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Edizione	[1st ed.]
Descrizione fisica	1 online resource (417 p.)
Collana	Wiley-IS&T series in imaging science and technology
Altri autori (Persone)	RizziAlessandro <1965->
Disciplina	771/.44
Soggetti	High dynamic range imaging
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and indexes.
Nota di contenuto	section A. History of HDR imaging -- section B. Measured dynamic ranges -- section C. Separating glare and contrast -- section D. Scene content controls appearance -- section E. Color HDR -- section F. HDR image processing.
Sommario/riassunto	Rendering High Dynamic Range (HDR) scenes on media with limited dynamic range began in the Renaissance whereby painters, then photographers, learned to use low-range spatial techniques to synthesize appearances, rather than to reproduce accurately the light from scenes. The Art and Science of HDR Imaging presents a unique scientific HDR approach derived from artists' understanding of painting, emphasizing spatial information in electronic imaging. Human visual appearance and reproduction rendition of the HDR world requires spatial-image processing to overcome the veiling glare limits