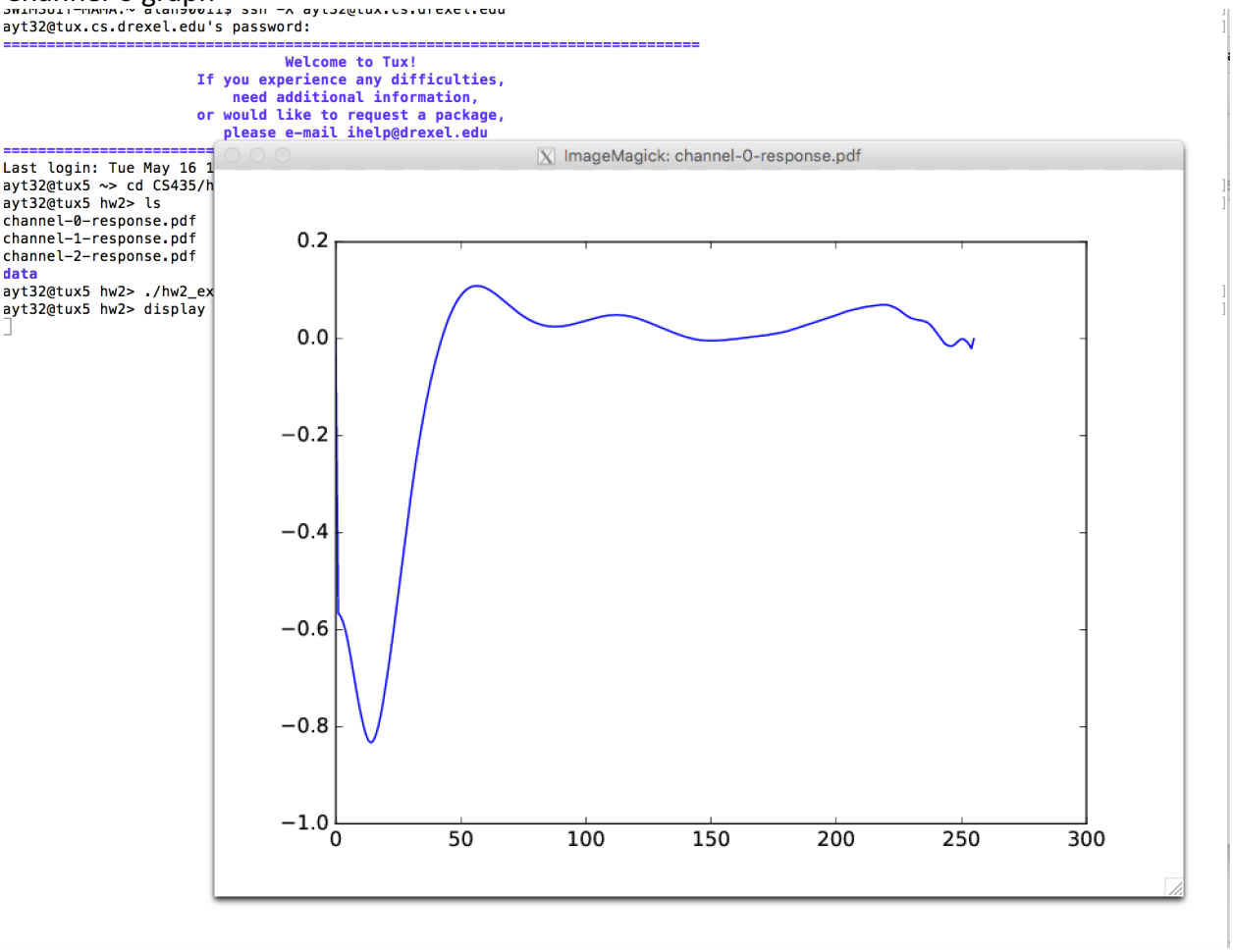
Alan Tsai
CS435 HW2

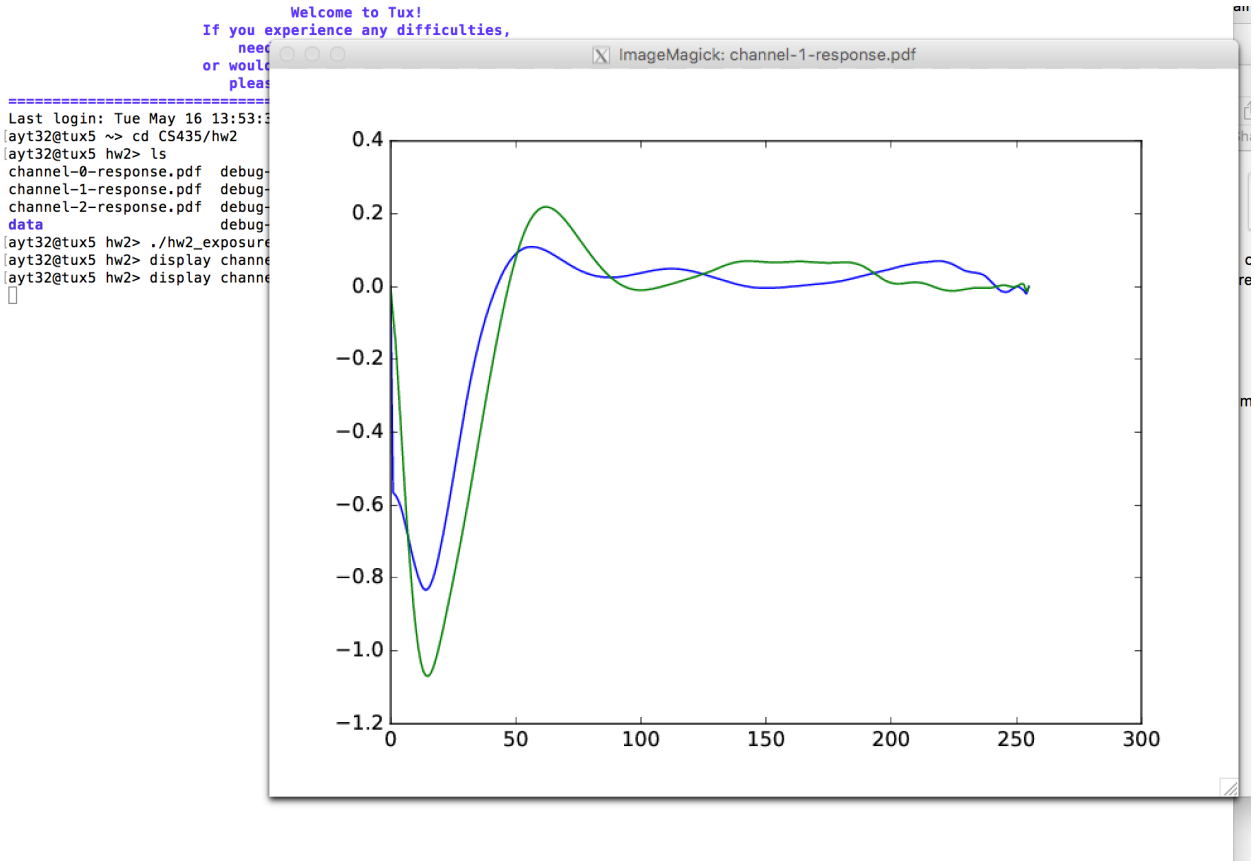
The first part of the assignment uses Debevec and Malik to create an HDR image from multiple exposures, the second part of the assignment uses tone mapping on the HDR image. The implementation for tone mapping was straight forward, but it was hard to implement the combining exposures using responsefunc in the exposure.py. Although I have everything implemented in exposure.py, my b Ax = b matrix is a little off according to the following ouput graphs. Both files should able to compile and run.

