

360° HDR photography time is money!



talk by Urs Krebs

 NYC 2012.org

The International Panoramic Photography Conference

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fast 360 degree panoramic equipment

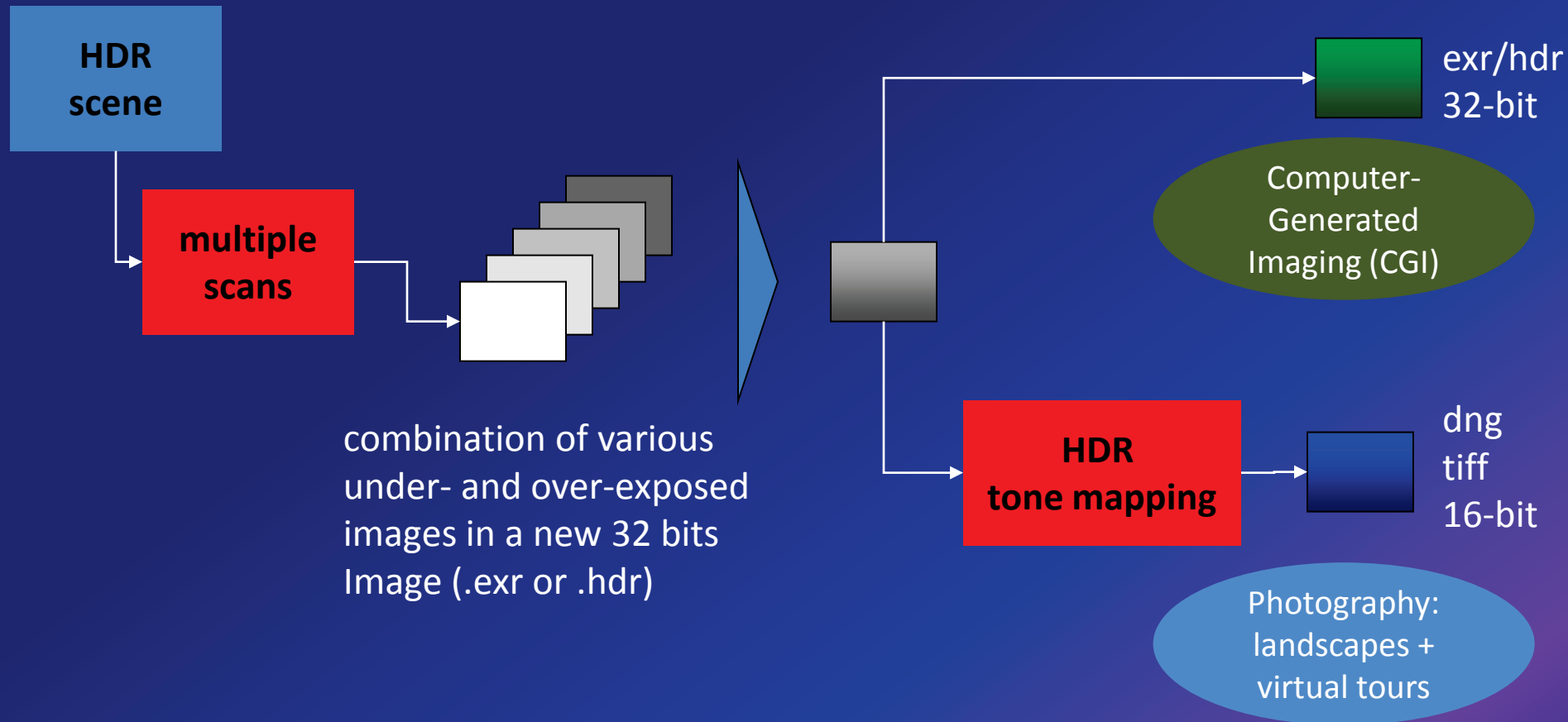
The 32-bit HDR workflow

- What is a 32-bit HDRi and what is it used for?
- How are the images captured?
- How is the 32-bit HDR file created?
- What are the best options for tone-mapping it into 16-bit or 8-bit?

The 32-bit HDR workflow

What is a 32-bit HDRi and what is it used for?

32-bit HDR spherical VRs (180x360°)



32-bit HDR for CGI - examples



Q-spheres
Real life locations for 3D

Photographer : Bernard Blistin
CG company : Dentsu Imaging
Location & Lightfield : Q-spheres

32-bit HDR for CGI - examples



32-bit HDR for CGI - examples



Q-spheres
Real life locations for 3D

32-bit HDR for CGI - examples



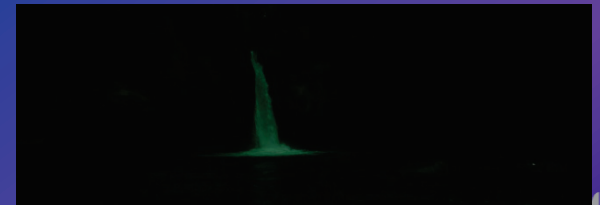
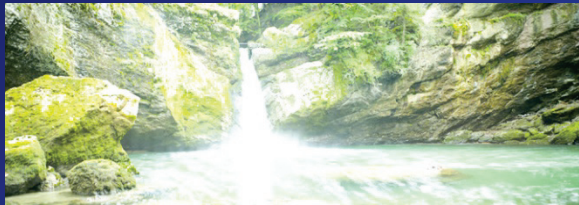
Q-spheres
Real life locations for 3D

roundshot
fast 360 degree panoramic equipment

32-bit HDR for photography: landscapes



Image: Urs Krebs



32-bit HDR for photography: Virtual tours



Image: Urs Krebs

roundshot
fast 360 degree panoramic equipment

The 32-bit HDR workflow

How are the images captured?

