

High Dynamic Range Photography

Part II

What's an HDR?

- A combination of images
- Different exposures of same scene
- Software used to make HDR, Photomatix
.....etc
- Results can be dramatic or so so depending on skill and or luck

Basic HDR

- Use tripod and mostly shoot still subjects
- Aperture priority mode, f stop to get important stuff in focus f/11 to f/22?
- ISO 100 to reduce noise in process
- Turn on auto-bracketing -2,0,+2 stops
- Continuous shooting with remote trigger
- Shoot RAW images

Even Better HDRs

- Set camera on stable tripod
- Frame shot
- Focus
- Turn off auto focus / stabilization on lens
- Put camera in manual mode and record raw images
- ISO 100, f 11 to 22 depending on scene

Even Better HDRs 2

- Do a series of shots with different shutter speeds. Such as 1/250 1/125 1/60 1/30 1/15 ... Full stop separations.
- Use remote trigger
- Rule of thumb is 3 or 4 speeds above and below cameras automatic setting
- Look at prevue screen and stop when too blown out or dark
- May shoot more or less than basic rule

Even Better HDRs 3

- Darkest shot has no blown out sections
- Lightest shot has no blocked shadows, histogram should go about 2/3 across from right to left

Even Better HDRs 4

- Use camera noise reduction because long exposures will heat up sensor causing noise
- Lock up mirror as a separate step to reduce shake and cover eye piece with tape
- After loading into computer eliminate too dark or blown out images, do a little testing to get feel for this. Too many blown out images will degrade Photomatix performance!
- Check for slight shifts in exposures

Photomatrix Pro

- Details enhancer
 - Strength 80-100
 - Saturation
 - Luminosity, spreads or shrinks tonal spread

Examples

- Western movie set near Santa Fe
- Shot front of saloon because of open door and reflections in window
- High contrast, daylight street and dark interior
- Retonemaped HDR with NIK software in this case
- Olympia columns, nice 3D look
- Tonemapping a single shot