By changing the indices in the exposure times, I was able to produce the following graphs

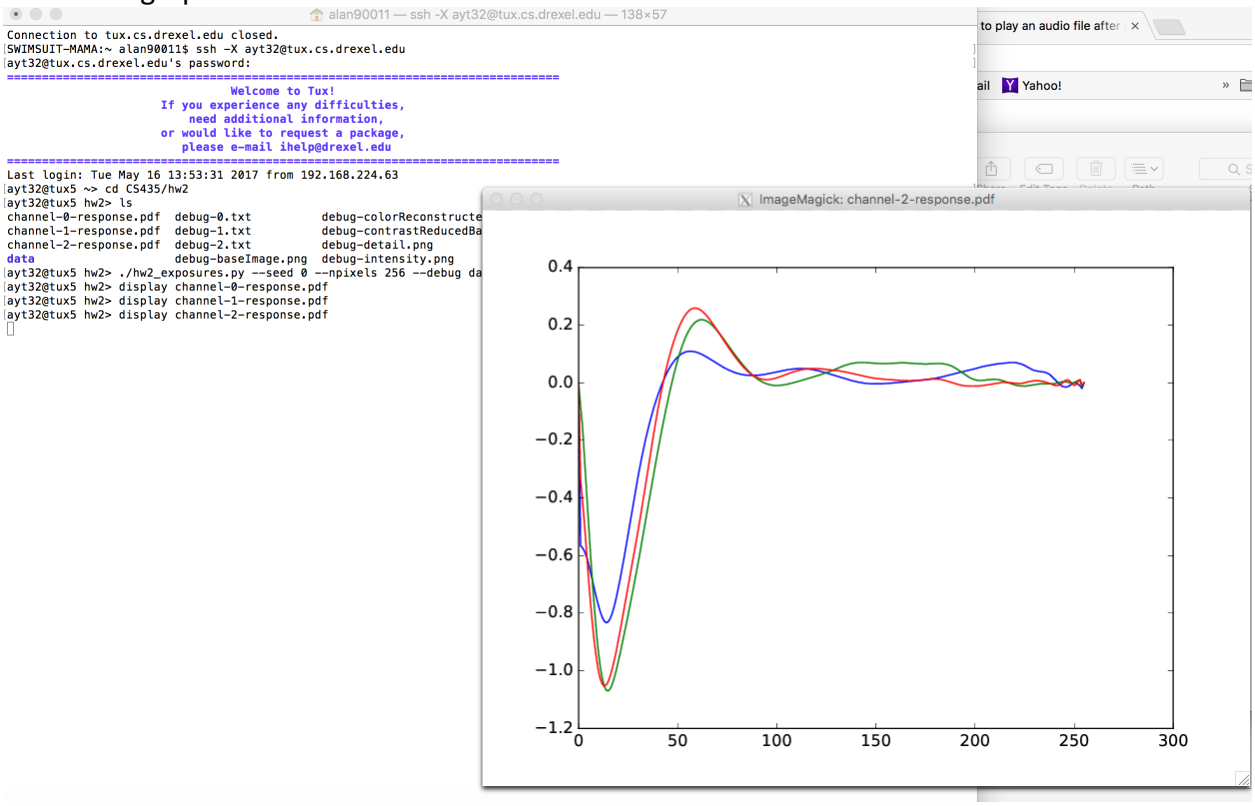
Channel-0 graph



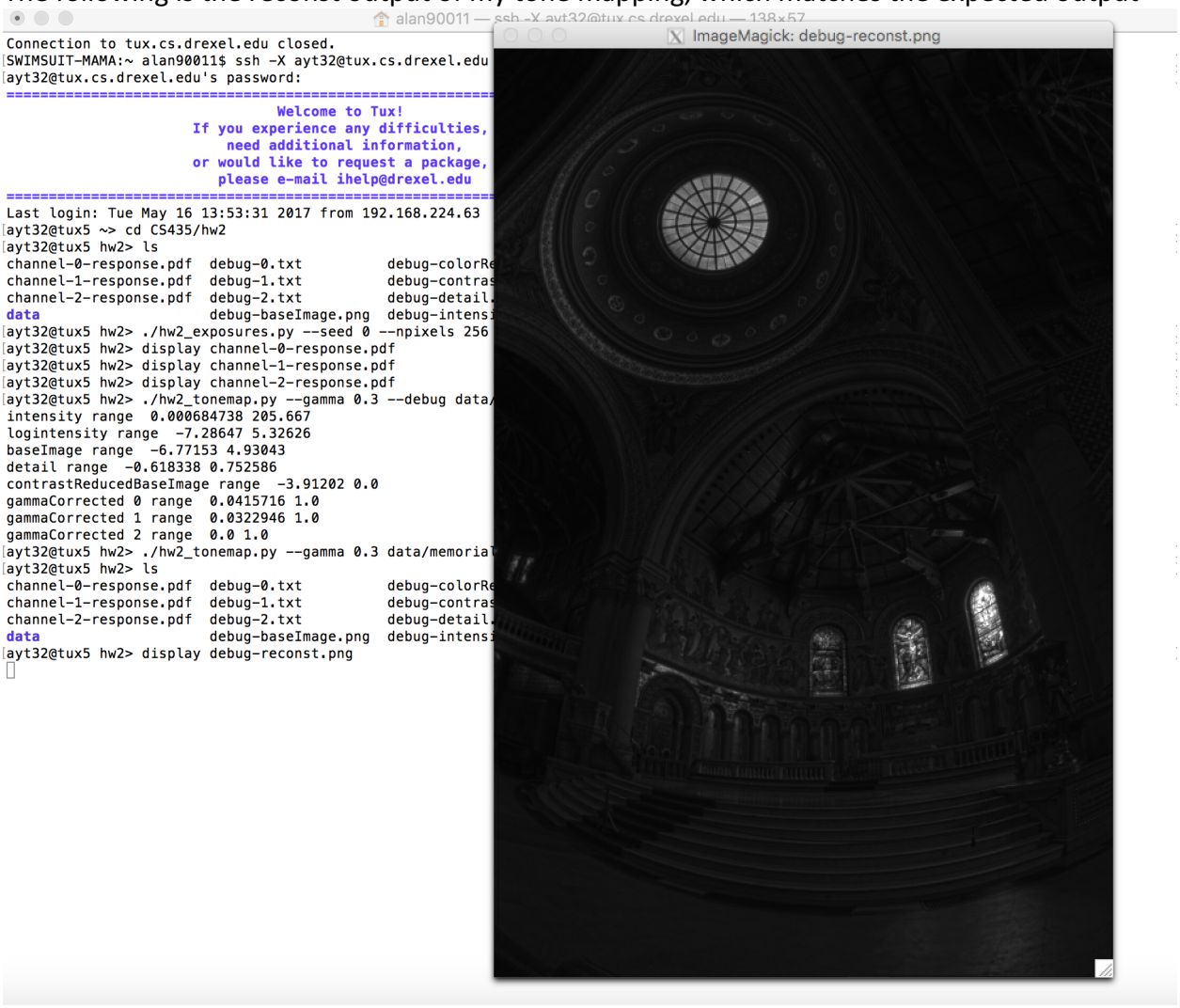
Channel 1 graph



Channel 2 graph



The following is the reconst output of my tone mapping, which matches the expected output



The above results were produced using the following commands

```
ayt32@tux5 hw2> ./hw2_exposures.py --seed 0 --npixels 256 --debug
data/memorial/images.txt memorial.exr

ayt32@tux5 hw2> ./hw2_tonemap.py --gamma 0.3 data/memorial.exr
memorial.png
```