Capturing hundreds of bracketed images is painful...

... but there is a solution for this...



The VR Drive lets you create...

- Digital panoramas:
 - cylindrical
 - spherical (180 x 360°)
- Gigapixel panoramas
- Video sweeps
- Object movies

- 32-bit HDR capture



... with various software options



“quality”



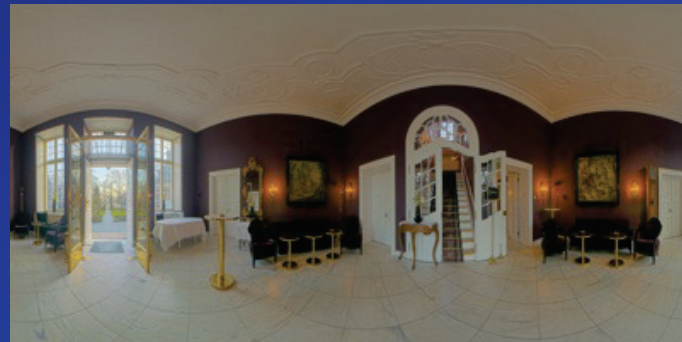
“speed”



“video”



“turntable”



“HDR”

The challenge:



+ / - 2 EV bracketing
limit for most DSLRs!

VR Drive HDR mode

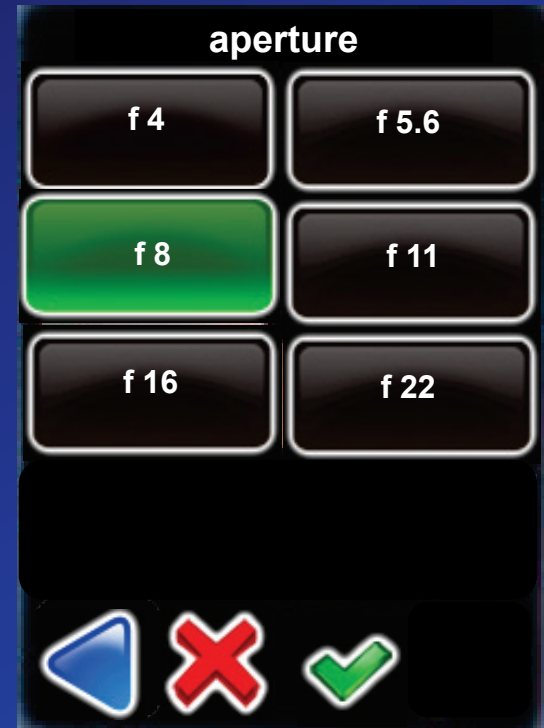


- Controls camera software directly
- Overrides exposure, f-stop, ISO/ASA... to overcome the bracketing limitation
- Allows virtually unlimited bracketing and dynamic range!

