**CS-6610 Final Project**

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**Project Title:**

**Interactive Time-Dependent Tone Mapping Using Programmable Graphics Hardware by Goodnight et al.**

This paper is on applying **Reinhard’s** tone mapping operator using the power of the programmable GPU and implementing a time-dependent operator to smooth discontinuities over time often seen in interactive applications due to large temporal discontinuities in dynamic range.

**Current State:**

As of now, I wrote a very simple tone mapping shader, which takes a texture and tone-maps it according to the equation:

**avgLuminance = Luminance/(1+Luminance)**

**where Luminance is the luminance of each texel.**

But I could not manage to pass the texture to the shader. I am sure, it’s a small matter and will be resolved soon.

I expect to complete the implementation of Reinhard’s operator and hopefully, the time-dependent bit too.

Here are some of the HDR images I gathered from the internet:





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