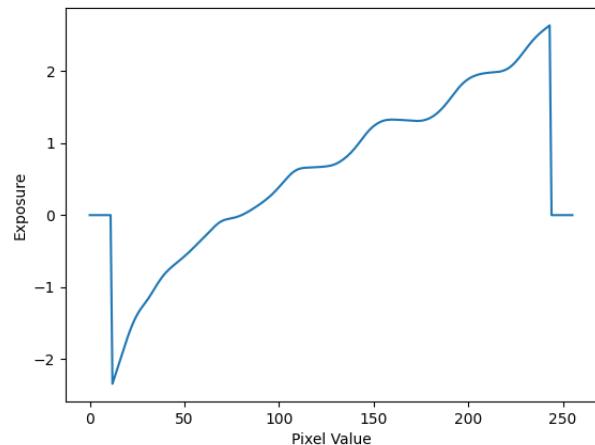


1.1 HDR Imaging

Develop RAW images

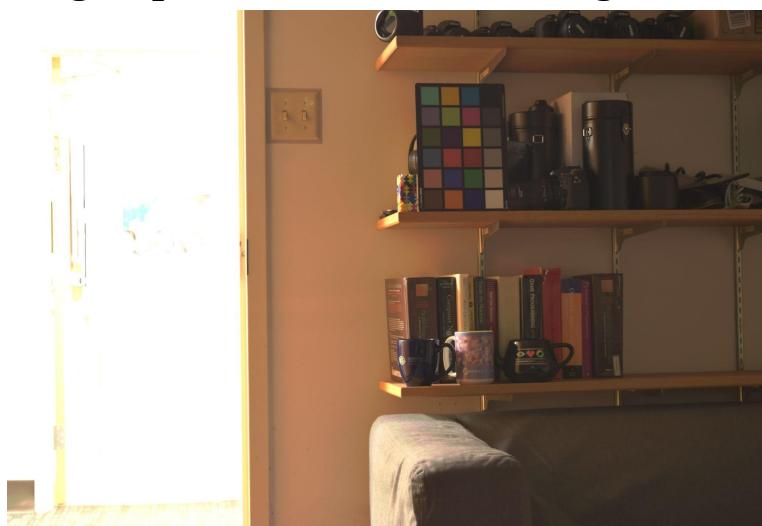
The correct flags in order for dcraw to convert the RAW images with the desired settings is `dcraw -4 -w -q 3 -o 1 -T exposure<1-16>.nef.`

Linearize rendered images



Plot of function g recovered

Merge exposure stack into HDR image



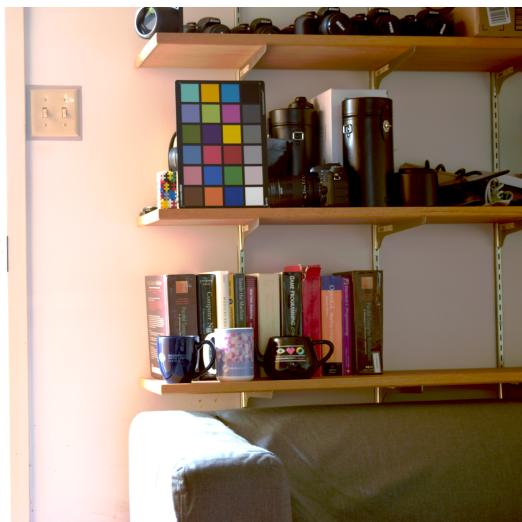
HDR image created from the rendered set of images with a linear merging scheme and a uniform weighting scheme. Out of the sixteen HDR images I created, I selected this

image because it looked the most realistic and aesthetically pleasing to me. Some of the other images looked fake without having color balancing applied, so this one looked the most nice to me at this stage of the pipeline.

Weighting schemes

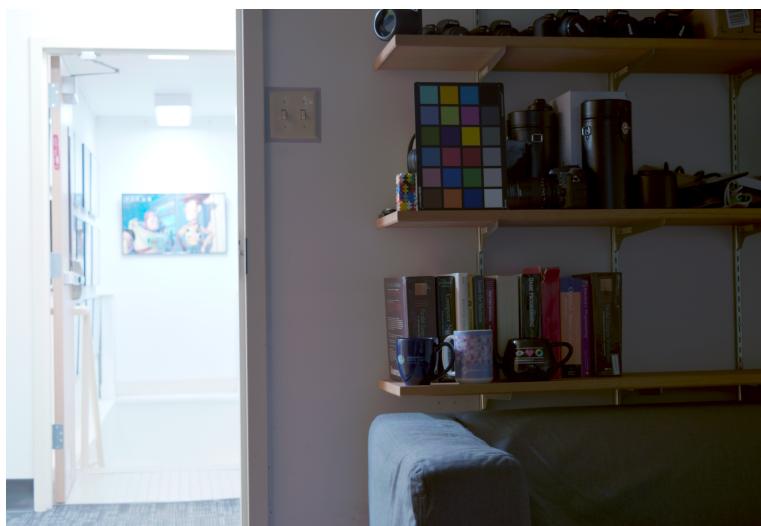
The values I used were 0.05 for Z_{min} and 0.95 for Z_{max} .

Color correction and white balancing



I like the color-corrected image more than the original as the colors are more vibrant and there is less of a yellowish tint on the whole picture. Without the tonemapping yet, the image is still not correctly viewable and so the far away details continued to be not visible as with the original merged image.

Photographic tonemapping



Tonemapping with RGB



Tonemapping with luminance

I liked the representative tonemap of the RGB method as this image looked the most realistic while the luminance method with the given values for B and K. The luminance method also gave an interesting result, but the tinting just wasn't as aesthetically pleasing in my personal preference.