

makeGIMP

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1. Synopsis

Create an image-stack for GIMP or Photoshop from other images (default: [enfuse](#), [mantiuk](#) and [fattal](#)).

2. Prerequisites

This module needs an HDR-list-file (config-var `HDR_LIST`) generated by module [findGroups](#). Also, the modules which create the input-files for makeGIMP must run first. For the default setup, these are the modules [enfuseImages](#), [tmMantiuk](#) and [tmFattal](#).

3. Configuration

GIMP_EXT

Extension of the generated image. Defaults to GIMP's native format xcf. If set to psd, this module will create a Photoshop compatible psd-file.

GIMP_PREFIX

Prefix for generated images. Defaults to `gimp_`.

IMG_DIR

Working directory. This module expects it's input files in this directory and creates it's output files in this directory.

GIMP_LAYER_<n>

Definition of layer `n` starting from zero (background layer). This module uses all defined layers until it finds an empty `GIMP_LAYER_<n>`-variable. Each layer definition variable consists of four tokens:

```
GIMP_LAYER_<n>="file-prefix file-ext layer-mode
layer-opacity".
```

4. Description

This module loads any number of generated images of a merged image-sequence as layers into a GIMP-file.

In the default setup, you don't have to configure anything yourself. The default config in `hdrff.conf` is:

```
: ${GIMP_LAYER_0:="$ENFUSE_PREFIX      $ENFUSE_EXT      baselayer
100"}
: ${GIMP_LAYER_1:="$TM_MANTIUK_PREFIX $TM_MANTIUK_EXT SOFTLIGHT-MODE
50"}
: ${GIMP_LAYER_2:="$TM_FATTAL_PREFIX  $TM_FATTAL_EXT  OVERLAY-MODE
100"}
```

The bottom layer is the image generated by [enfuseImages](#), which is typically a realistic interpretation of reality. On top of this layer there are two tone-mapped versions of the HDR image. Using different blend-modes and layer opacities, you can fine-tune the result

without the need to regenerate the input files. The combined image is often better than the individual input-images.

To add more layers or use images tone-mapped with other algorithms, just change the layer-definition in your personal config-file. Just note that all layers have to be defined consecutively starting from zero. The first parameter is the prefix, the second the extension of the layer-file. The third parameter is the layer-mode and the last is the layer-opacity in percent. Available layer-modes are:

- NORMAL-MODE
- DISSOLVE-MODE
- BEHIND-MODE
- MULTIPLY-MODE
- SCREEN-MODE
- OVERLAY-MODE
- DIFFERENCE-MODE
- ADDITION-MODE
- SUBTRACT-MODE
- DARKEN-ONLY-MODE
- LIGHTEN-ONLY-MODE
- HUE-MODE
- SATURATION-MODE
- COLOR-MODE
- VALUE-MODE
- DIVIDE-MODE
- DODGE-MODE
- BURN-MODE
- HARDLIGHT-MODE
- SOFTLIGHT-MODE
- GRAIN-EXTRACT-MODE
- GRAIN-MERGE-MODE
- COLOR-ERASE-MODE
- ERASE-MODE
- REPLACE-MODE
- ANTI-ERASE-MODE

Credit: The core code of this module was taken from a script called [createHDR.sh](#).