**Fusion**

While tone mapping creates eye-catching images, exposure fusion can produce more eye soothing HDR. Exposure fusion, on the other hand, is much easier to understand. It merges (or fuses) different exposure into one single file. The highlight details are taken from the darker exposure and the shadows details are taken from the brighter exposure.

**Less image Noise**

So, the final image processed with exposure fusion is a weighted average of the source files. Compared to tone mapping, exposure fusion has fewer adjustments to play around.

**Stay Natural With Exposure Fusion**

It reduces image noise (which is really a bonus!) and doesn’t have as many adjustments to overwhelm the beginner.

## Toning

**Probably THE most popular way of processing an HDR image.**

**First Step:**

Tone mapping maps the color of a set of pixels to another to approximate the appearance of a high dynamic range image.

When you merge multiple exposure in Photomatix, it creates a 32-bit image – a true high dynamic range image that can’t be displayed on our monitor (yet).

**Second Step:**

This means a pixel’s brightness is dependent on its original brightness and the brightness around that pixel. It doesn’t consider where the pixel is located.

This means as opposed to global mapping, local mapping takes into account where the pixel is located on the image.