

Photomatix & HDR

By David Warren

- See <http://www.hdrsoft.com/>
- I think it's better than PS CS2 HDR
- Two versions
 - Standalone version for combining 2 or more bracketed images
 - Plug-in version for tone mapping of a single image within Photoshop
 - Let's try the single image first

Single JPG

- Original: Muddy, blocked-up shadows, to avoid overexposure of the sky



Single JPG

- Tone mapping: Improved



Buying it gets rid of the watermarks

Single JPG

- Light Machine: Better or not? The contrast in the light areas is better.



Single JPG

- TLC: By far the best, IMO



Light Machine + several masked adj layers

Conclusions So Far

- Maybe there is no free lunch
- Tone mapping can rescue some images, but there are other ways too
- Maybe Photomatix's potential lies in combining multiple (RAW) images
 - Thrives on 3 images, bracketed by ± 2 EV
 - Photoshop HDR merge requires ± 1 EV
- So let's look at an example

3 Bracketed Exposures

- Metered exposure



... you say underexposed? Oh, well ...

3 Bracketed Exposures

- Underexposed: -2 EV



3 Bracketed Exposures

- Overexposed: +2 EV



3 Bracketed Exposures

- Combined & tone mapped



Conclusions Now

- It may not be perfect, but I have uses for it right now
- I'm going to buy it
 - Photomatix Pro (standalone) / \$99
 - Tone Mapping Plug-in / \$69
 - Both / \$109



Future Aspects: How Does the Eye See HDR?

	<u>Digicam</u>	<u>Human Eye</u> ⁽¹⁾
Resolution	5-6 mp	300-500 mp
ISO	50-800	800 (dark adapted)
F-Ratio	2.8 – 11	3.2
Focal Length (actual)	8 – 24 (actual) 36 – 108 (equiv)	22
Dynamic Range	100:1	100:1 (instant) 10,000:1 (w/ adaptation)

(1) <http://clarkvision.com/imagedetail/eyeresolution.html>