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Class: Advanced Graphics and Visualisation

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Part1: Assemble an HDR image.

The results we obtained for the HDR image are as follows:
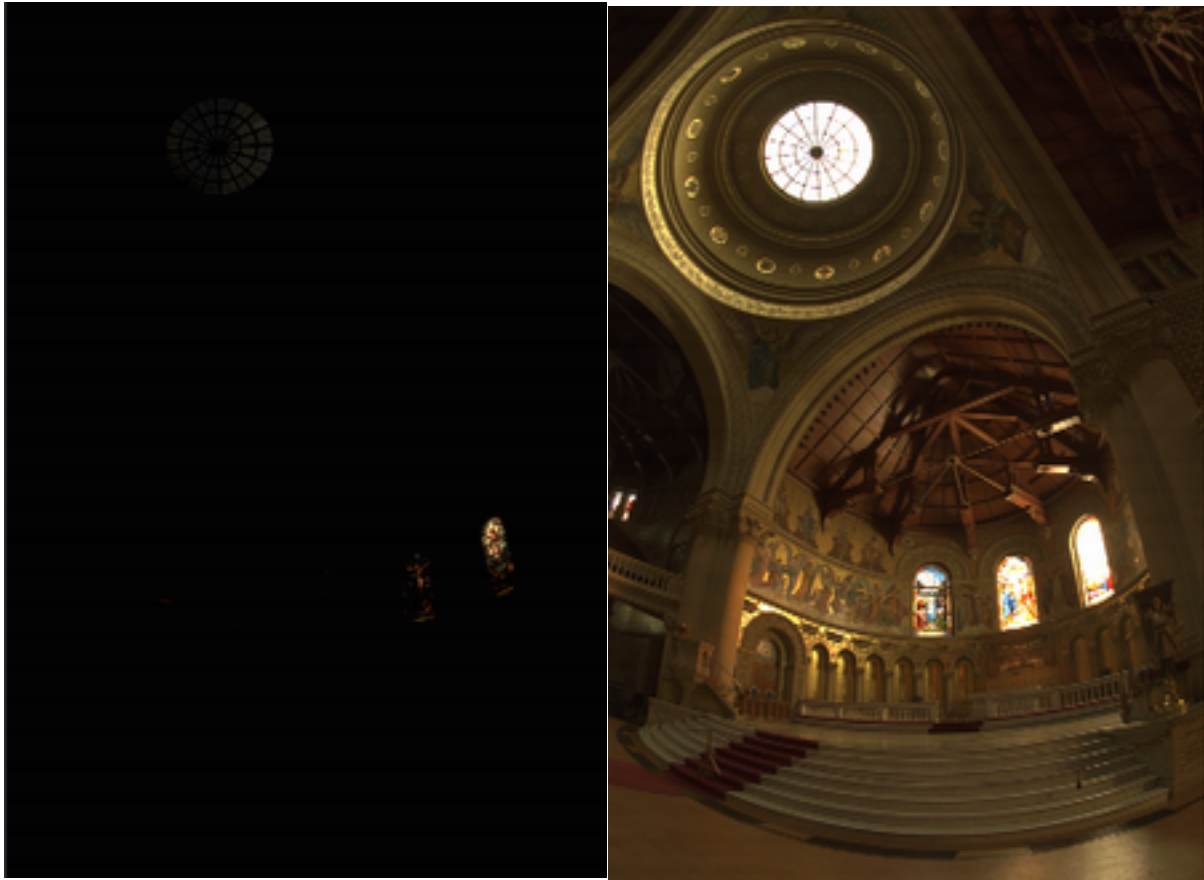


(1) HDR image without tone mapping   (2) HDR image with linear tone mapping
   (gamma=2.2, stops=7)

These two images can be found in the attached archive file under no_exp.pfm and exp.pfm respectively. To compute the total dynamic range, we simply divided the average of each color channel for the brightest and the dimmest pixel in our hdr image. For our image, this ratio is 216347.

