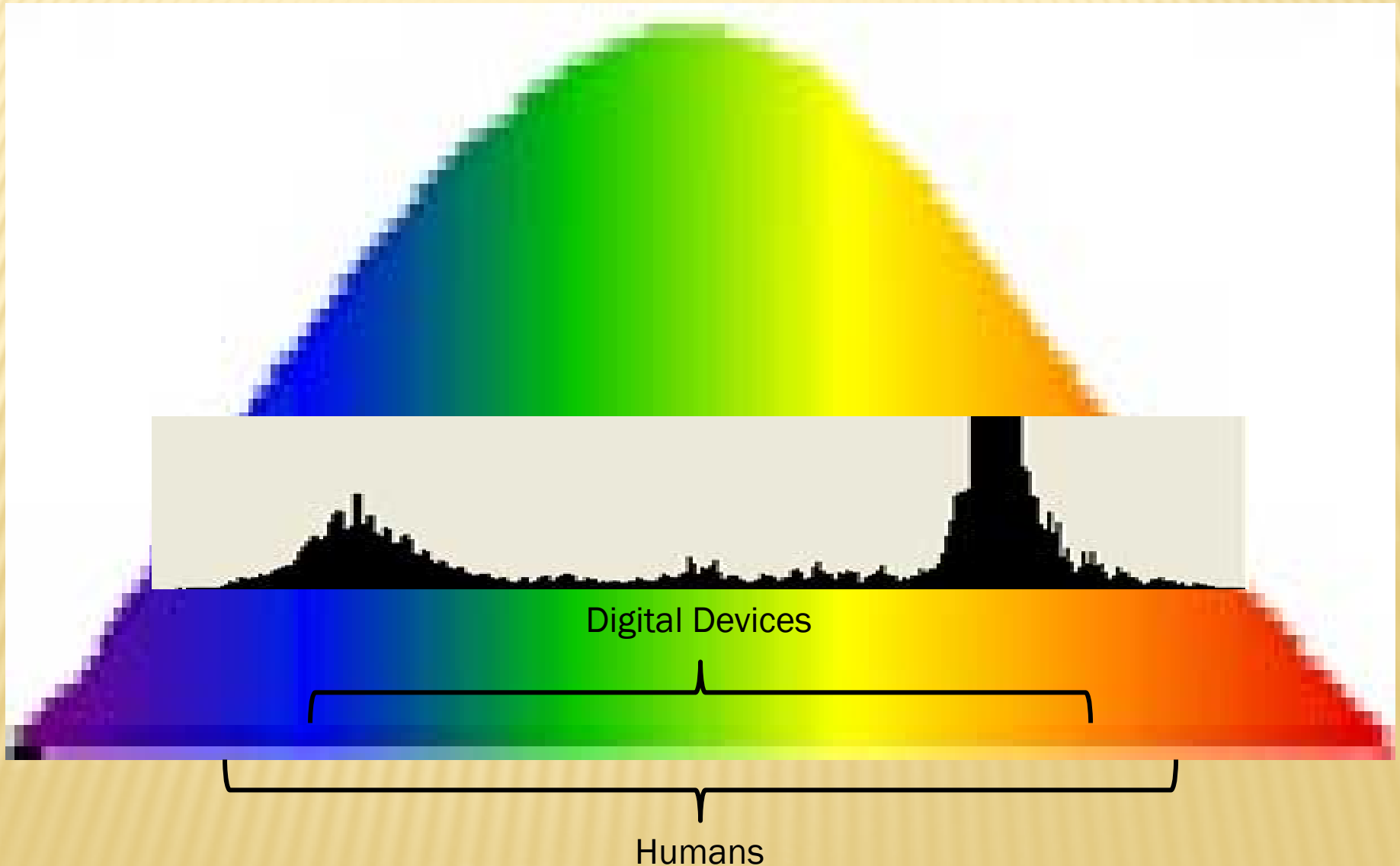


Kurt Allebach

HIGH DYNAMIC RANGE IMAGING

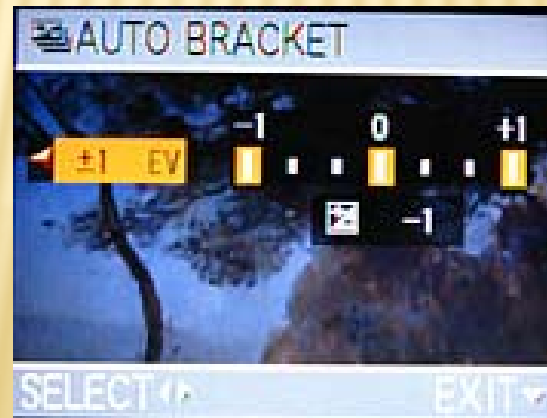
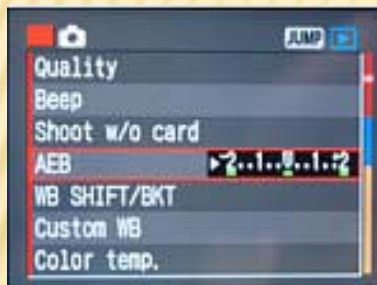
UNDERSTANDING DYNAMIC RANGE



HDR WORKFLOW

- ✘ Capture Image(s)
- ✘ Import and Set Exposure Values
- ✘ Align Images and Set Anti-ghosting Mask
- ✘ Produce HDR “Negative”
- ✘ Tone Map
- ✘ Process to LDR
- ✘ Complete Processing in Photoshop

CAPTURING IMAGES FOR HDR PROCESSING



CHEATING

- ✘ Shoot RAW
- ✘ Set your camera to underexpose by one third to one stop and spot meter on the brightest object
- ✘ Use your polarizer and/or UV filter
- ✘ Use your RAW image editor to create the best shot possible and then produce three or more different exposures

SUITABLE SCENE SELECTION

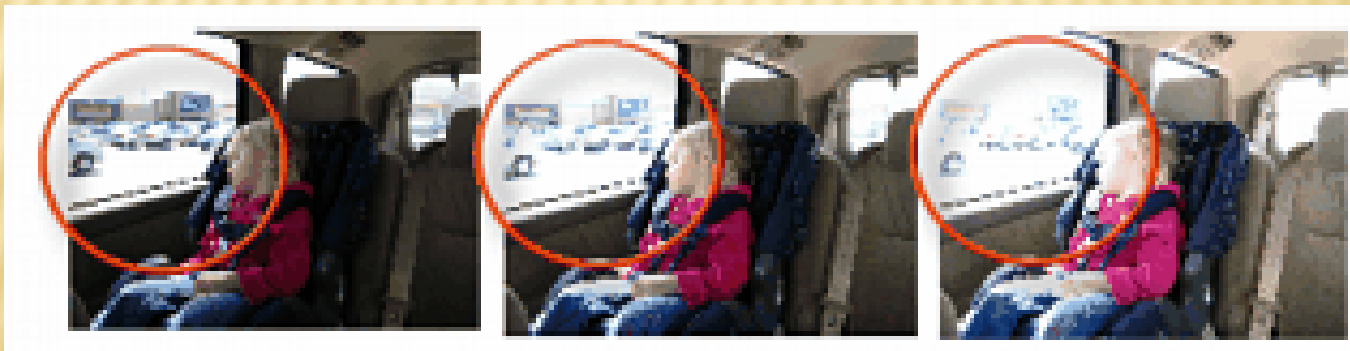
- ✘ You need to have high dynamic range light condition in a first place
 - + Pictures with diffuse soft lights, smooth surfaces and with little contrast do not produce good results
 - + The best scene to get results right away is a landscape scene with overcast clouds during daylight
 - + Indoor scenes are difficult as they usually lack the range of light needed
 - + You need to have difficult light conditions (high contrast, strong light, back light etc..)
- ✘ Moving objects are bad

CALCULATING EXPOSURES TO USE

- ✘ Usually the simplest and best way is to take three shots: -2EV, 0 EV and +2 EV images



Good Coverage



Not So
Good Coverage

TIPS TO MAKE YOUR CAPTURE BETTER

- ✘ Defiantly use a tripod – you do not want to try compensating for pitch and yaw changes
...trust me
- ✘ Avoid moving objects – anti-ghosting isn't much fun either
- ✘ Cheat ;^)
- ✘ Don't over do it...go for a natural look
- ✘ Avoid Noise

THE GOOD, THE BAD, AND THE UGLY



EXAMPLE

Way too Dark

Way too Light



EXAMPLE



FINISHED PRODUCT

