Hdr fusion and hdr tonning.

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|  | Fusion | Tonning |
| Main difference between two properties of images capturing | exposure **fusion** is capable of producing more eye soothing HDR | While tone mapping creates eye-catching images. |
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| Behavior or how these work? | performing calculations in a linear color space (gamma 1.0) rather than the current color space. | apply the full range of HDR contrast and exposure settings to individual images. |
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| Design | Same scaling from 8bit of image to 32 bit of image | Goes 8bit to 32 bit of caption. |
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| How to do it? | * Click the Exposure icon  or an Exposure preset in the Adjustments panel. * Choose Layer > New Adjustment Layer > Exposure | Choose Image > Adjustments > HDR Toning |
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| Different option | It has number of selection.  Such as gamma,off set and exposure. | No particular choice for this kind of iamge effection. |
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| Crucial point. |  |  |
|  | You can also choose Image > Adjustments > Exposure. But keep in mind that this method makes direct adjustments to the image layer and discards image information | HDR toning requires flattened layers. |
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| Image |  |  |
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| Conclusion | Both tone mapping and exposure fusion are good ways to creating HDR images.  Tone mapping allows you to let your imagination and creativity run wild.  But if you prefer a more conservative approach, exposure fusion is the method of choice for you. | Both tone mapping and exposure fusion are good ways to creating HDR images.  Tone mapping allows you to let your imagination and creativity run wild.  But if you prefer a more conservative approach, exposure fusion is the method of choice for you. |