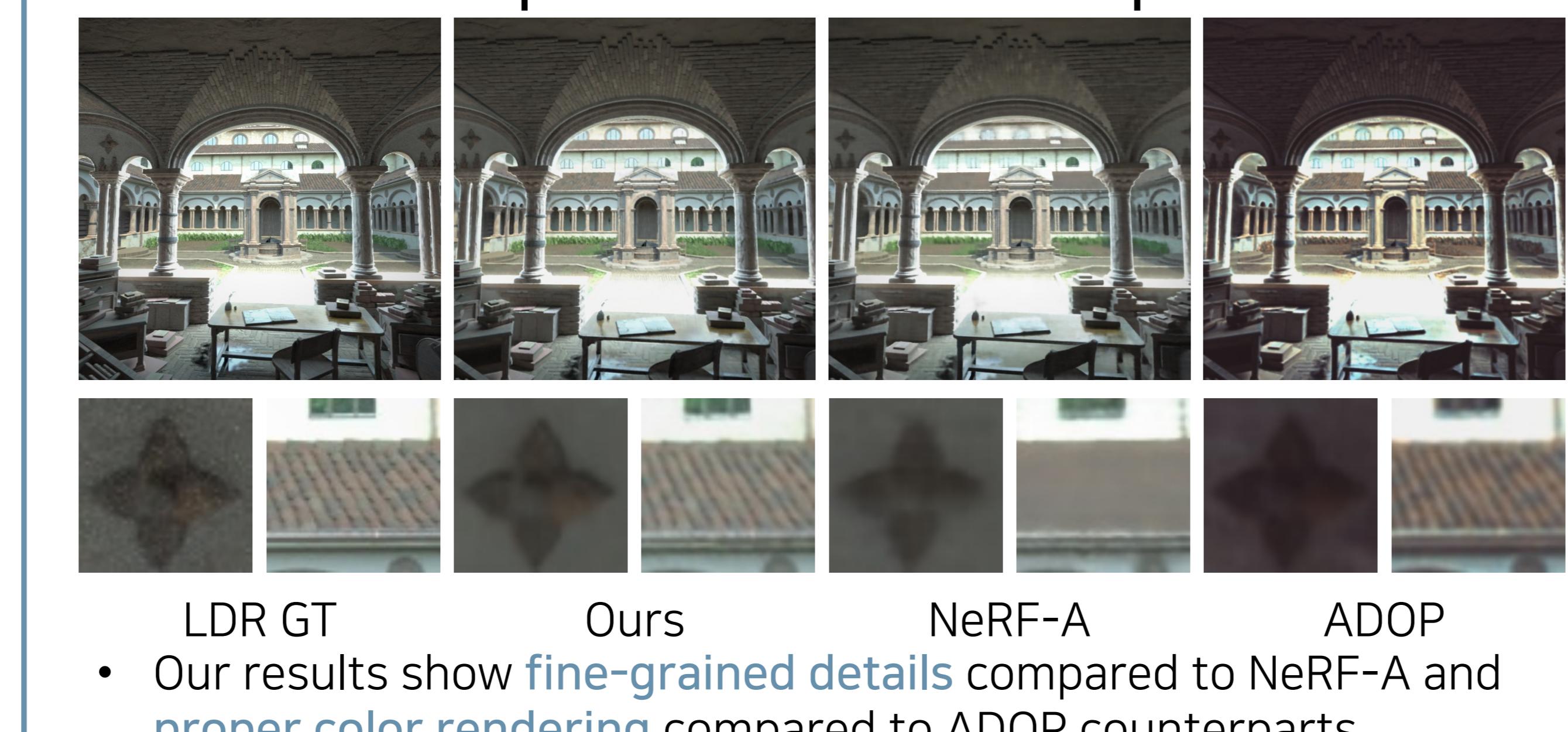
Comparison with Baseline (Plenoxels)



HDR Rendering at Saturation Points



Comparison with Counterparts



Controllable Rendering

