

Match Color in DPHDR

The vivid colors and new dynamic tones on your tone-mapped image may often look like a good candidate for a classical painting. But what if you can actually change the tonality of the image to be similar to a photo you like or a painting you admire?

Here is the exciting new world of Match Colors. What it does is pretty simple, at least in the description - it matches your image tonality to the colors of some other image (matching source). This has however big potential on how the final image will be affected.



In this example we used James Carroll Beckwith painting (in the middle) as our matching source.

You can already see how Match Color will change the feel of our image. The image above uses a similar matching source to the main image (similar range of colors and even the scene is somehow similar) which usually produces the best results.

The matching process will try to match the colors as close as possible of any image. If you compare the different source images with the color matched results on the picture below, you will see how close the colors are:



The images above had the Mix slider all the way to the maximum - which means the result will be nearly a perfect color match. As you see we also used pretty strong colors as our matching source. That may not always be desirable, especially if the two images are each of very different type and colors. We can use the slider to tone down the color matching which will then produce more natural results.

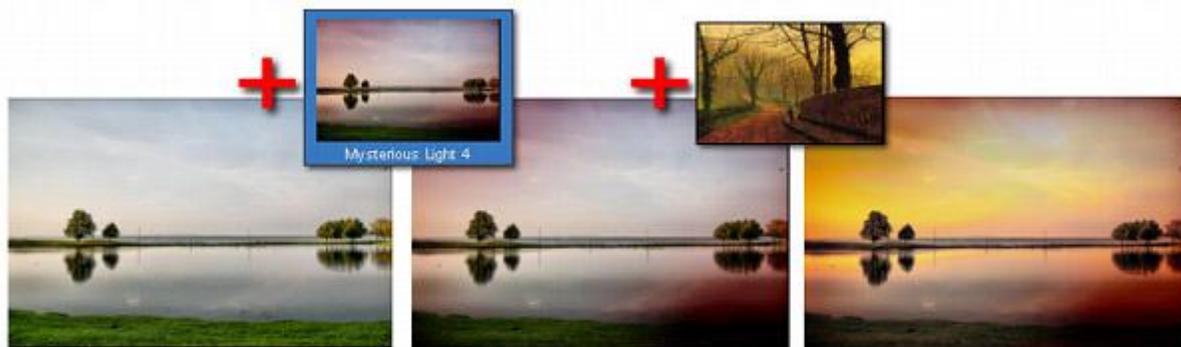


That Mysterious Dutch Light

In order to go all the way in simulating a fine art-like scenery there are also few new filters added in the Color filter that works especially well with the Match Color. These are various Vignette settings and Mysterious Light. Fine Dutch painters often used vignetting effect far before the invention of photography to draw the eyes to the center of painting. (And you thought the vignetting that your lens exhibit is just an useless annoyance)



By combination of Match Color with Vignette/Mysterious Light you can achieve interesting results that are far from the tone and character of the original image. Using the Mix slider you can control the strength of the final effect. And of course changing the Dramatic Light and Strength on the tone mapping will also change the image feel.



To get a smoother, misty like feel, it is a good idea to step down the Dramatic Light Strength and/or increase the Surface Smoothness. Adding Vignette Orton effect will create a dreamy-like blur with a focus on the middle of the image.



Well, I agree we went pretty far away with this last image from the original goal of High Dynamic range, but hey, isn't it fun?