What is High Dynamic Range Imaging?

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Introduction

- **Luminance & color contrast** makes real-world objects **distinguishable**
- This is also true for **reproductions in the form of images**
  - Drawings, paintings, chemical photographs, digital imaging & display,…
- **Sufficient contrast supports the expression of the reproduction** e.g., in photography
- In the past 25 years **High Dynamic Range imaging** or ‘HDR’ has **significantly extended the luminance & color contrast ranges** available to imaging

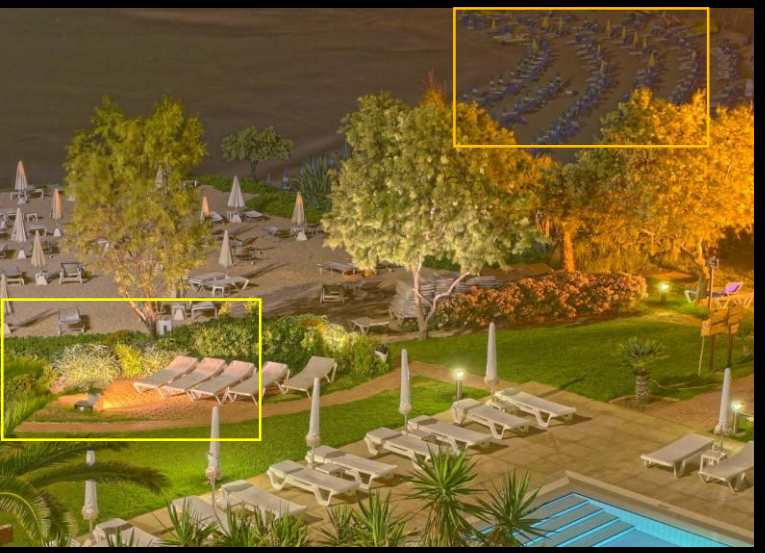
https://petapixel.com/2016/06/14/galaxy-resurrecting-dry-plate-photography-large-format/

- Since then, the HDR field has been continuously evolving.
- Today, **HDR is available & beneficial to many areas of imaging**

Let’s look at the reasons & benefits of HDR!

What is HDR Technology?

- High Dynamic Range benefits in a nutshell…
- To provide compelling HDR experiences, we need to consider many aspects…



How do we Capture?

How do we Perceive 'Reality'?

How do we Deliver?

How do we Display?

How do we Perceive a Reproduction?

Direct View of Scene
Inherently 'HDR'

Reproduction of Scene
Not necessarily HDR

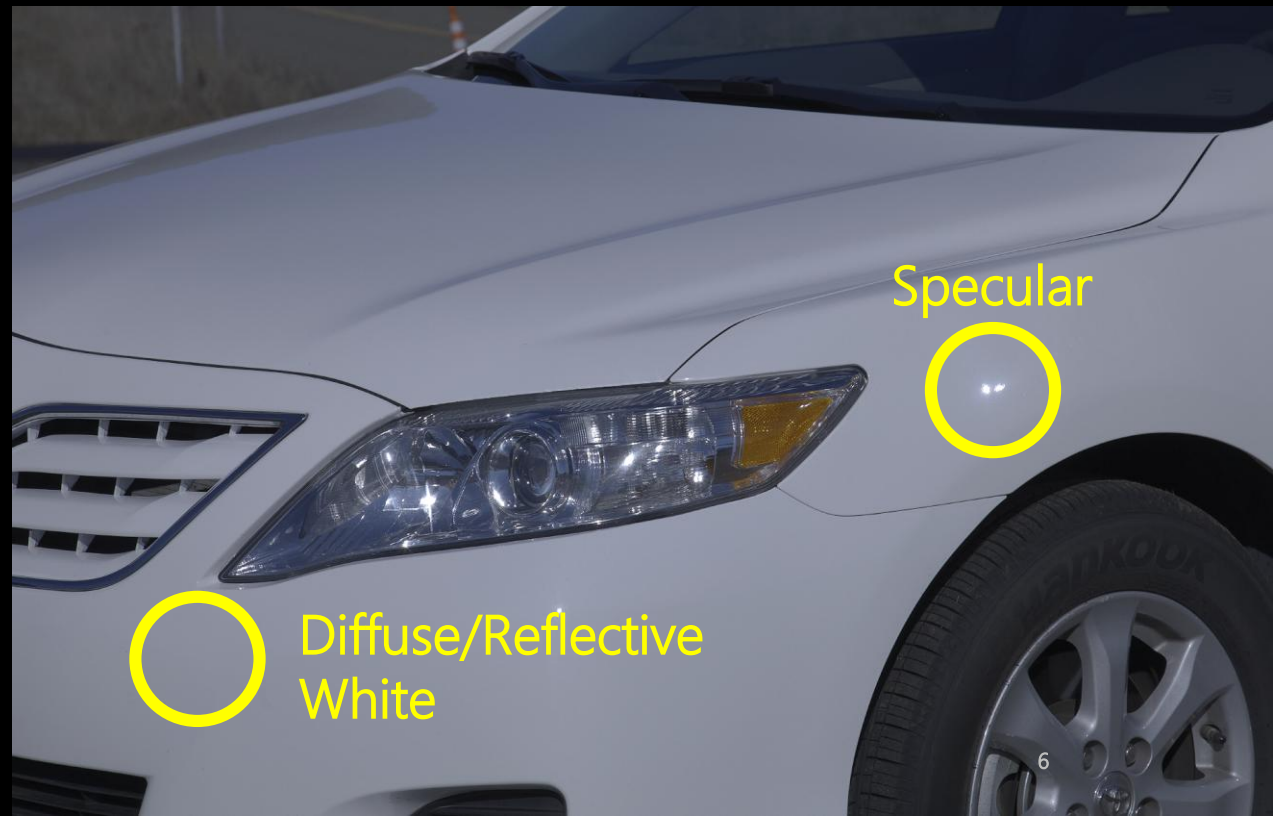
What do We Want to Achieve with HDR Technology

- Realistic and compelling image quality
- Does this mean to **reproduce physical reality?**
- An HDR imaging ecosystem, and particular display devices can't reproduce all physical reality
- Actual **physical realism** is typically not required or even desired
- Instead, recreate the **perception of a realistic world** on a display
- **Maintain the intent** of the content

