DPHDR

Anti-Ghosting Mask

**The Anti-Ghosting filter has been even more adjusted in the *full* 1.7 version
and now it can remove almost anything with far cleaner results.**

When things move on your scene (such as people or cars) during capturing the various exposures the result is an unpleasant mixture of images we call ghosts.

Here is an example of such typical situation. We will work on a crop from large photo, because most of the ghost are usually on the background that we can't control. (Frankly, if your foreground is moving then you better start again)

Here we selected rather a complex example with many object interacting together. For a simpler, cleaner example, see the help file.

The rectangle on the image above shows one such busy area. During the three exposures two cars passed in that little place and a small girl jumped across the sidewalk.

The result of the merging is a chaos visible in the background.
Note: We can use the Quick HDR Preview (in the full version) during aligning to spot any ghosts and also check the progress of ghost mask removal as described below.

Instead of some half-way automatic ghost removal we adopted rather more robust painting of Ghost-mask that gives much better control of the process and uses your eyes to pinpoint the problematic areas.

The idea is that we have to paint the mask over all the parts of objects that move. If we have more than two images, then we have to paint the mask over all aligning pairs. (So in this case of three images we have two aligning pairs as on the image below)

For the painting mask we have Paint button (together with brush size slider) and then simply paint the mask
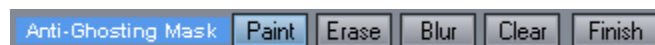
The good part of this mask is that it is a guide. We don't have to be precise, just to cover the objects. Now remember again, if you have more than one aligning pair, we have to paint also the mask for the second pair (where the people or cars probably moved again).

Another thing to remember is that even ghosts have a shadow, so we have to paint also over the shadows!

We can check progress of our ghost removal with the **Quick Preview** button (available in full version) that will within a second merge the part of the image and tone map it so we can see the result. We can also blur the mask edges for softer transition.
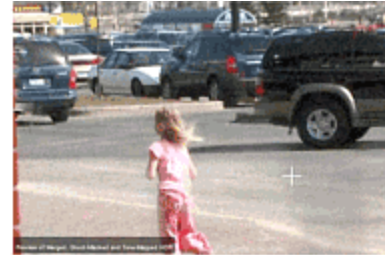
The result for our sample image crop and the two ghosting masks we painted (and blurred a little) can be seen below. You can see how we painted over all objects that moved and also over their shadows.

The process will use the masks as a guide and leave only one object (the best exposed) and remove all the other ghosts, creating much cleaner picture that is easier to fix in post-processing:

Normal   With Anti-Ghosting