Magic Lantern HDR workflow

Requirements

- Windows or Wine
- Avisynth 2.6 (installer included in this package)
- InterFrame plugin for Avisynth (included in this package)
- VirtualDub (included in this package)
- Enfuse (included in this package)

Installation (Windows and Wine)

- Install Avisynth.
- Done :)

Step-by-step

- Name your source video as `RAW.MOV` and place it in the work directory.
- Run `main.cmd` (Windows) or `main.sh` (Mac, Linux). Video will open in VirtualDub.
- For Mac and Linux only: playback the video, then close VirtualDub.
- Watch the CMD prompt running enfuse; at the end, VirtualDub will open again with the result.
- Choose your processing options in VirtualDub:
  - Select the video codec (`Video > Compression`)
  - Select the frame rate (`Video > Frame Rate`, for example, 25, 23.976 or 29.97)
  - Optional: add the audio track from the original video (`Audio > Audio from other file`, select `scripts\audio.avs`)
- Save your video file as `AVI`.

How it works

- Avisynth will split the raw footage into an overexposed and an underexposed stream (A and B), interpolating missing frames. These two streams are saved to `frames` directory, as a sequence of `jpg` files.
- The two streams are blended with `enfuse`, resulting stream C.
- The blended stream is opened in VirtualDub, where you can postprocess and export it.
- Temporary files are being kept under `frames` subdirectory. You may delete them after rendering.

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