

Advanced High Dynamic Range Imaging

Advanced High Dynamic Range Imaging: Theory and Practice

By Francesco Banterle, Alessandro Artusi, Kurt Debattista, Alan Chalmers



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Imaging techniques seek to simulate the array of light that reaches our eyes to provide the illusion of sensing scenes directly. Both photography and computer graphics deal with the generation of images. Both disciplines have to cope with the high dynamic range in the energy of visible light that human eyes can sense.

Traditionally photography and computer graphics took different approaches to the high dynamic range problem. Work over the last ten years though has unified these disciplines and created powerful new tools for the creation of complex, compelling and realistic images. This book provides a practical introduction to the emerging new discipline of high dynamic range imaging that combines photography and computer graphics. By providing detailed equations and code, the book gives the reader the tools needed to experiment with new techniques for creating compelling images.

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Editorial Review

Review

This book provides a comprehensive guide to this exciting new area. By providing detailed equations and code, the book gives the reader the tools needed to experiment with new techniques for creating compelling images.

?From the Foreword by Holly Rushmeier, Yale University, New Haven, Connecticut, USA

There are MATLAB programs for most of the methods described and you can use this to clarify and experiment with the ideas. ... If you are planning to do any academic work on HRD or use it as part of a larger research program, then it might be worth getting a copy of this book? David Conrad, IProgrammer, July 2011

About the Author

Francesco Banterle is a post-doc researcher in the Visual Computing Laboratory at ISTI-CNR Italy. He earned a Ph.D. in engineering from the University of Warwick. His main research interests are high dynamic range imaging, rendering, and parallel processing.

Alessandro Artusi is a computational scientist in computer graphics and visualisation at the Cyprus Institute. Dr. Artusi was awarded first prize at the Cyprus Entrepreneurship Competition (cyEC) in 2010 and an ERCIM European Research fellowship in 2006. He earned a Ph.D. in computer science from the Vienna University of Technology. His research focuses on high-fidelity graphics, high dynamic range imaging, color science, visualization in cultural heritage, and the use of visual perception in computer graphics.

Kurt Debattista is an assistant professor at the University of Warwick. He earned a Ph.D. in computer science from the University of Bristol. His research interests include high-fidelity rendering, parallel computing, high-dynamic range imaging, and serious games.

Alan Chalmers is a professor of visualisation in the International Digital Laboratory at the University of Warwick. Dr. Chalmers is honorary president of Afrigraph and a former vice president of ACM SIGGRAPH. He earned a Ph.D. from the University of Bristol. His research encompasses high-fidelity graphics, multi-sensory perception, virtual archaeology, and parallel rendering.

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