HDRI comp plugin for After Effects

Installation

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The plugins are written in PixelBender.

To install:
- find your After Effects plugins directory, ie.:
c:/program files/adobe/adobe after effects cs5/Support Files/plugins

- copy the efx plugins to any subdirectory.

It doesn't matter exactly what subdirectory the plugin files are in, as long as they are within the After Effects' main plugins directory.

In After Effects you'll find the plugins in Effects under **EFX group**.

HDRI comp.

This plugin allows you to combine two separate clips shot with different exposures into a new clip that will contain detail from both exposures and fit it into the 0-1 tonal range or into a real 32bit HDR clip with brights exceeding pure white.

You apply the plugin to the layer with higher exposure - with overblown highlights.

Input 2 - pick the second layer - the layer with lower exposure, detail in highlights.

From the current layer you select a range of overblown highlights that will be replaced with data from the second layer:

Full highlights cut - select a full cut threshold for the highlights - pixels with luminosity larger than this value will be completely replaced with data from the second clip.

0 highlights cut - select a 0 cut threshold - pixels with luminosity lower than this value will not be changed at all.

Pixels with luminosity value between the two will be partly replaced with data from the second clip.

Exposure difference - a multiplier that will let you match the luminosities of both clips. Increase it until you no longer see an edge between the original pixels and the replaced ones.
Use this only with one of the final display modes.

Show - select what you want to be displayed:

- **original** - the original unchanged clip,
- **detail in Hlights layer** - the second clip,
- **Hlights matte** - in this view you can select the highlights to be replaced,
- **final compressed** - final result with the dynamic range compressed to the range 0-1,
- **final raw 32bit** - final result with the dynamic range uncompressed.

Highlight color - pick a color that will mark the selected highlights in the **Hlights matte** display mode.

*Caution: if you want to work with the **raw 32bit** mode, remember to set the After Effects project to work in the 32bit color space!*