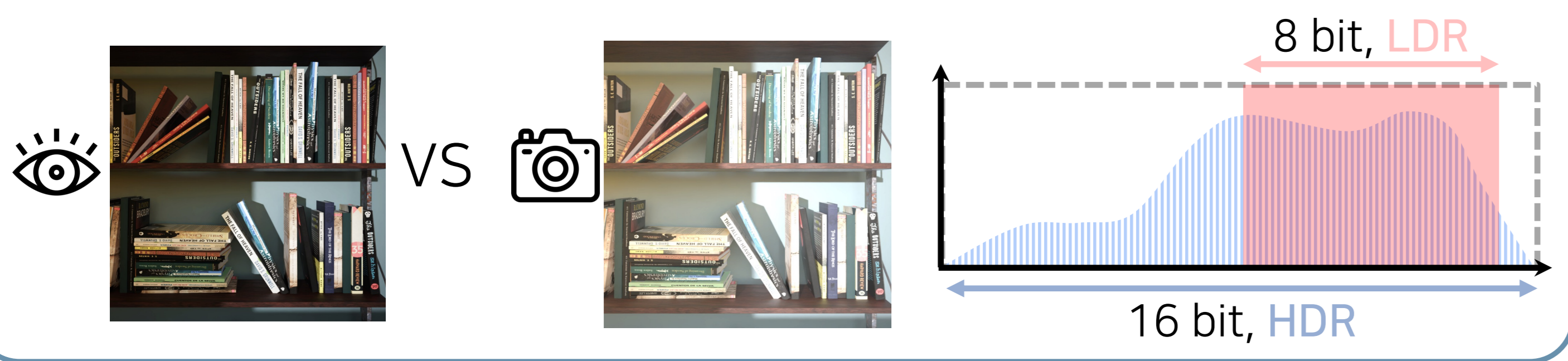
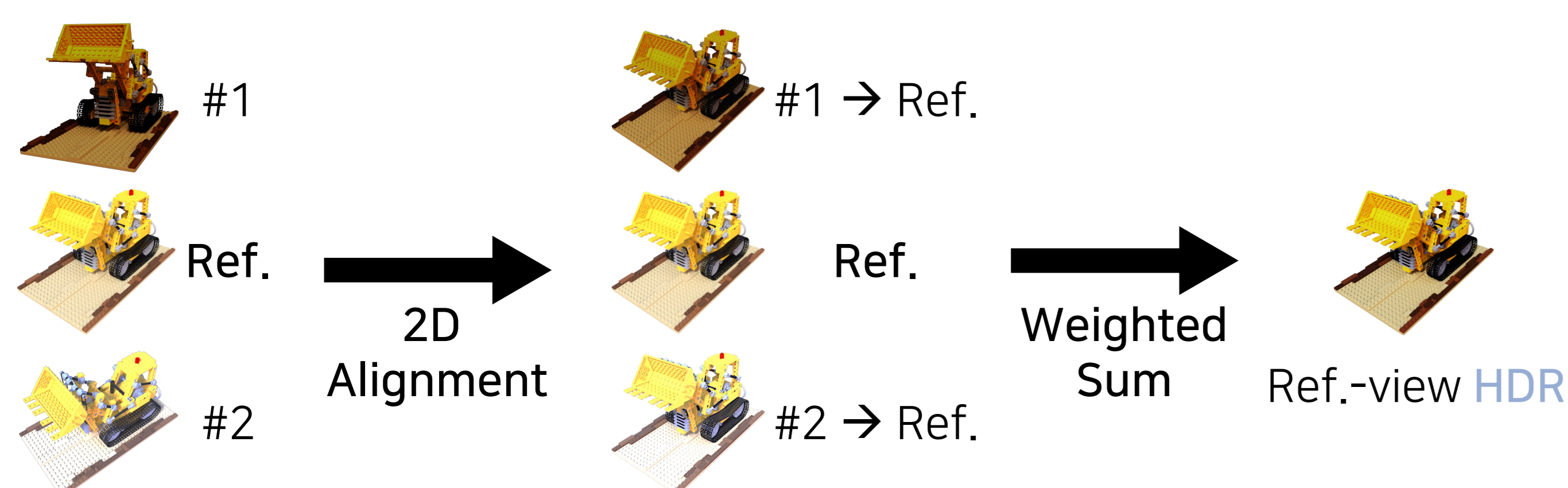