VR Drive HDR mode: ∅ exposure



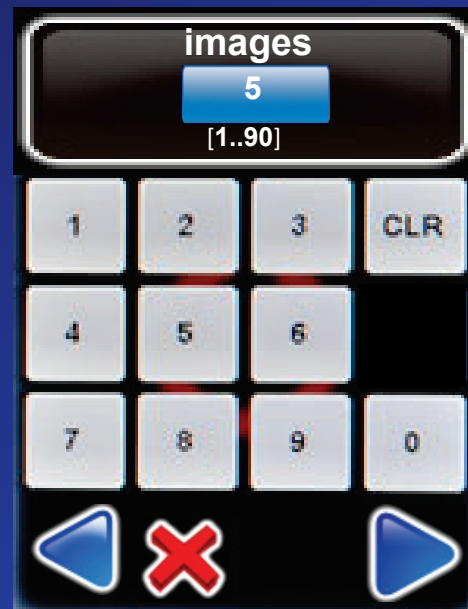
VR Drive HDR mode: f-stop



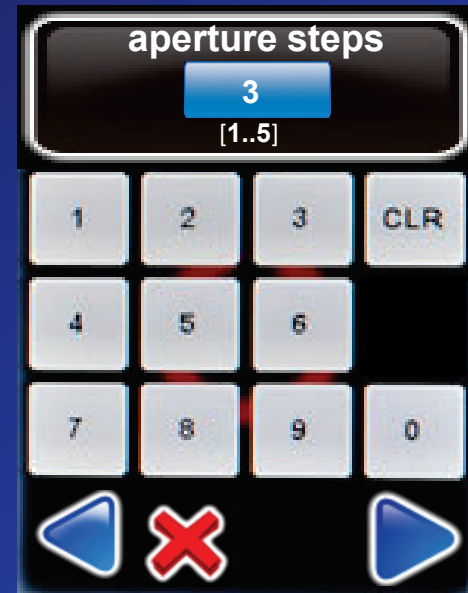
VR Drive HDR mode: ISO/ASA



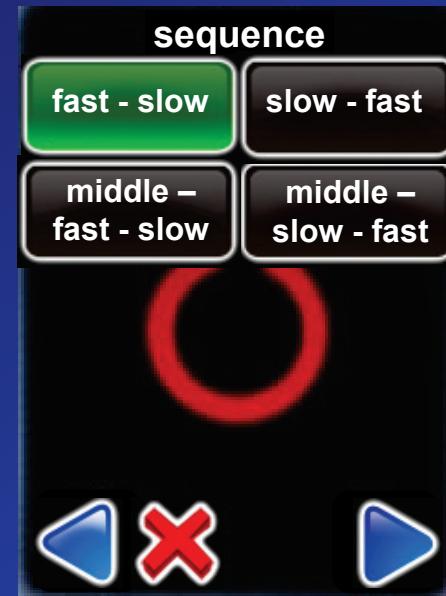
VR Drive HDR mode: # images



VR Drive HDR mode: apert. steps



VR Drive HDR mode: sequence



VR Drive HDR mode: HDR table



HDR steps

exp.: 2s aperture: f8 ISO/ASA: 100	exp.: 1/4s aperture: f8 ISO/ASA:100
exp.: 1/30s aperture: f8 ISO/ASA: 100	exp.: 1/250s aperture: f8 ISO/ASA: 100
exp.: 1/2000s aperture: f8 ISO/ASA: 100	

⏏ ⏪ ⏩

Very fast + automated image capture



Example Nikon D300 with
10.5mm fisheye lens:

- 2 rows at $+45^\circ$ / -45°
- 6 positions per row
- 5 exposures per position
- total 60 images

Total capture
time: 3 min. 30
seconds

Some other nice features...



- f-stop compensation
- out of range warning
- asymmetrical bracketing
- shifting of \emptyset exposure
- expansion of bracketing

Comparison with manual bracketing



- All through one single device
- Camera control from VR Drive – overrides +/- 2 EV limitation
- No touching of camera!
- No errors!
- Repeatable!

VR Drive HDR mode: Time Is Money!



Full HDR capture in 3-5 minutes depending on camera/lens combination

The 32-bit HDR workflow

How is the 32-bit HDR file created?

Several solutions possible

**HDR mix
on individual
raw images**

PhotoMatix

Stitching

AutoPano

**Tone-
mapping**

PhotoMatix , AutoPano, Photoshop

**Raw conversion +
stitching + HDR mix**

AutoPano

**Tone-
mapping**

PhotoMatix , AutoPano, Photoshop

**Raw conversion on
individual images**

Photoshop camera raw

**Stitching
+ HDR
mix**

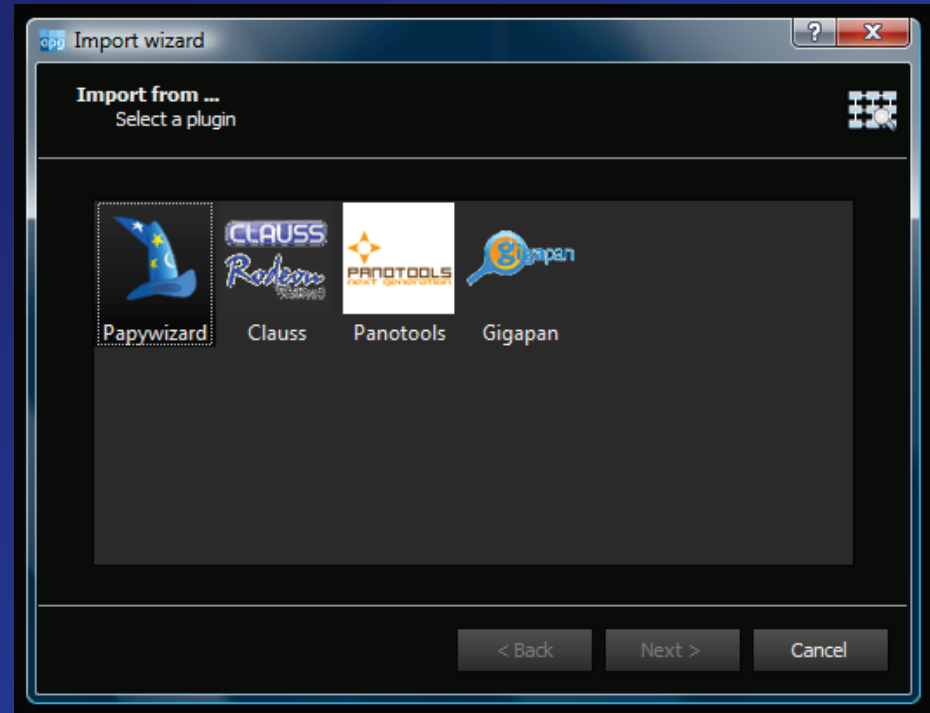
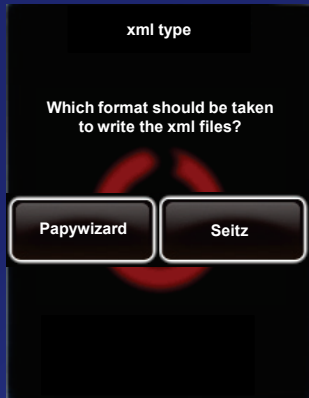
AutoPano

