**Difference between HDR fusion and HDR toning**

**HDR fusion-**

32-bit Fusion HDR Pro interface

In 32-bit mode, the interface presents the preview area, the

images used (checked) in the generation of the preview and

a histogram. This mode preserves the full dynamic range of

the image.

To adjust the white point of the image, simply use the slider.

Adjustments information is saved in the HDR file and applied

each time the file is opened or used.

16-bit and 8-bit HDR Pro fusion

In 16-bit mode, the interface presents the preview area as well

as the images used (checked) in the generation of the preview

as before. But several other settings are available here.

Edge glow :

Radius defines the size of local brightness areas and Intensity

the difference between the tonal values

of two pixels beyond

which they no longer belong to the same brightness area.

Tone and detail :

Dynamic range is maximized at a Gamma value of 1.0; a low-

er value emphasizes midtones, while a higher value empha-

sizes highlights and shadows. Exposure simulates the aper-

tures of the diaphragm and Detail adjusts the sharpness.

Color :

Dark Tone and Light Tone make it possible to lighten or dark-

en. Vibrance adjusts the intensity of colors by ignoring satur-

ated colors. Saturation adjusts the intensity of all colors even-

ly, without distinction.

Toning curve :

Displays an adjustable curve on a histogram showing the

luminance values of the original 32-bit HDR image. The

red gradation marks along the horizontal axis are spaced ap-

proximately one adjustment notch.

Equalize histogram :

Compresses the dynamic range of the image while preserv-

ing some contrast.

Exposure and gamma:

Allows you to manually adjust the brightness and contrast of

the HDR image.

Highlight compression:

Compresses the highlight values to match the range of lumin-

ance values of the 8- or 16-bit image file.

**HDR Toning**

We don’t always have a multi-exposure shot that allows us to

do a DHR merge. Photoshop works around this problem with

the help of HDR toning, which simulates the result of mer-

ging multiple images.

To do this, the software applies a tone curve reducing the

overall contrast of the image. The luminance of each pixel

is then altered evenly so that all data fits within the HDR

luminance range.

HDR Toning, unlike HDR Fusion, does not produce an ad-

justment layer. It is therefore wise to produce a copy of the

layer for safety.

**How to perform an HDR toning?**

Choose in the menu Image / Adjustment / HDR toning. A

new window will then appear allowing various adjustments:

Method :

Highlight Compression and Histogram EQ normally don’t

give you access to any adjustments, while Exposure and

Gamma allow you to adjust these settings. Local adapta-

tion, however, offers several tweaks.

Edge glow :

Allows you to set the intensity and radius of the edge glow.

Tone and détail :

Allows you to adjust gamma, exposure, and detail, which can

help remove or create blur.

Advanced :

Allows you to adjust the shadows, gray or lighten the high-

lights (selector) as well as adjust the vibrancy and saturation.

Toning curve histogram :

Allows you to view the histogram and to adjust the curves.