## HDR vs. LDR

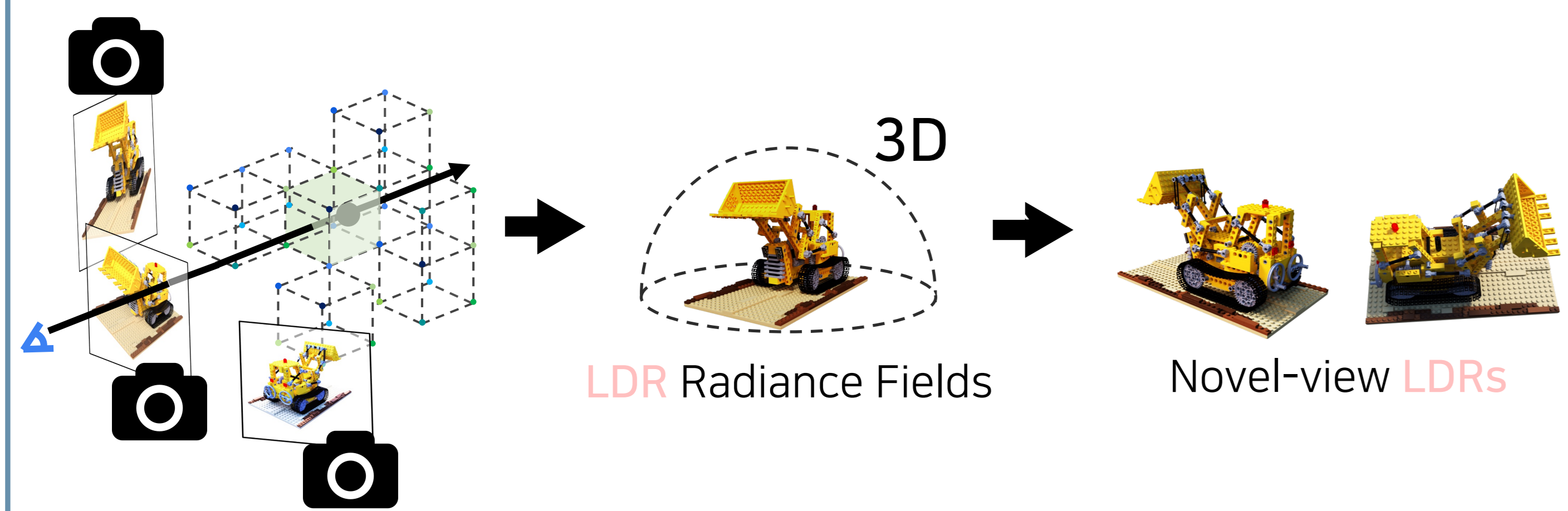


## Motivation

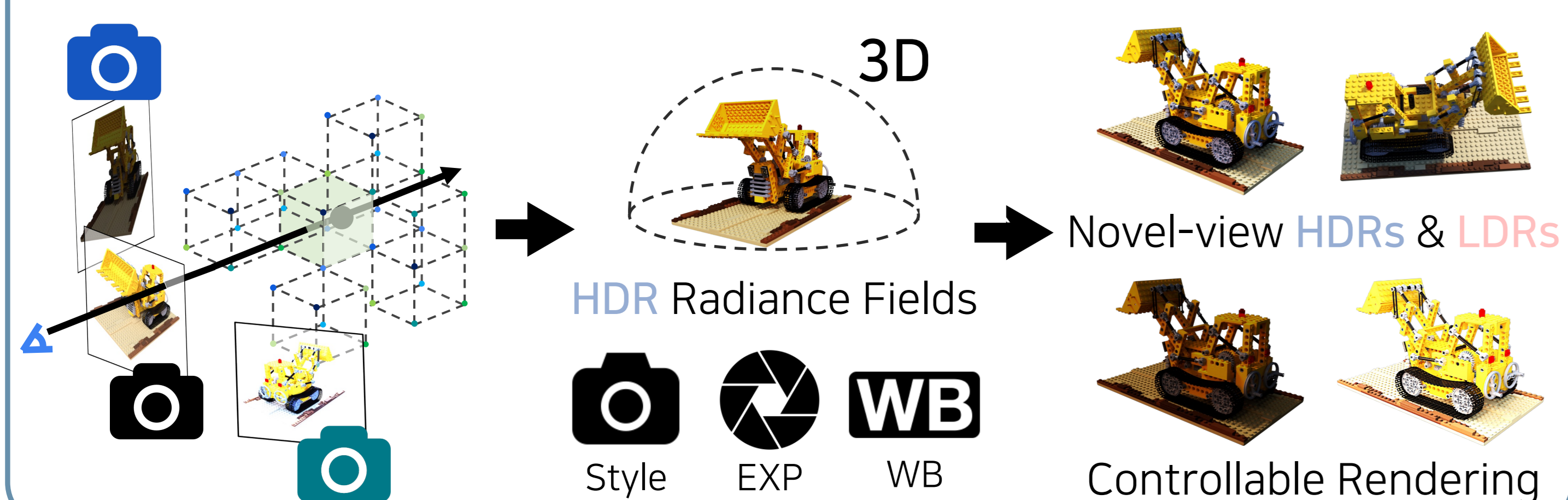
### HDR Reconstruction at 2D



Plenoxels (Yu et al., CVPR 2022)