Contrast & Color Saturation Appearance

Diffuse vs Emissive and Specular Highlights

- Peak white is not the only ‘white’
- Consider the luminance & perceptual differences between **emissives** & **diffuse white**



Shadow & Black Appearance

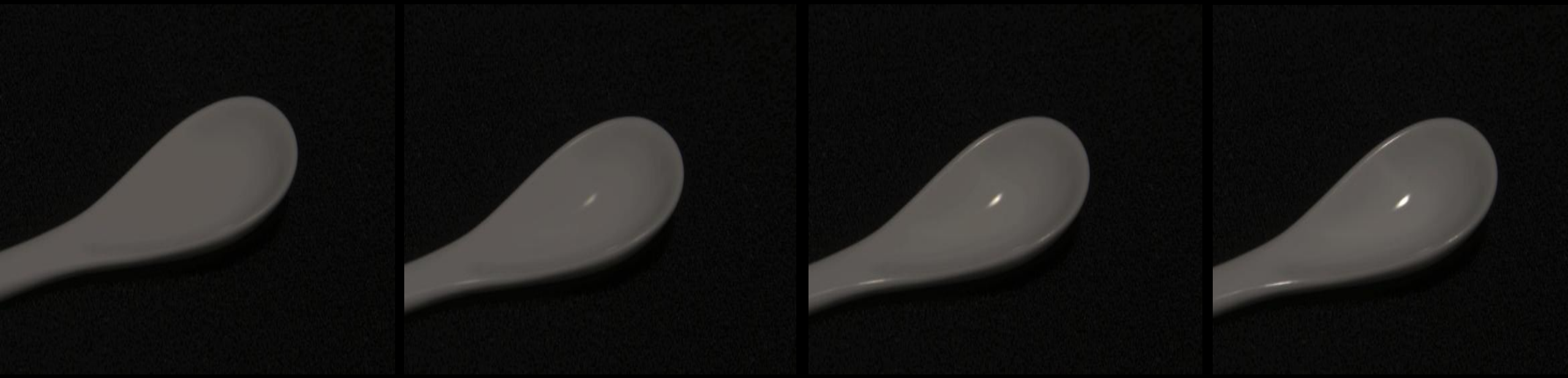
Sense of Depth
from Lower Black

Detail Visible

Lifted/'Muddy' Blacks:
Provide 2D Planar Cues

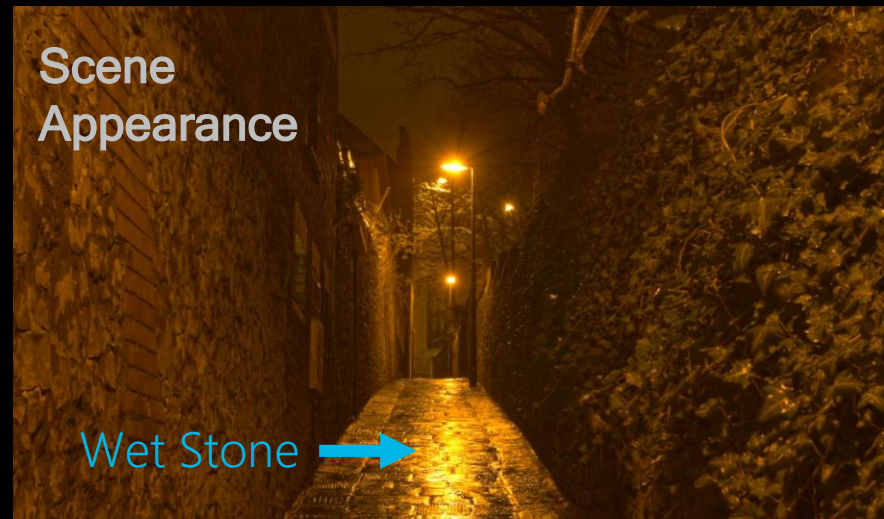
Deep Blacks:
No 2D Planar Cues

Realistic Material Appearance

