

Introducing HDR Exposure

HDR Exposure™ is a high dynamic range digital photography application for Mac and Windows that works in 32-bit floating point precision. Automatically merge multiple exposures into one high dynamic range image. Adjust color, brightness and contrast while maintaining a full 32-bit workflow without tone mapping.

Produces crisp, photo-realistic HDR photography without halos or color shifts. Package includes standalone application and export plug-ins for Adobe® Lightroom® and Apple Aperture®.



HDR Exposure – Key Features

- Includes stand alone application as well as plug-ins for Aperture and Adobe Lightroom
- Cross platform design for Windows and Macintosh operating systems
- HDR image brightness histogram with visible range indicator and digital readout for RGB and Bch values
- Based on Unified Color's patented Beyond RGB™ color model, allowing for tonal adjustments without color shifts or halos
- Dynamically control workflow with 'HDR Image Tools' side panel

- Adjust HDR tonal range with Brightness/Contrast, Local Contrast, Shadow/Highlight and Veiling Glare correction tools
- Adjust HDR color with White Balance, Saturation and Selective Color Tuning Controls
- Best of class halo reduction algorithms
- Perform Sharpening and Noise Reduction on 32-bit Images
- Single click Dynamic Range Mapping tool
- Save favorite settings as presets
- Save favorite processing steps as recipes to apply to other images
- Supports working with multiple open images via tabbed document interface
- Refined parameters for extreme adjustments to Veiling Glare and Dark Noise reduction
- Selectively adjust hue, chroma and brightness values for up to three separate colors in Color Tuning tool
- Supports RAW files from most popular DSLR cameras also adds improved merge algorithms for extreme recovery of color data from JPEG/TIFF sources
- State-of-the-art merge procedure produces highly precise image alignment
- Improved de-ghosting algorithms with 3 options: natural, sharp edge & smooth edge
- Preserve 32-bit files by saving them in .Bef, Radiance .HDR format, OpenEXR, or TIFF formats