

How to run

- ./programName ['-c' or '-g' need to use one] gamaValue input.img <optionalOutName>
 - '-c' : convolves the log-space luminance into a blurred channel and sharpened channel S and recomposes them as $\text{gamma} * B + S$
 - '-g' : for simple tonemap
- Displays the input image with tone map applied in an opengl window
- Press 's' or 'S' to flip between a non tone mapped image and tone mapped image

Program Commands

- 'W' writes the image in the OpenGL window to output.img
- 'S' Swaps from non tone map to tone map

Boundary Handling (for convolution of luminance map)

- Sets luminance values that lie outside of the image boundaries to black.
- That is $\text{luminance} = 0.0$
- This is handled in the calculateFilterMap.

Best Settings From My Experience

- Gamma Setting = .45 for Ocean.exr
- Gamma Setting = .15 for smallDesignCenter.exr