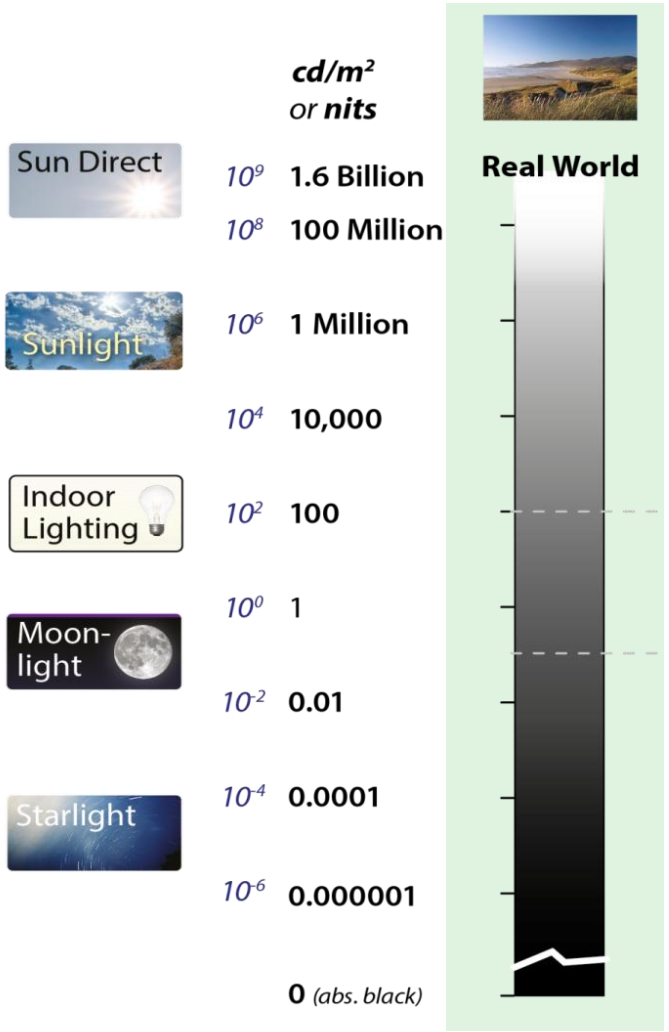


The appearance of a material is connected to its reflectivity

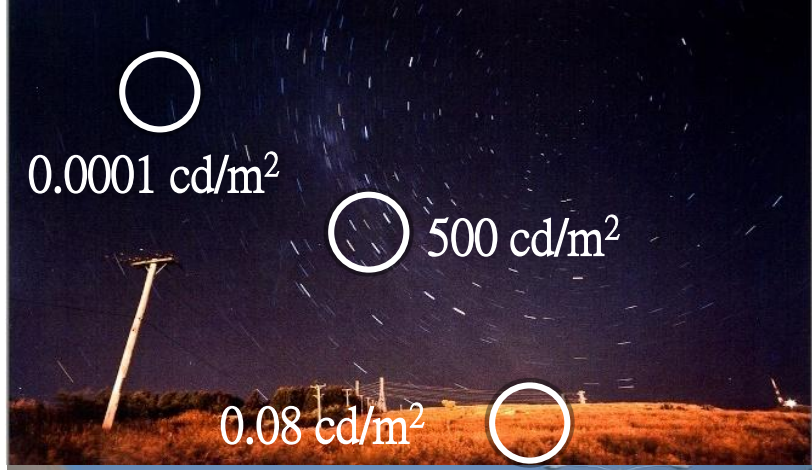
Image Context



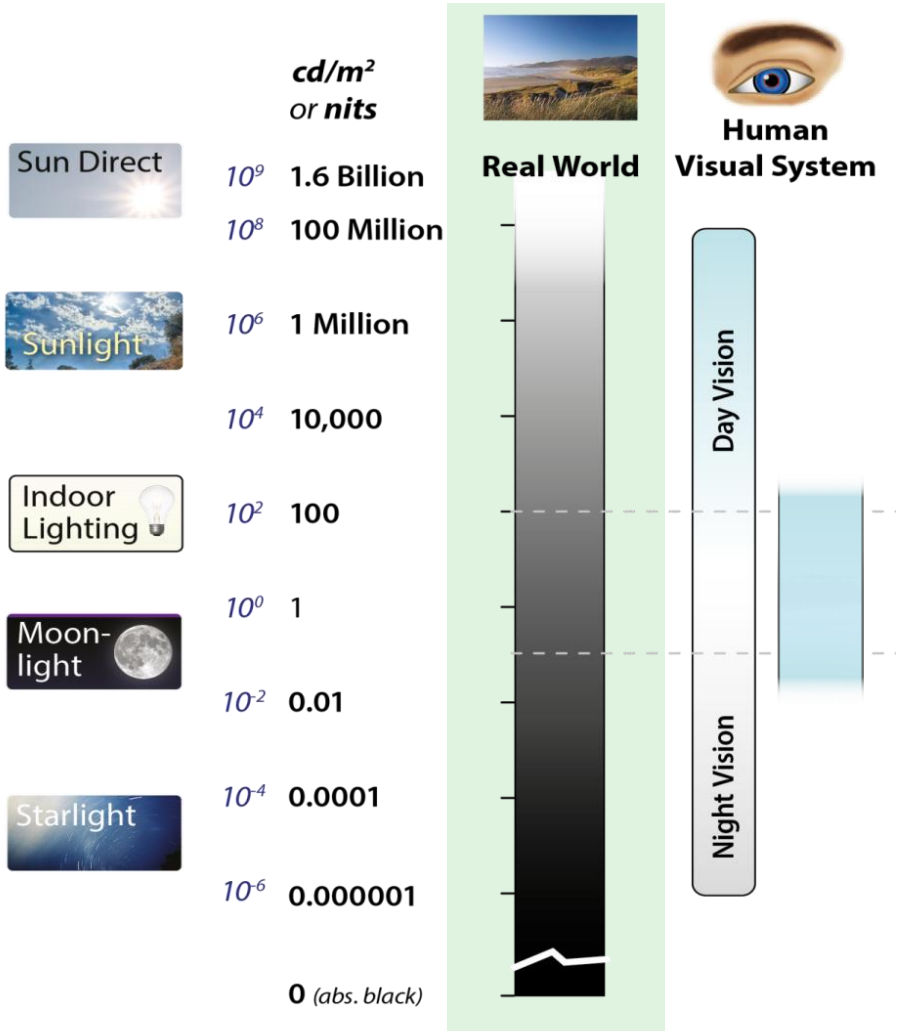
Real World Luminance Levels & the HVS



- Absolute **luminance** does not necessarily match **appearance**!
- We **can't see everything in the physical world**



Real World Luminance Levels & the Human Visual System (HVS)



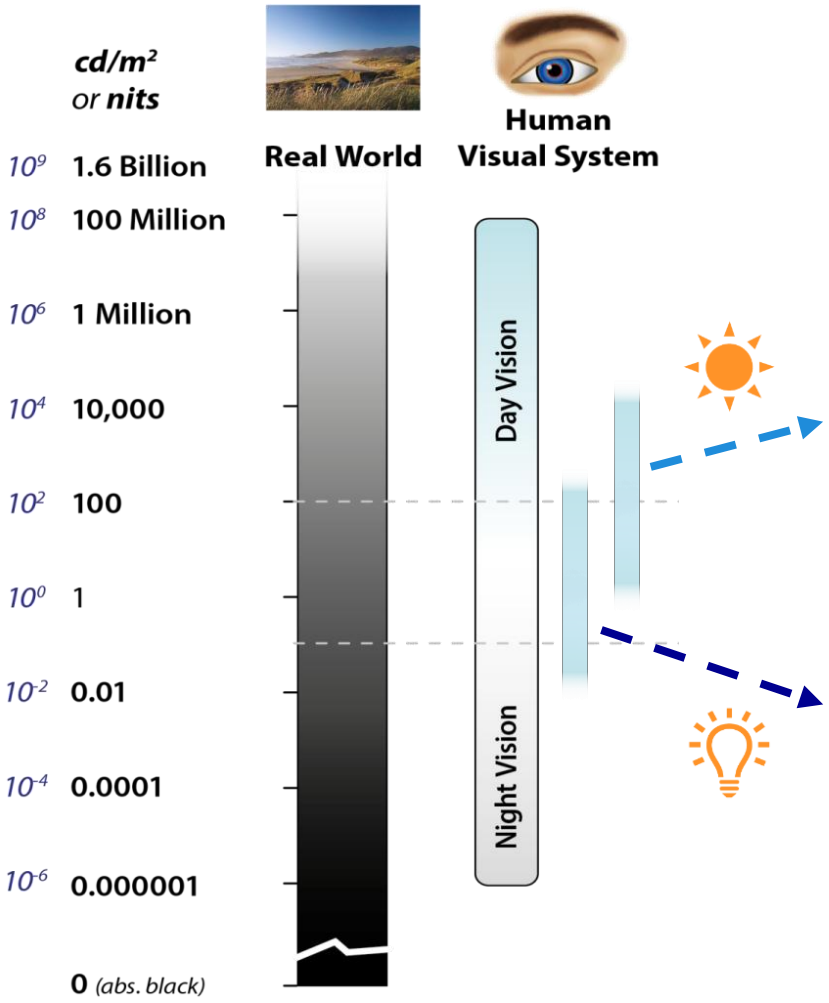
Steady State Dynamic Range (SSDR)