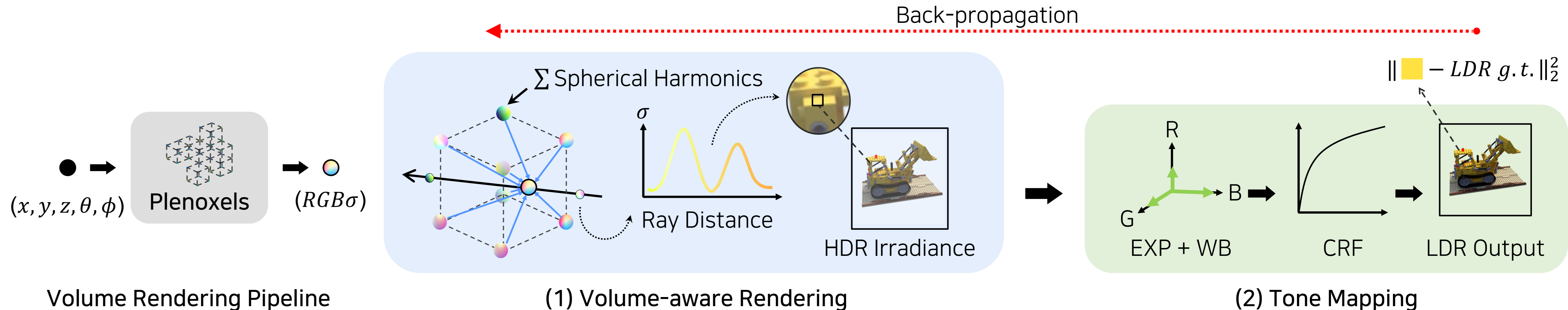
### HDR-Plenoxels



## Contribution

- End-to-end HDR radiance fields learning method
  - w/ only LDR images of the **varying camera**
  - **w/o additional camera information** (e.g., exposure value)
- Modeling the **tone-mapping module** based on a physical camera pipeline
- **Deploying a multi-view dataset** containing varying camera conditions

## HDR-Plenoxels

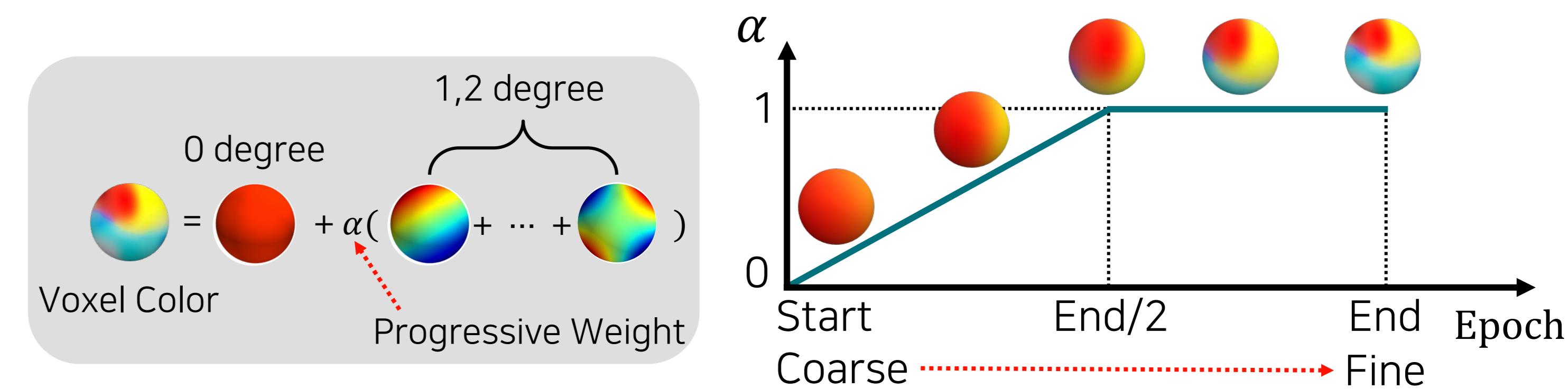


### Tone Mapping Design

	EXP + WB	CRF	PSNR ↑
Low EXP	✓		14.42
High EXP	✓	✓	23.03
	✓	✓	29.34

- The tone mapping module converts an HDR into an LDR.
- White balance (WB) scale parameters are merged with the exposure value and learned at once.

