

Group Project Report #5

Telescope Imaging

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Developing the telescoping manipulation part of this software was very similar to the radar back scatter portion of the software. We carefully researched what kind of intricacies were important for this type of image to help us decide what our final product should look like. We used previous knowledge and started with the same tonemapping values we had for the radar imaging part of this software. Since we noticed that those values may not be optimal, we experimented with other values until we found ranges from 0.5 to 2.5 in saturation to be optimal.

Once the pictures were created, we merely needed to display them for the user. This functionality was already created previously in the project so we just reused the code. The user can also save any of the five images created at the end of the tonemapping process, and pull up the image in full size. The final images looked how we wanted them to and seemed to emulate the information we gathered about how HDR telescoping images were supposed to look.