Adaptation Processes

Objective of HVS:

Align visual sensitivity to the environment

Real World Luminance Levels & the HVS



Change of Environment

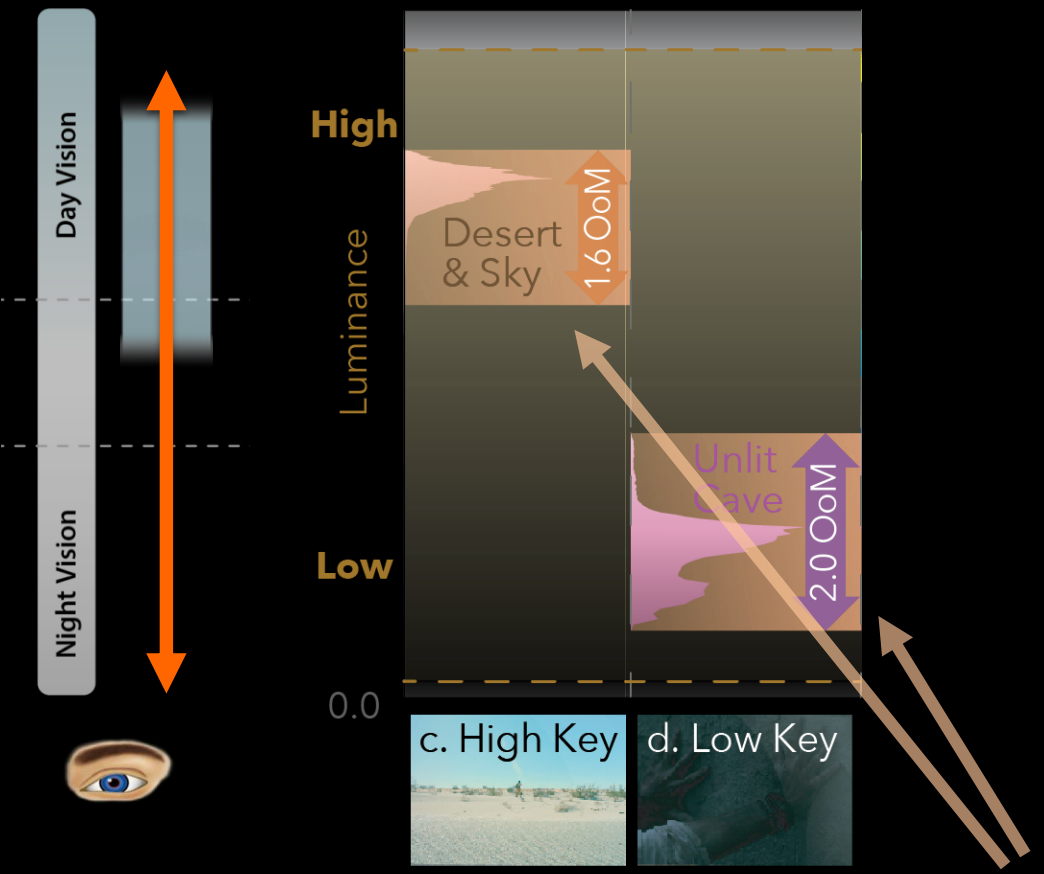
Temporal Aspect

- The **HVS is not a Camera**
- Adaptation is **continuous over time**
- Even with **Still Images**
- Changes do not have to be extreme!

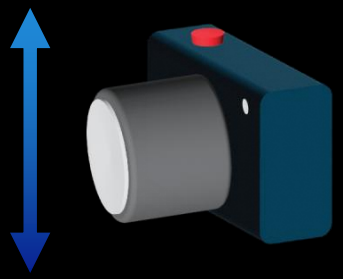
Adapt to **Higher** Local Luminance
Adapt to **Lower** Local Luminance

Gaze Pattern

Camera Capture



Camera SNR ('Dynamic Range')



'Single Exposure'

