

Complete the claimed points and sections below.

Total Points Claimed 40 / 210

Core

- |                                |                          |
|--------------------------------|--------------------------|
| 1. Recovering HDR maps         |                          |
| a. Data collection             | 0 / 20 (recorded in B&W) |
| b. Naive HDR merging           | 10 / 10                  |
| c. Weighted HDR merging        | 10 / 15                  |
| d. Calibrated HDR merging      | 15 / 15                  |
| e. Additional HDR questions    | 0 / 10                   |
| 2. Panoramic transformations   | 0 / 10                   |
| 3. Rendering synthetic objects | 0 / 30                   |
| 4. Quality of results / report | 5 / 10                   |

B&W

- |                                  |        |
|----------------------------------|--------|
| 5. Additional results            | 0 / 20 |
| 6. Other transformations         | 0 / 20 |
| 7. Photographer & Tripod removal | 0 / 25 |
| 8. Local tone-mapping operator   | 0 / 25 |

1. Recovering HDR maps

Include

- (a) Your LDR images (if you took your own)

N/A

- (b) Figure of rescaled log irradiance images from naive method



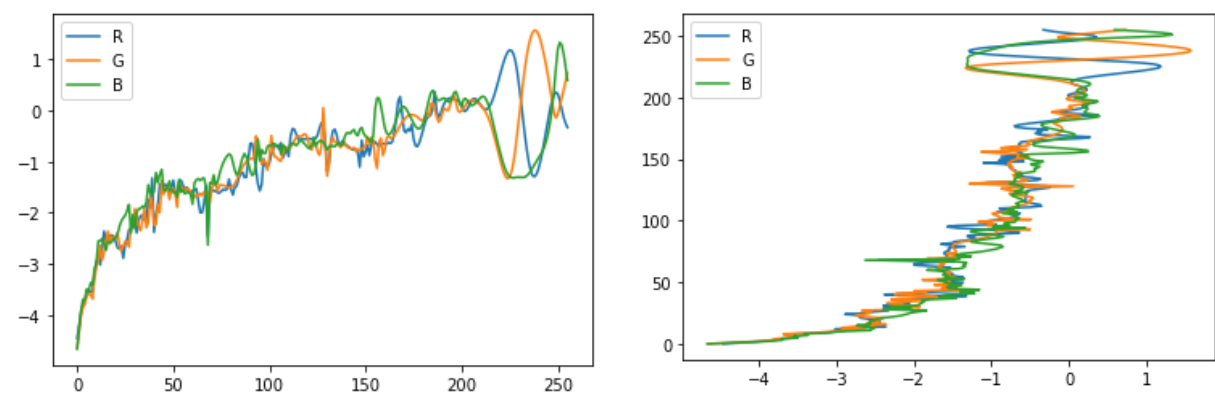
- (c) Figure of rescaled log irradiance images from weighted method



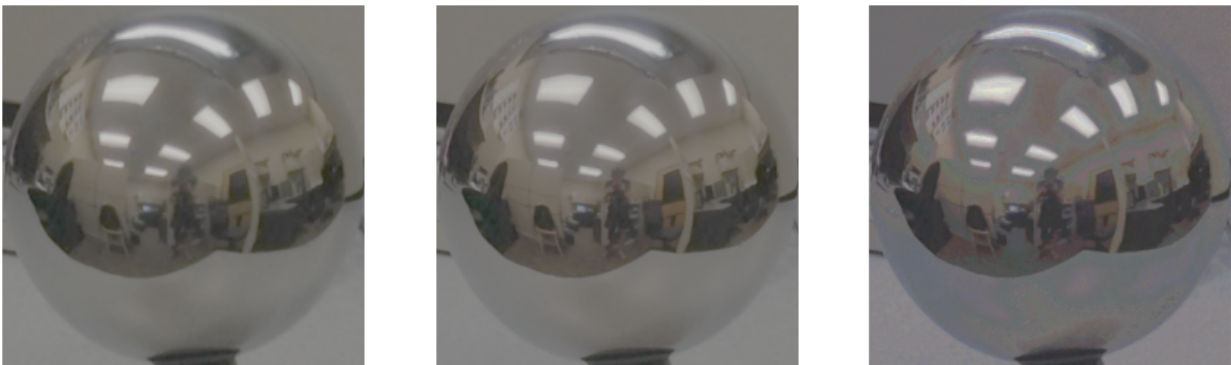
- (d) Figure of rescaled log irradiance images from calibration method



- (d) Plots of g vs intensity and intensity vs g



- (b-d) Figure comparing the three HDR methods



- (b-d) Text output comparing the dynamic range and RMS error consistency of the three methods

naive:	log range = 6.462	avg RMS error = 0.324
weighted:	log range = 5.966	avg RMS error = 0.332
calibrated:	log range = 7.32	avg RMS error = 0.301