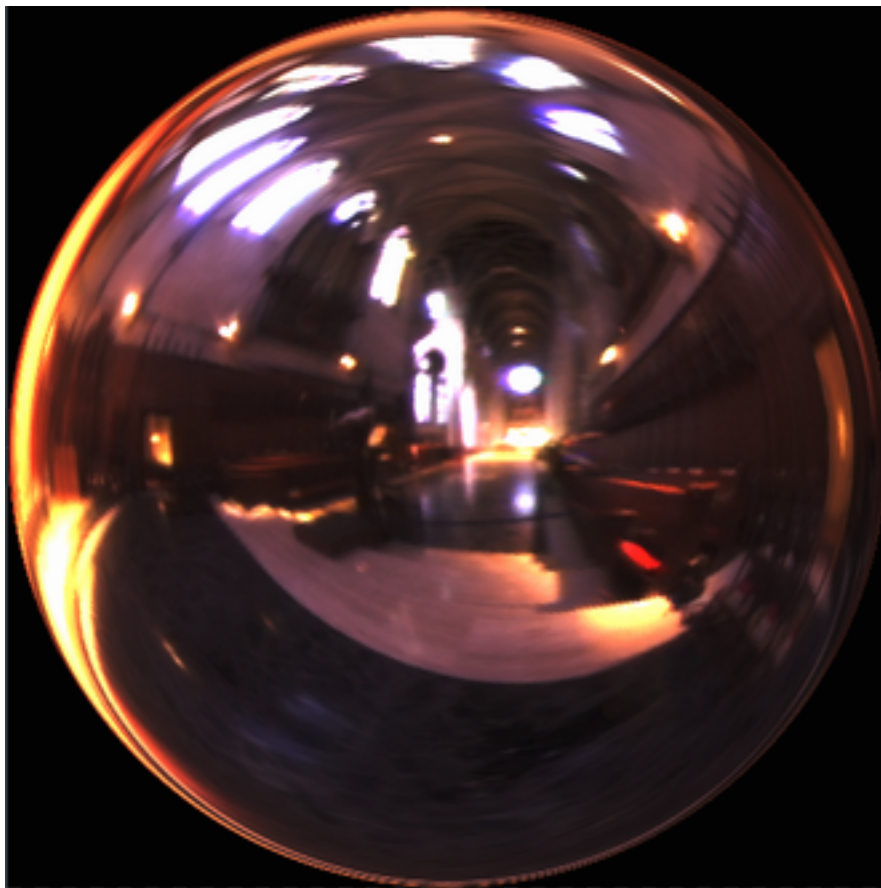**Part2: Implement simple Image Based Lighting.**
Following are our results for the second part:
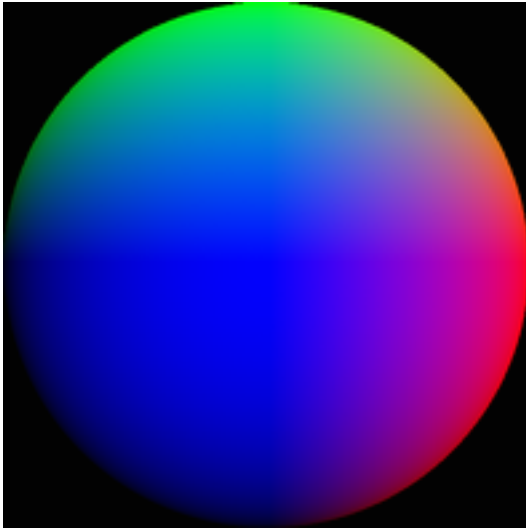
(1) Normal map
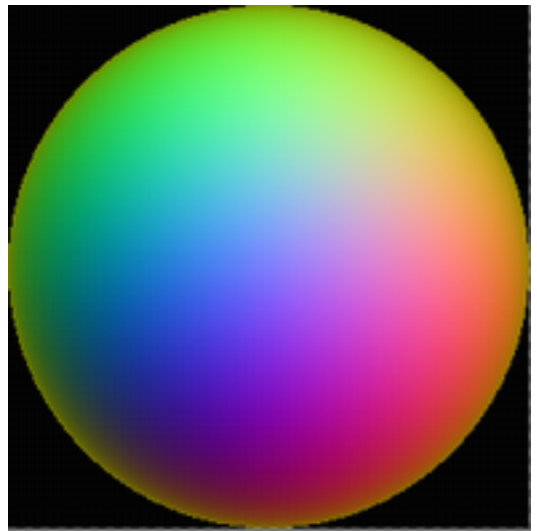
(2) Reflection map

(3) Mirrored sphere lighted from Grace Cathedral.