Exposure: $^1/_{2000}$ sec.
Aperture: ƒ8.0
ISO: 100

} *Exposure Value (EV)*

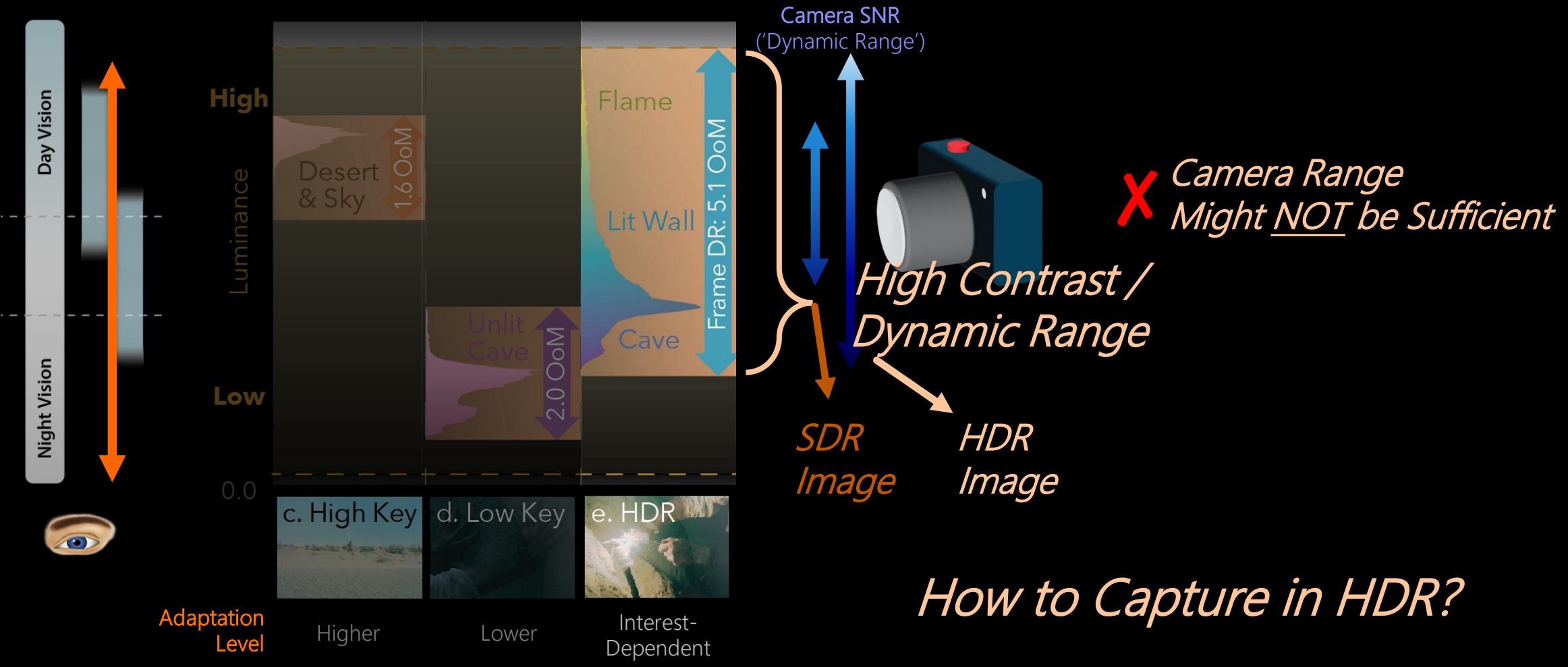
✓

Exposure: 1 sec.
Aperture: ƒ1.8
ISO: 800

Objective: Capture the **dominant** illumination / luminance window

Example Luminance Range not High!
Camera Range Sufficient

HVS Adaptation & Exposure Values (EV)



How to Capture in HDR?

OVER EXPOSURE: DARKS

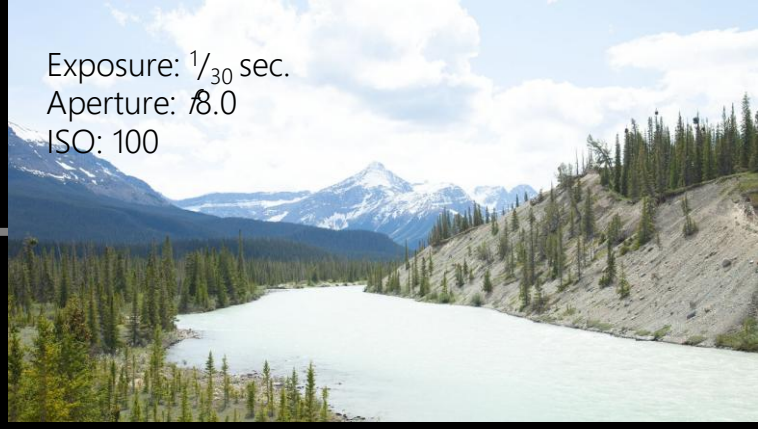
Clipped Areas in Brights

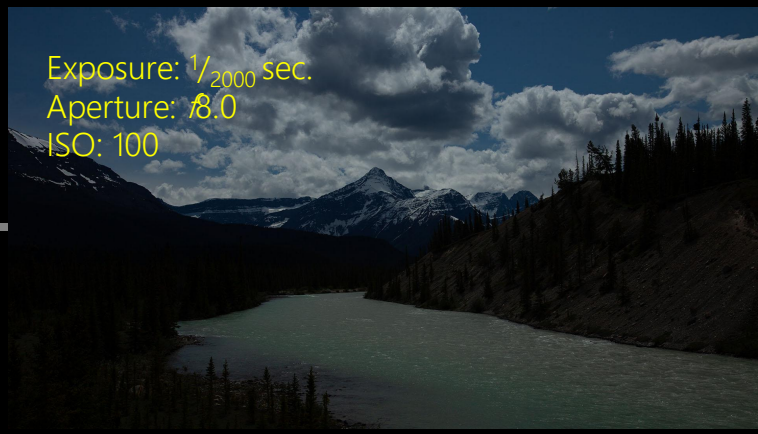
Crushed Areas in Darks

SASKATCHEWAN RIVER CROSSING CANADA, 2012

HDR Merging

HDR Merge



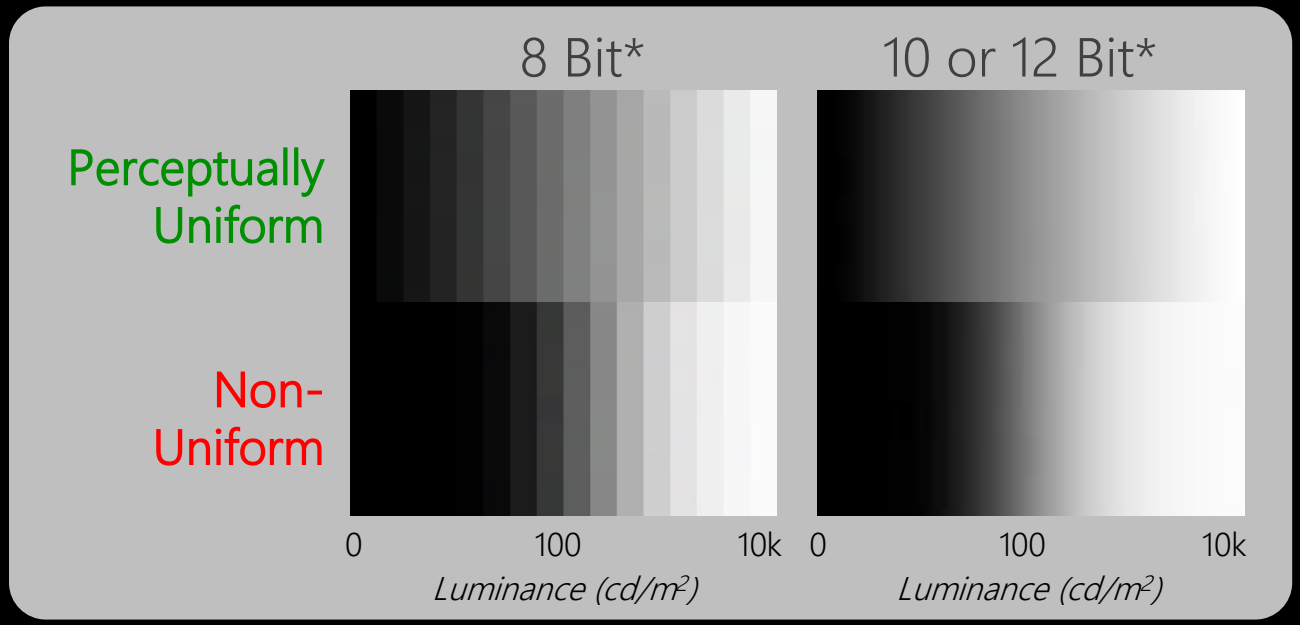


1. User does this **manually** (traditional approach)
2. Camera does exposure merging **internally**
3. Camera **sensor has large dynamic range**

