

Dot Editions HDR link: <http://www.doteditions.com/hdr.html>

The HDRI Handbook: High Dynamic Range Imaging for Photographers and CG Artists,  
**by Christian Bloch**

“High Dynamic Range Imaging is a method to digitally capture and edit all light in a scene. It represents a quantum leap in imaging technology, as revolutionary as the leap from Black & White to Color imaging. If you are serious about photography, you will find that HDRI is the final step that places digital ahead of analog. The old problem of over- and underexposure in analog photography, which was never fully solved, is elegantly bypassed here. A huge variety of subjects can now be photographed for the first time ever.” – *Christian Bloch*

<http://www.hdrilabs.com/book/>

From Kirt Witte’s HDRi Tips and Tricks (<http://www.hdrilabs.com/siggraph/>)

***The first “4 Rules of shooting HDRs”:***

- Lock f-stop
- Lock focus
- Lock white balance
- Turn off any in camera “automatic” image enhancing (i.e.: auto-contrast or auto-saturation, including sharpening)
- You will be bracketing with shutter speed for your various exposures

**Other Rules...**

- Shoot fast\* – People move, cars move, lighting can change quickly (but be aware in long exposures, you may need to use your camera’s Mirror Lockup function to minimize shaking the camera. In this case, shooting fast is not advisable.)
- If your camera can shoot in “burst” mode, then shoot all three (or more) images all in a row as quickly as you can. Sometimes you will need to wait a few minutes for the just right opportunity.
- If you shoot in sand or loose dirt, then tripod spikes can help stabilize your tripod. Another trick is to slice open three tennis balls (one per leg) and put them on the end of your tripod. This will help to distribute the weight of the camera and tripod. This is also helpful for not scratching up hardwood and marble floors.
- Also – “Shooting Fast” does not imply that you should be in hurry when you are getting setup. Take your time and do it correctly, otherwise if you rush too much, you may overlook something and then when you’re stitching your final HDR pano, you then realize you missed a few shots. Many times, you cannot do a reshoot.. So be careful when getting set up. Don’t kick or bump your tripod or you will have to start over.

Tutorial on Advanced HDR Tone Mapping in Photoshop CS4, by Jack Howard

<http://www.adorama.com/alc/blogarticle/Advanced-HDR-Tone-mapping-in-Adobe-Photoshop-CS4-Part-1>

<http://www.adorama.com/alc/blogarticle/Advanced-HDR-Tone-Mapping-in-Adobe-Photoshop-CS4-Part-2>

Tonemapping your 32-bit File:

<http://www.adorama.com/alc/article/100-in-100-Tonemapping-your-32-bit-File>