

SDCC PHOTO DEPARTMENT

Creative Techniques/HDRI

N. David King, Instructor

NAME: _____

DUE: _____ **Points:** _____

HDRI: Artistic Rendering

As discussed in class there are several ways to approach HDR Imaging. For this first assignment, the goal is to use the setting of the HDR software plus any editing in Photoshop to produce an artistic/stylized rendering that goes beyond “realistic” to produce an image that, to you, better represents the underlying feeling or character of the scene.

Subject

For this artistic HDR shot you can pick another landscape or you can do a portrait, still life, or any other genre of image. As before it should be one with a great amount of contrast from darks to lights, i.e. a large dynamic range. It should be one in which the histogram is out of bounds on both ends or very close to it. The better the starting histogram the closer the spacing of the brackets might be.

Procedure

You will follow the directions in class to take 3 to (however many are needed) exposures. This time you may take the shots in 2-stop or in 1-stop increments. However the subject will need to be able to hold still for all of the exposures you need.

Shoot in RAW. Depending on the HDR software you are using you may need to convert the RAW files to TIFFs for processing however some will do their own RAW conversions.

Once the software has produced the 32-bit HDR file that will have to be tone mapped down to the 16-bit working file. From that you can edit it in Photoshop as you would any other image file.

Take several optional views and select the one you think is best.

To Turn in

You will submit two files to blackboard:

1. The final HDR/Tonemapped/edited image
 2. A straight shot in the middle of the exposure range. (Your best single exposure shot of the scene). Do not edit this shot.
 3. Turn both images in to Blackboard as follows:
 - a. Bit Depth: 8 bit
 - b. Color Space: sRGB
 - c. Resolution: 100 ppi
 - d. Dimension: 1,000 pixels along the longest dimension
 - e. Format: JPEG
 - f. File Names:
“yourname_HDRArt_[final/Original].jpg”
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Grading

Grading will be based on technical quality of exposure and processing (this is an advanced level class), aesthetics and composition, and following directions.