**Tone-
mapping**

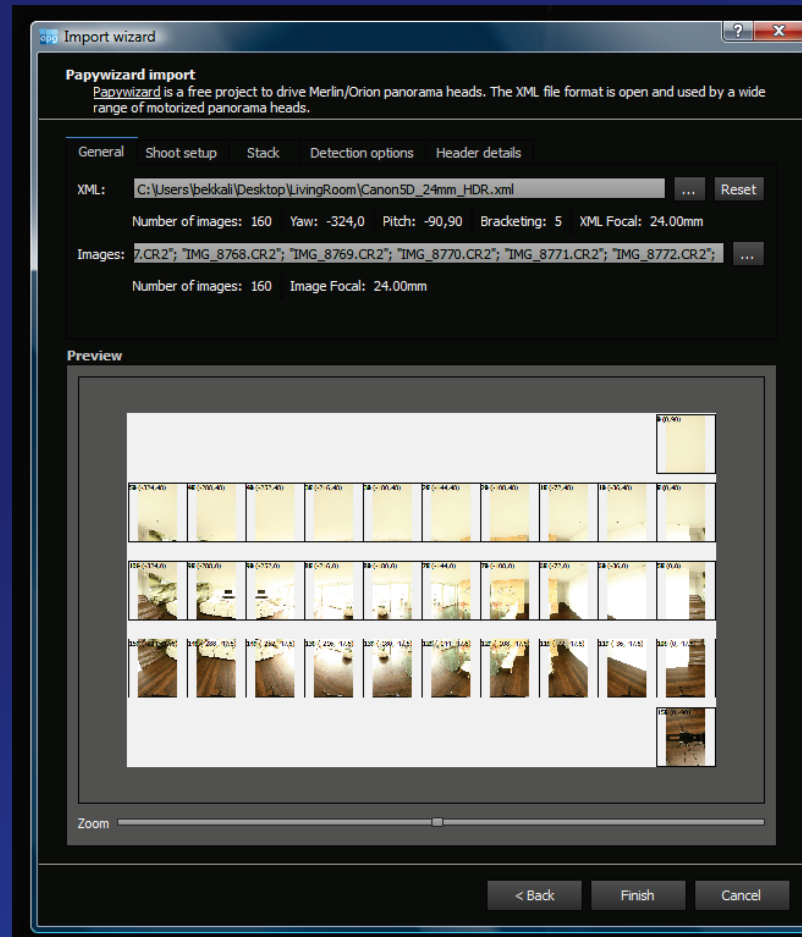
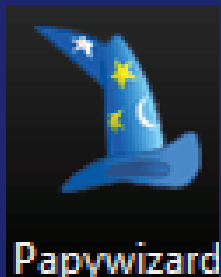
PhotoMatix , AutoPano, Photoshop

Chosen
path

xml file enhances stitching accuracy...



... by defining every image position



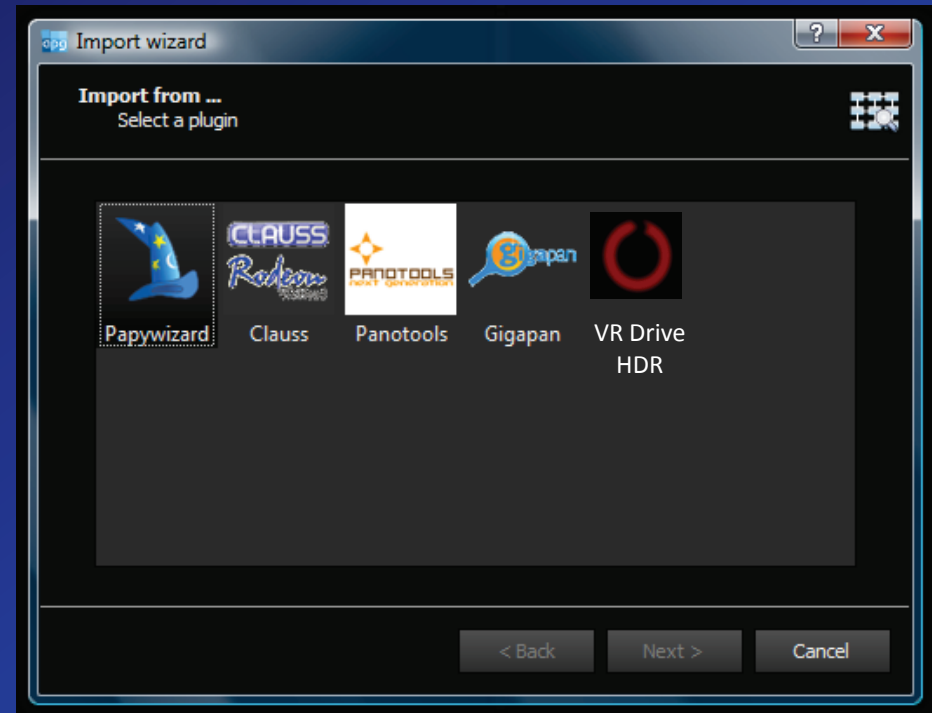
Benefit:
xml file defines
Exact position of
every image
which helps to
improve
stitching quality
for areas
without features
(sky, walls...)

New VR Drive HDR plugin for AutoPano!

