Group Project Report #2

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EECS 448

10/10/14

In our program we created a graphical user interface that pops up when you initially run the program. In this interface you get to select the type of image that you would like to tonemap. We chose to build a prototype of the natural scenes imagery and that is the only option that is currently functional. After you select a type you can hit the browse button and browse for the image that you wish to tonemap.

By clicking Ok you are brought to the next page of the wizard which displays the min and max pixel of the image as well as suggesting the lightness values that are best for the selected type of image. Then the user is able to select their desired lightness values by using the sliding bars. Then by hitting the ok button it conducts the tonemapping process into 5 separate images that are sent on to the next page.

In the final page all 5 tonemapped images are displayed so that the user can select the most visually pleasing image from amongst them. By clicking the ‘Save’ button below the image they are able to define the name for the image and save it to whichever directory selected. The saved image will then be displayed for them.

Some additional features we want to add to the final product are: when finished saving a restart option will be given to restart the program, add functionality to edit the text on the slider bars to set the lightness values, as well as implement the other 3 types of image tonemapping.