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From LDR input to HDR output

This is a rather uncommon case. We get LDR pictures in input and want to get a HDR panorama in output.
The advantage of this scenario is the use of RAW files in input.
It is thus possible to apply a color correction in HDR mode in Autopano, then export in HDR format.

Of course, it is possible to apply tonemapping on RAW images before importing them into Autopano (which is nearly similar to use .jpg images in input).
However, the color correction will not be preserved for the whole panorama in HDR mode, which may affect the anti-ghost blending:
Balancing inter-picture is not perfect, anti-ghost can find wrong cutting borders.

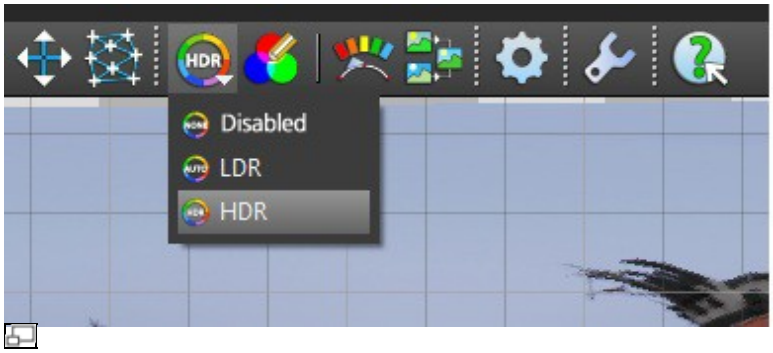
Example 1

Source images

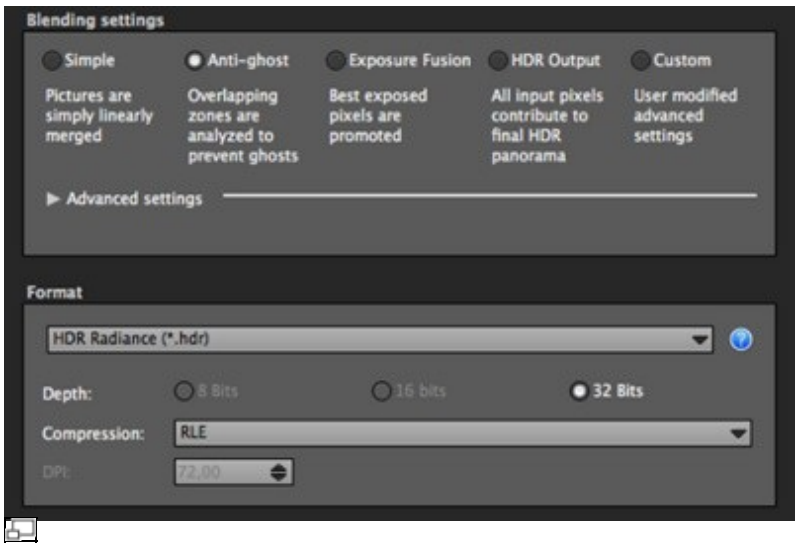
In this first example, we use a set of images in .jpg format on which we apply a color correction, then an export in HDR.
In practice, this doesn't present a great interest, but it helps to highlight the use of RAW images in input (see Example 2).

Settings

Activation of the color correction in HDR mode is done via the following menu:



In the rendering phase, we must select the .hdr format export (**Anti-ghost** preset):



Render settings

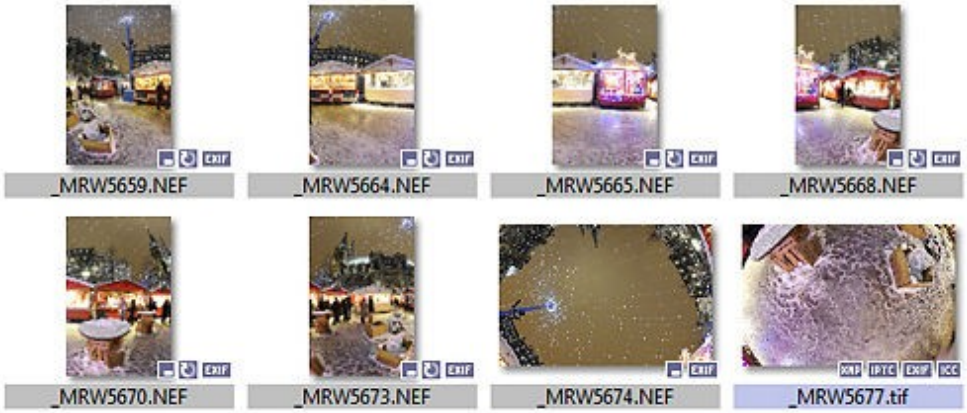
Render

The final render after tonemapping in a HDR file editing software

Exemple 2

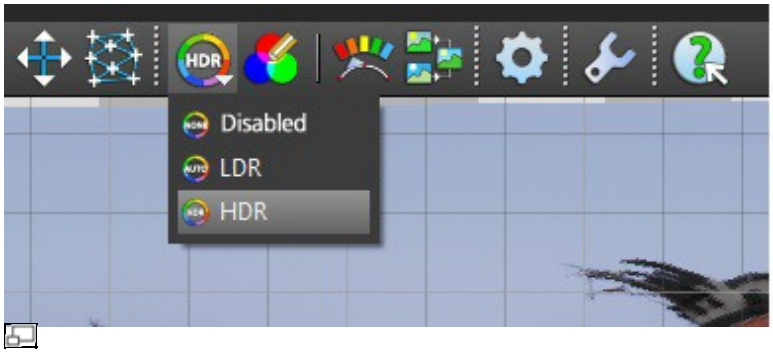
Source images

In this second example, we use a set of images in RAW format in input.

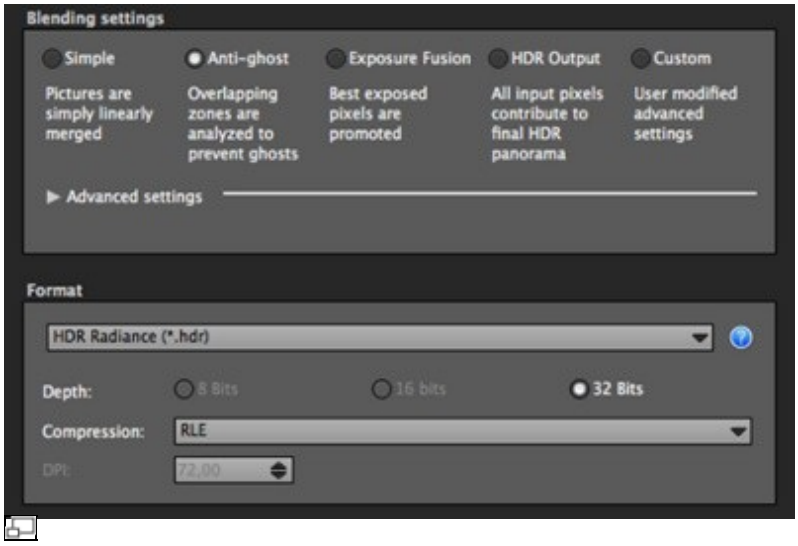


Settings

Activation of the color correction in HDR mode is done via the following menu:



In the rendering phase, we must select the .hdr format export (**Anti-ghost** preset):



Le réglage du rendu

Render

Here is the final render for this example (after tonemapping performed in an other software).
The difference is not obvious beside Example 1, but we see that the stitching has met the dynamic range while removing ghosts.

The final render after tonemapping in a HDR file editing software

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