

High Dynamic Range Imaging, Second Edition



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This landmark book is the first to describe HDRI technology in its entirety and covers a wide-range of topics, from capture devices to tone reproduction and image-based lighting. The techniques described enable you to produce images that have a dynamic range much closer to that found in the real world, leading to an unparalleled visual experience. As both an introduction to the field and an authoritative technical reference, it is essential to anyone working with images, whether in computer graphics, film, video, photography, or lighting design.

New material includes chapters on High Dynamic Range Video Encoding, High Dynamic Range Image Encoding, and High Dynamic Range Display Devices

Written by the inventors and initial implementors of High Dynamic Range Imaging

Covers the basic concepts (including just enough about human vision to explain why HDR images are necessary), image capture, image encoding, file formats, display techniques, tone mapping for lower dynamic range display, and the use of HDR images and calculations in 3D rendering

Range and depth of coverage is good for the knowledgeable researcher as well as those who are just starting to learn about High Dynamic Range imaging

作者介绍:

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标签

图形学

HDR

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评论

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书评

內裡有很詳細的HDR相關的數學公式, pixel manipulation filers 等等.
有能力自己寫shader的人, 應該是不錯的參考.

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