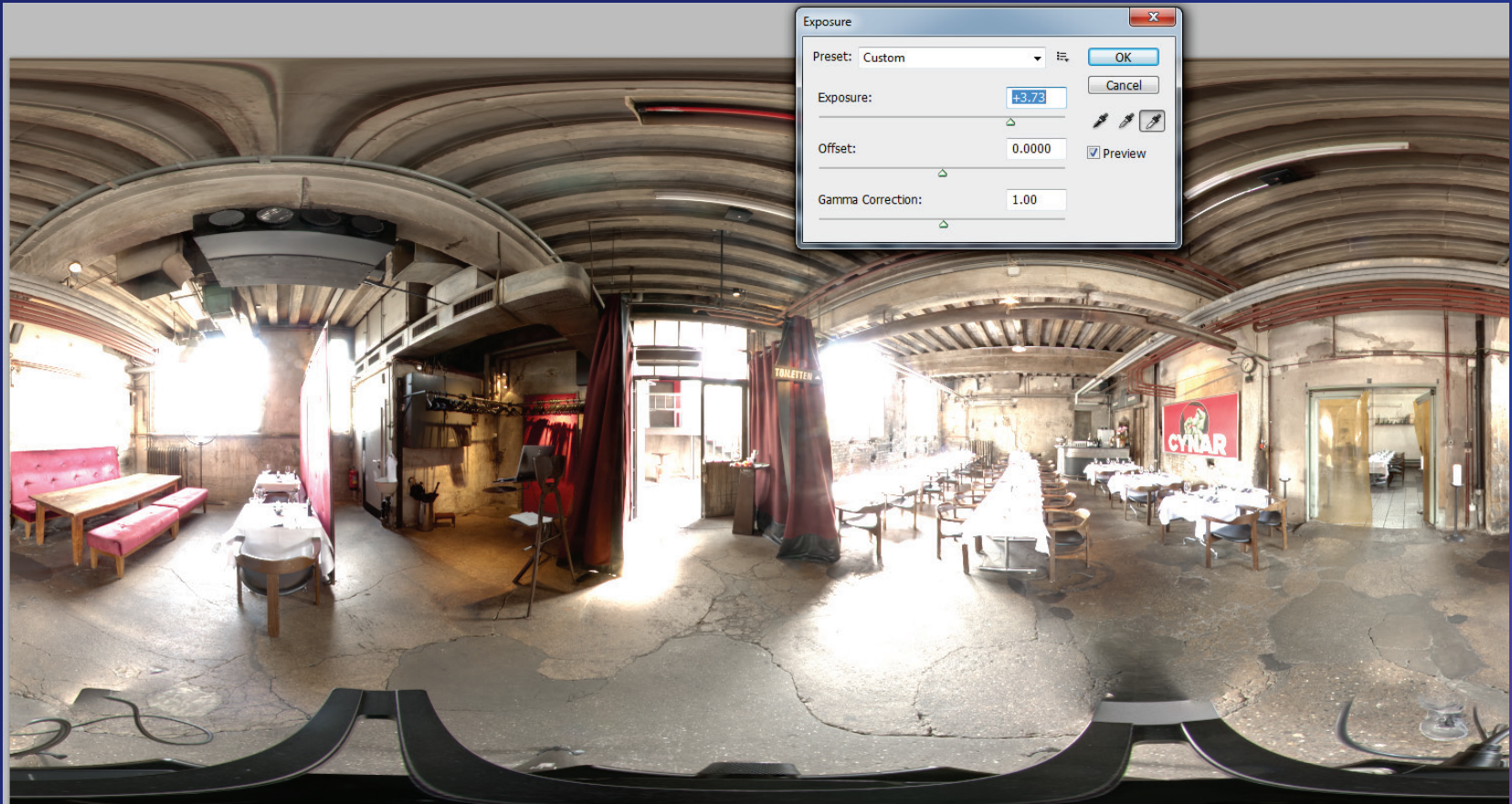
COMING SOON!

Automatically ...

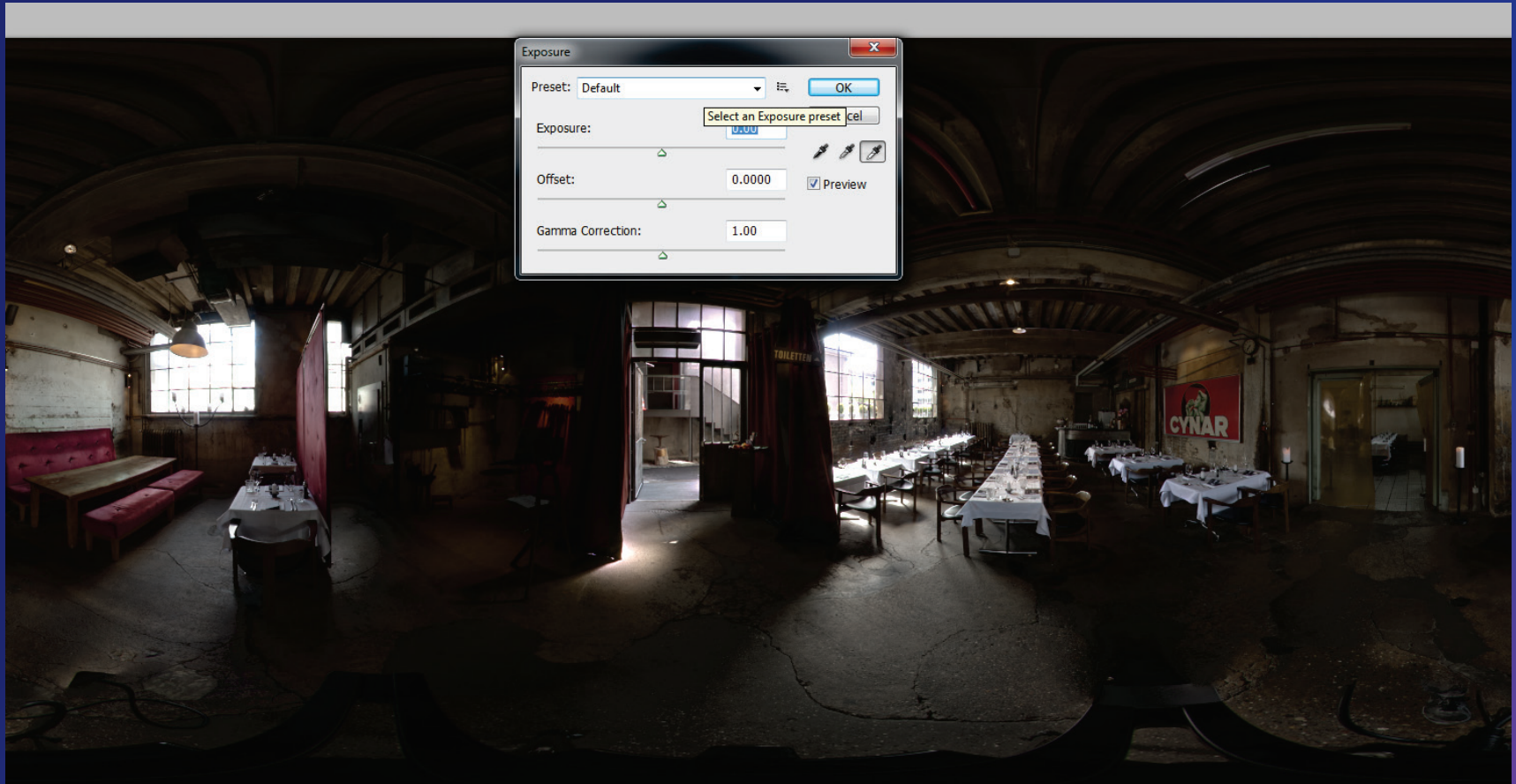
- sets all options for 32-bit HDR correctly (colour, layers...)
- detects medium exposure (will be added to Roundshot xml file)



