

SDCC PHOTO DEPARTMENT

Creative Techniques/HDRI

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NAME: _____**DUE:** _____**Points:** _____**HDRI: Realistic Rendering**

As discussed in class there are several ways to approach HDR Imaging. For this first assignment, the goal is to simply solve the dynamic range issues and produce an image which comes close to representing the subject the way you perceived it on the spot. You will need to download a real or trial version of Photomatix or other HDR software or you can use the built in HDR function of Photoshop but it is really not very satisfactory.

Subject

For this first HDR shot I'd suggest picking a landscape. It should be one with a great amount of contrast from darks to lights, i.e. a large dynamic range. This can be a typical landscape or a cityscape, seascape, whatever, but it is a nature shot primarily. It should be one in which the histogram is out of bounds on both ends or very close to it.

Procedure

You will follow the directions in class to take 3 to (however many are needed) exposures in 2-stop increments. 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_HDRReal_[final/Original].jpg"

Grading

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