} *often mixed & achieved using AI*

Signal Granularity

- Objectives: 1: Avoid Contouring!, 2: Be efficient!
- SDR: Gamma at 8 Bits (0.1-100 cd/m², sRGB, Rec.709) → *not efficient*
- HDR: Linear Light at 16 Bits (e.g. OpenEXR) → *not efficient*
- Perceptually Efficient (e.g., ITU-R. BT Rec. 2100 PQ)
- Over large luminance ranges

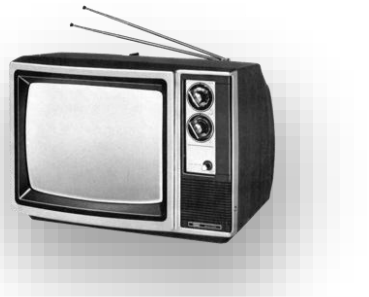


*Simulation

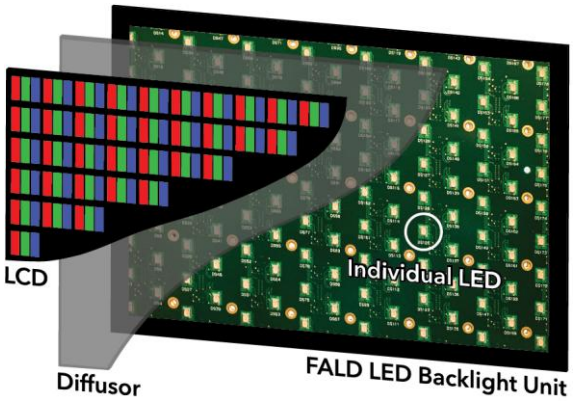
* Simulation

Display Technologies

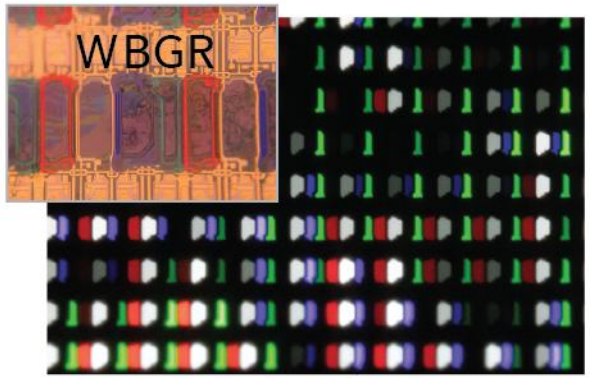
- We've come a long way from CRT Technology



- Many Modern Display Technologies are HDR capable
- **Exact Display Capabilities Vary**
- How can we still maintain fidelity?



Dual Modulation LCD



OLED

Direct View LED

MicroLED

Using the Full Capabilities of HDR

- Not every element in the HDR ecosystem is equally capable
  - Cameras, encodings, delivery paths, display devices, printers,…
- We can't **limit the HDR ecosystem to the least common denominator**
- This would **leave a lot of capabilities on the table**

- Implement approaches for **optimized mapping of signals, content & intent**
- This is called **tone mapping**, or, more accurately **color volume mapping**
  - This is today an integral part of many HDR implementations

Reproduction with Reflective Media

Fine Art Print

Office/Offset Print

Newspaper

Color Volume Increase

High Fidelity LDR Image

Color/Gamut Mapping *Using ICC Workflow*

Fine Art Print

Office/Offset Print

Newspaper Print

*Color Volume Limited by **Peak White** of Medium:*
Limited Headroom for Highlights & Emissives

Reflective Media

Reproduction on Emissive Displays

Emissive Display

High End HDR Display
peak ~4000cd/m²

'Mild' HDR Display
peak ~600cd/m²

SDR Display

HDR Image

HDR Color/Gamut Mapping

Color Volume Increase

Fine Art Print

Office/Offset Print

Newspaper

High Fidelity LDR Image

Reflective Media

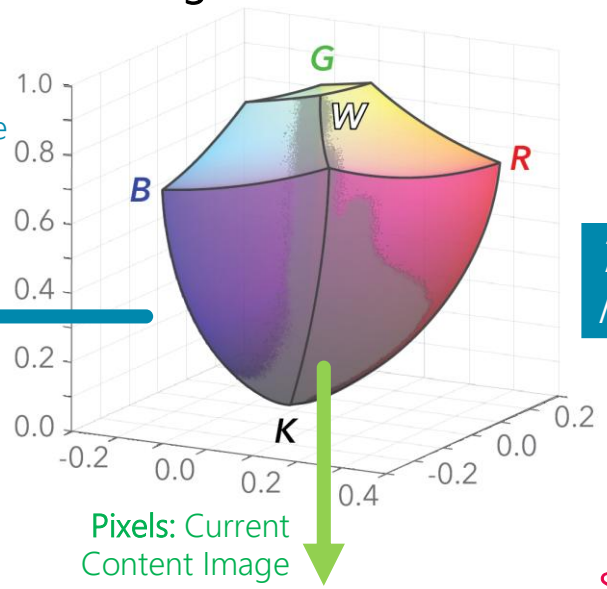
Concept for Content Mapping

Large Color Volume

All the colors encoded by image format.