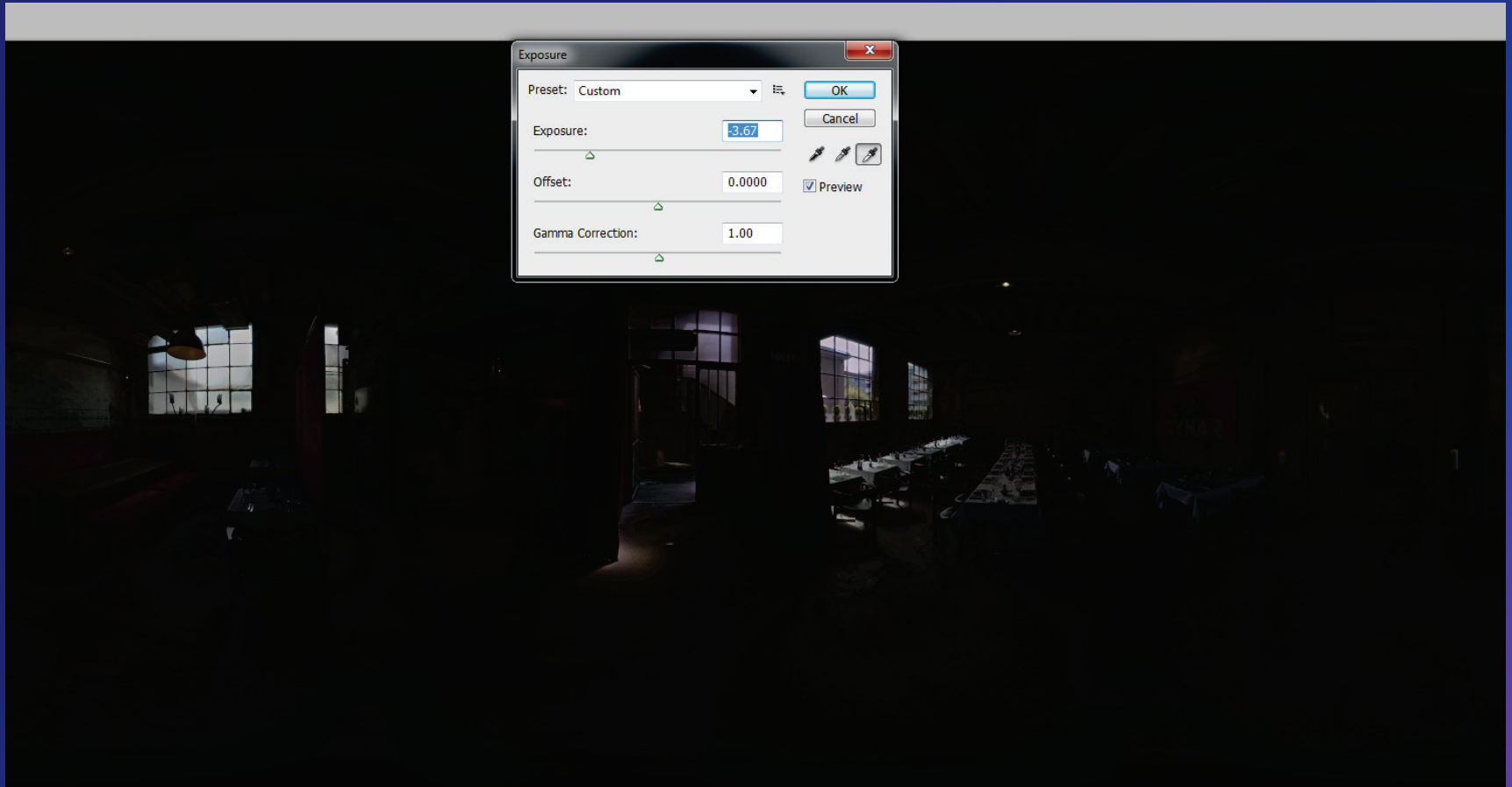
Results... see all details in the dark...