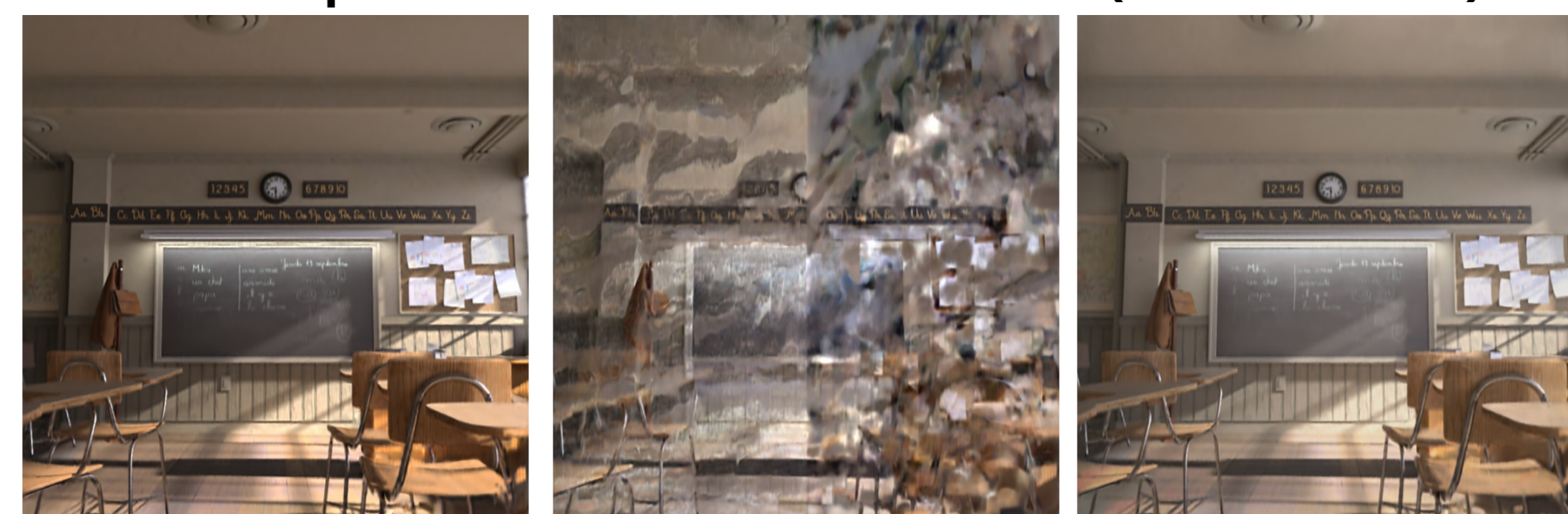
### Spherical Harmonics Regularization



- The optimization speed of tone mapping does not match SH coefficients.
- SH regularization allows scheduling to optimize low frequency first.

## Experiments

### Comparison with Baseline (Plenoxels)



1) Static 2) Varying 3) Varying w/ Ours

### HDR Rendering at Saturation Points



LDR Input HDR Novel View HDR GT

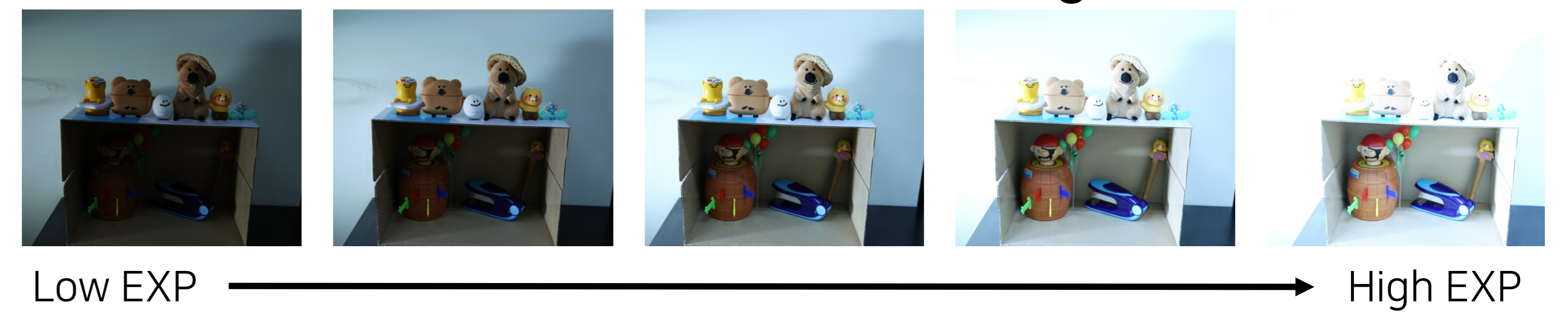
### Comparison with Counterparts



LDR GT Ours NeRF-A ADOP

- Our results show **fine-grained details** compared to NeRF-A and **proper color rendering** compared to ADOP counterparts.

### Controllable Rendering



Low EXP High EXP WB WB + Red WB + Green WB + Blue Phone DSLR