Can be > display capabilities

Examples:
Reference or
High-End Consumer
HDR Display

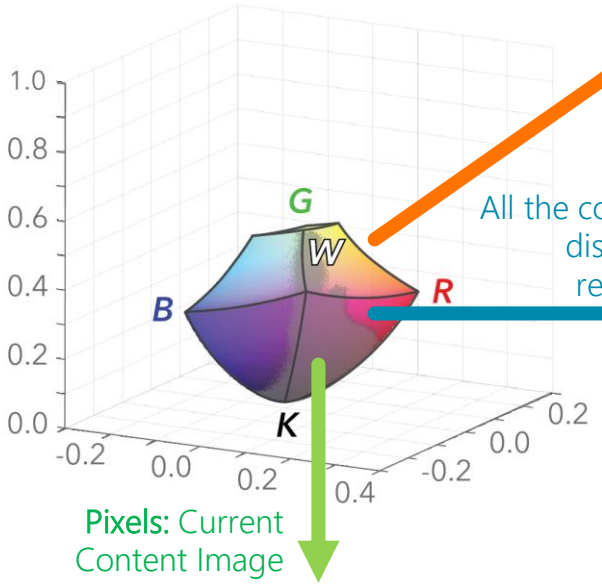


Pixels: Current Content Image

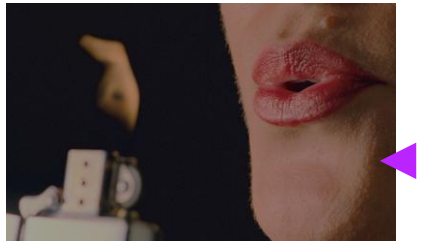
Tone Mapping

Can be Supported by Static or Dynamic Metadata

Small Color Volume



Pixels: Current Content Image



Result: Image can be faithfully displayed on target display

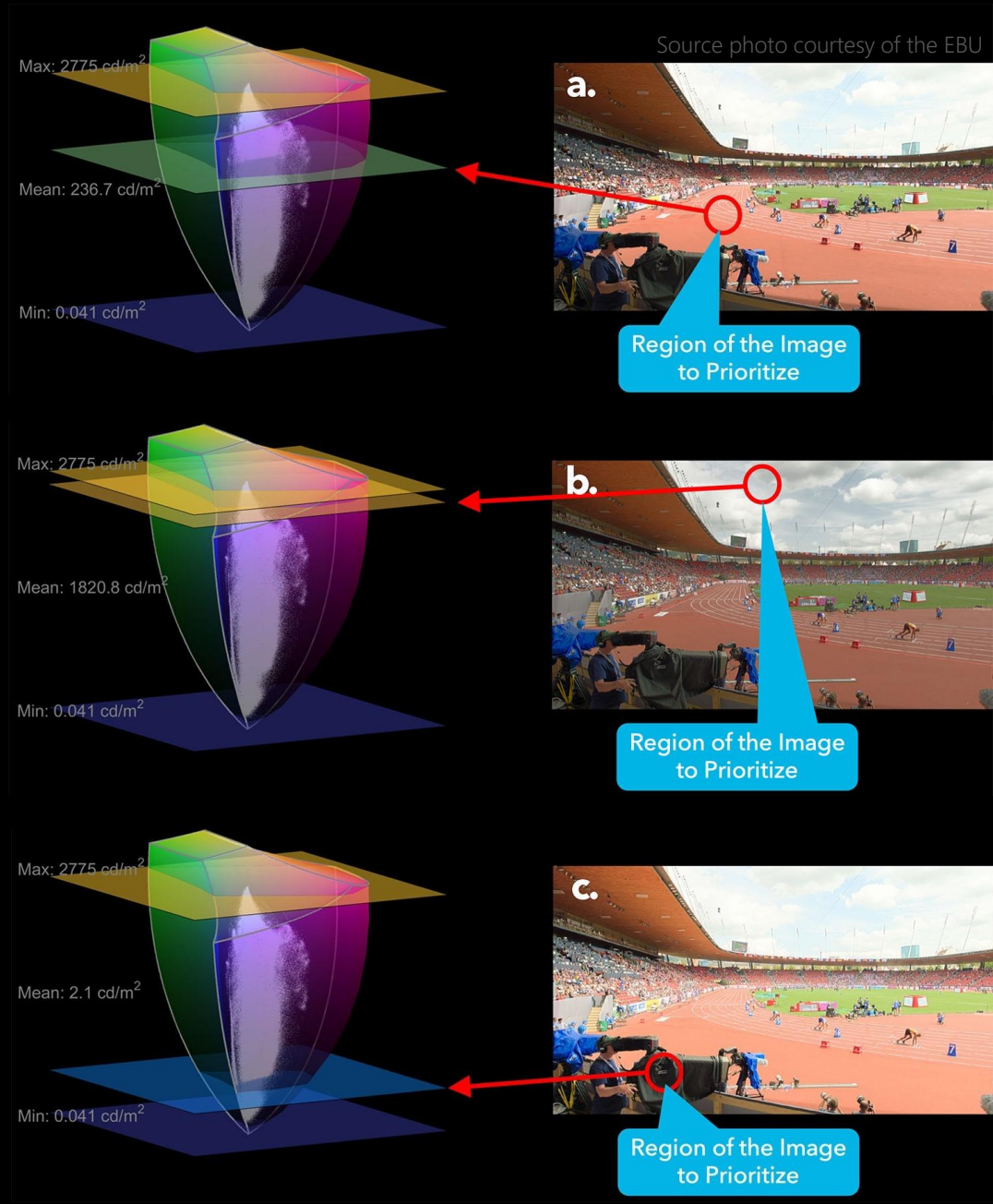
All the colors this printer can reproduce