... as well as ...



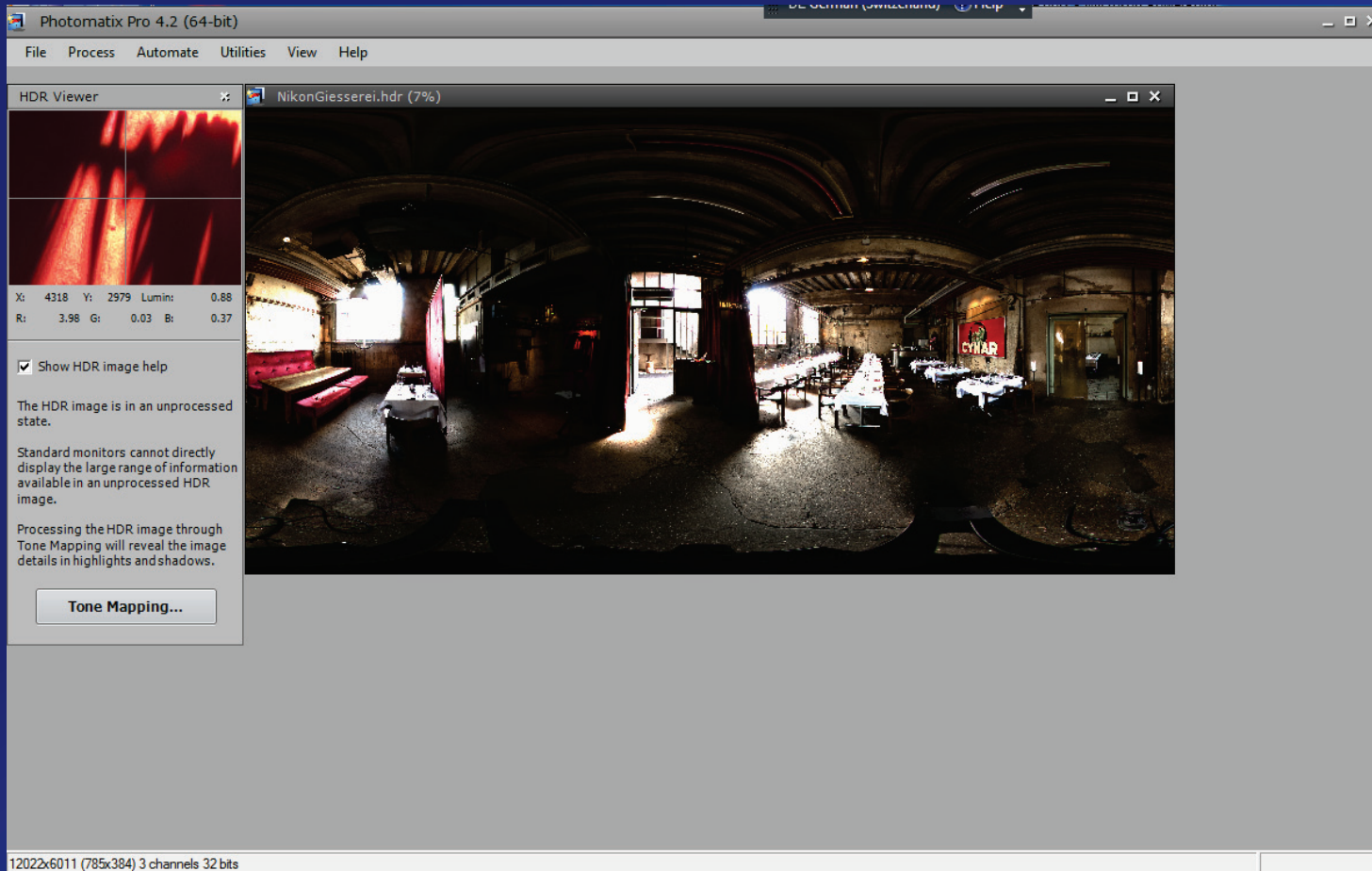
... in the bright sky



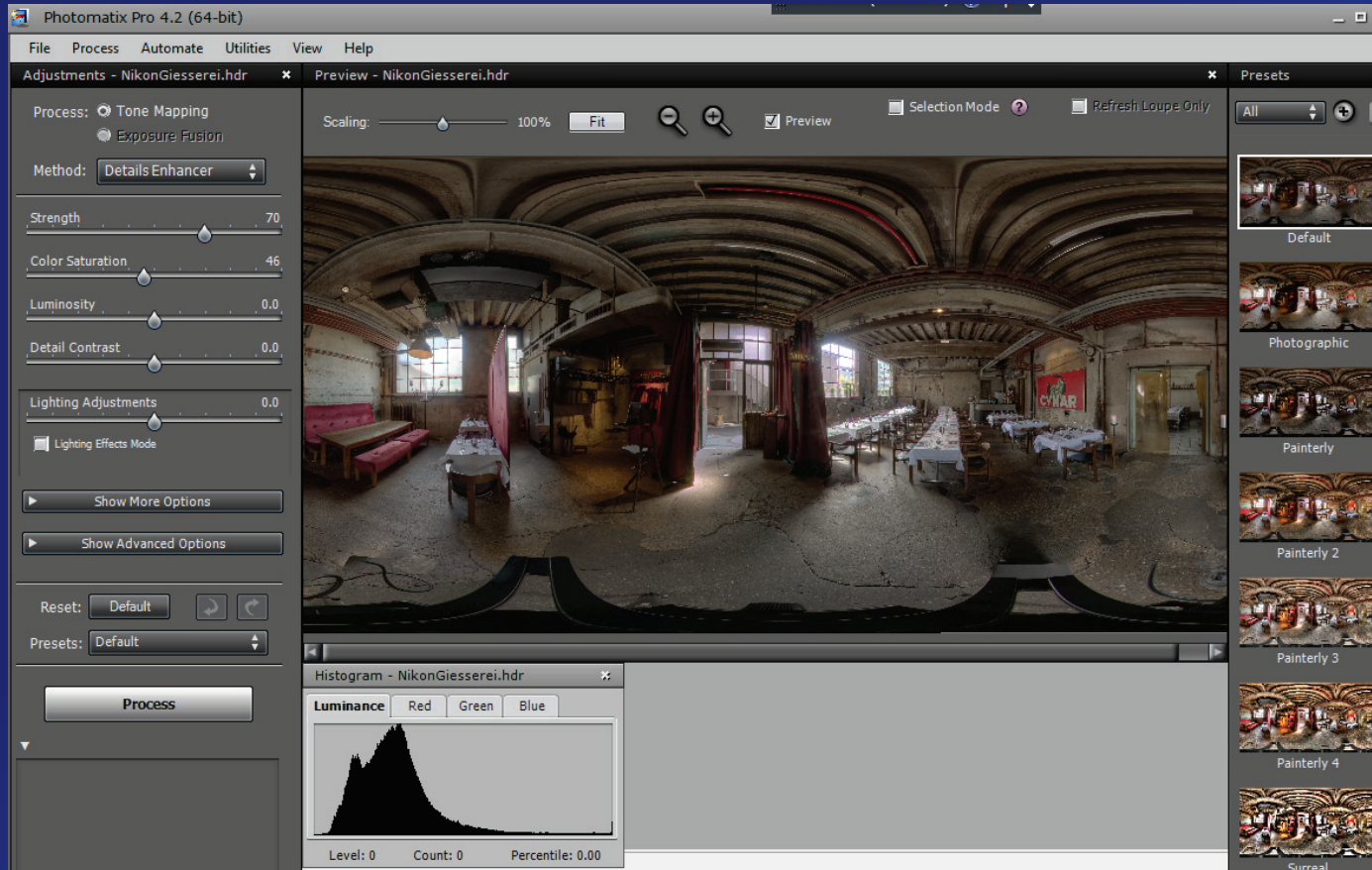
The 32-bit HDR workflow

What are the best options for tone-mapping it into 16-bit or 8-bit?

Tone-mapping with PhotoMatix 32-bit HDR linear image

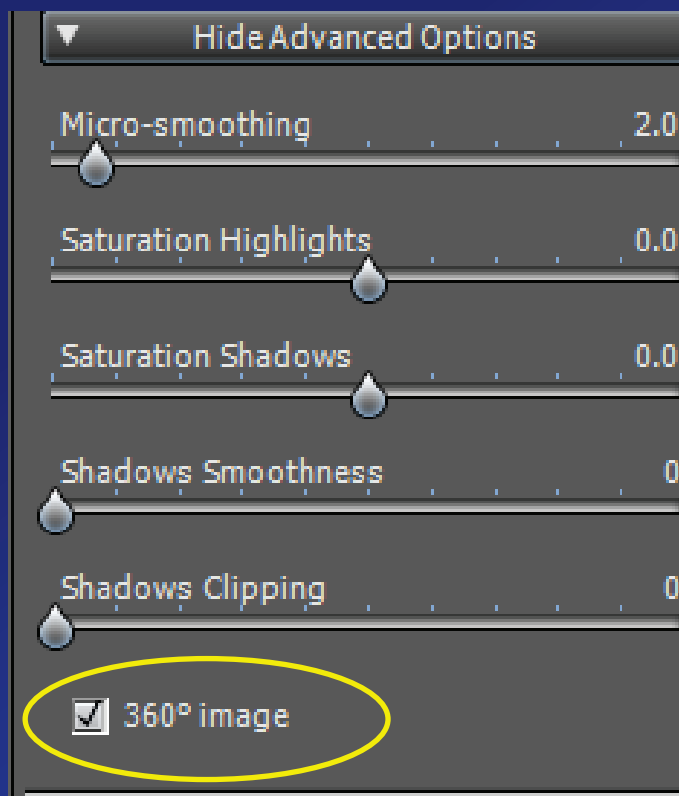


Tone-mapping with PhotoMatix Options



Tone-mapping with PhotoMatix

Check 360° image



Tone-mapping with PhotoMatix

Example 1: colourful



Tone-mapping with PhotoMatix

Example 2: painting



Tone-mapping with PhotoMatix

Example 3: photorealistic



The 32-bit HDR workflow main take-aways

- Use a fast and reliable capture device!
With VR Drive: < 5 minutes!



The 32-bit HDR workflow main take-aways

- Test & train your workflow, make it repeatable and dependable before going on assignment



The 32-bit HDR workflow main take-aways

- Make sure to render only at the resolution required

(... or use a very very
very VERY fast computer!!!)



Thank you very much!



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