All the colors this display can reproduce

Examples:
Consumer
HDR Display

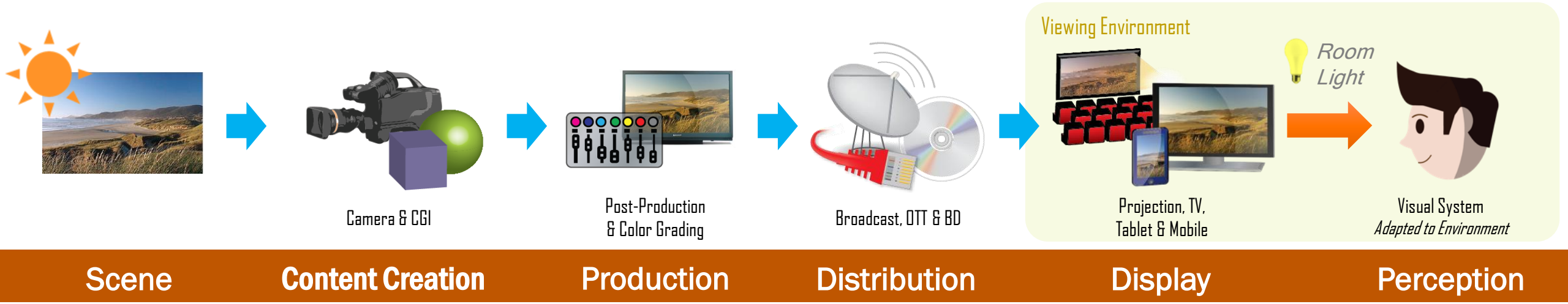
Metadata

- HDR standards such as Dolby Vision, HDR10 and HDR10+ utilize **Image Metadata (MD)**
  - MD can provide **information about the image context**
- **Display Tone Mapper** can use this image MD to **optimize image**
  - MD can have significant **impact on image appearance**
- **Highly beneficial to Fidelity** e.g., for movies, photos,…
- Content pipelines are established
- **Formats differ in capabilities!**



Current State of HDR

- Over the past 10 years, a **complex and effective Ecosystem has been established** to facilitate HDR from the start to the end of an imaging pipeline



Summary

Perceptual Aspects

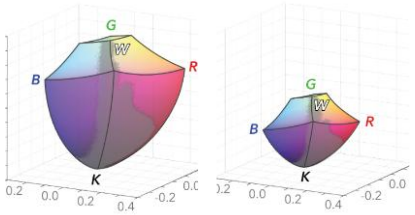
- Highlights, Whites & Blacks
- Color & Material Appearance

1

Tonemapping Enables:

- Color Volume Reduction
- Artistic Options
- Maintain Creative Intent

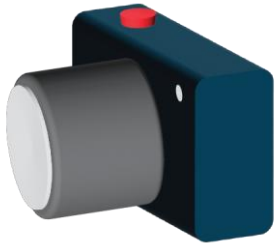
3



Capture HDR w/o Artifacts

- No Clipping/Crushing
- Headroom for Highlight
- Merging to extend DR

2



We have HDR Capable Displays

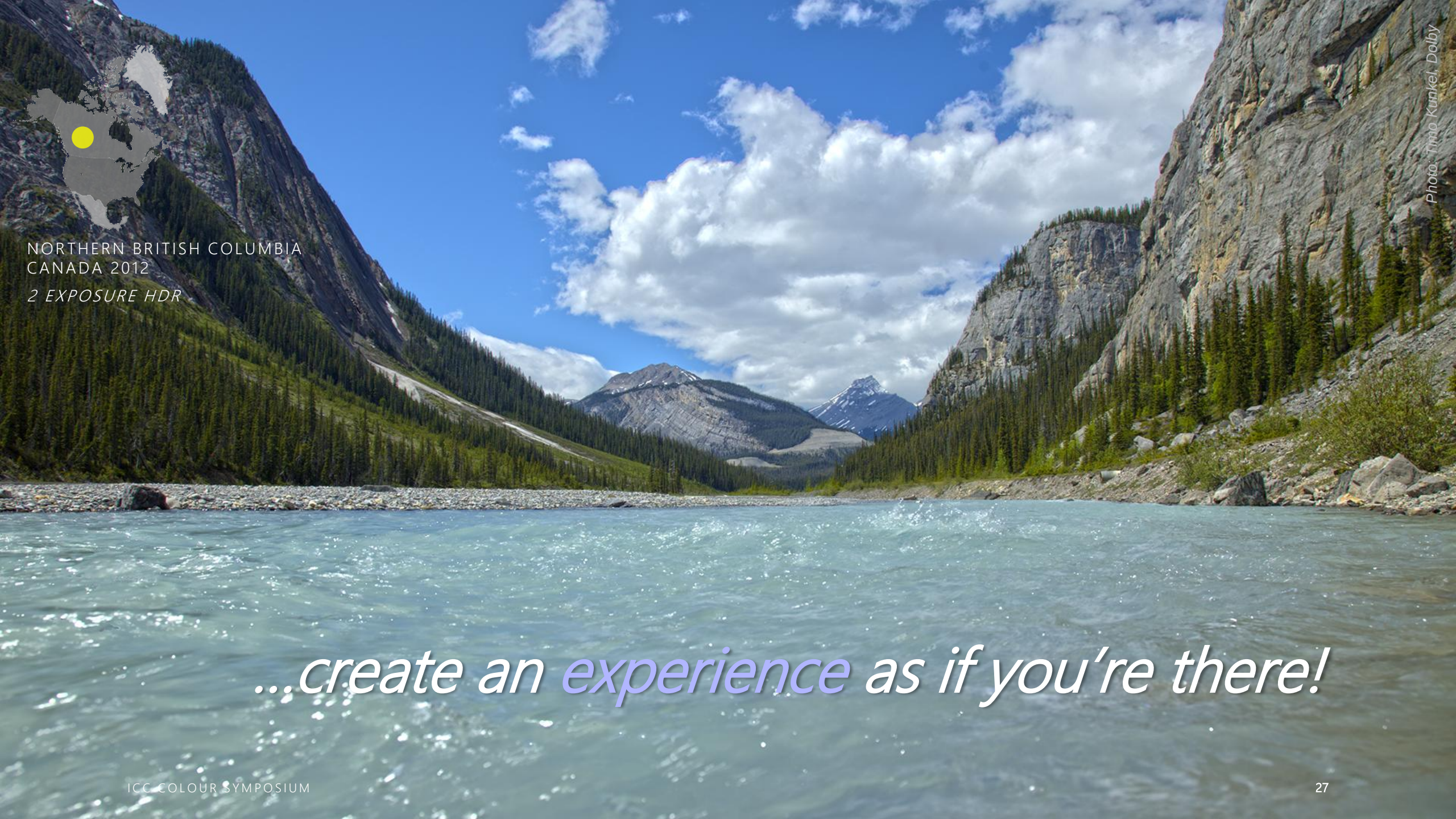
- Reproduce Realistic Luminance Ranges

4

HDR is established as a foundational component defining today's image fidelity.

There are still Areas that can Benefit from HDR Technologies


With HDR...
...you can feel the heat...


NORTHERN BRITISH COLUMBIA
CANADA 2012
2 EXPOSURE HDR
Photo: Timo Kunkel, Dolby
...create an experience as if you're there!

THANK YOU!

Dolby

Contact: timo.kunkel@dolby.com