

NAME

`rcode2bmp` - convert identifier, depth, and normal maps to BMP images

SYNOPSIS

`rcode2bmp` [`-x xres -y yres`] **`input1.typ`** [**`input2.typ ..`**]

DESCRIPTION

Ra_bmp converts each input map to a suitable visualization as a BMP image. Supported types include Radiance pictures, depth maps produced by *rcode_depth(1)*, identifier maps from *rcode_ident(1)*, and surface normal maps from *rcode_norm(1)*. Each input file is identified by the FORMAT string in its header, and if it belongs to one of the supported types, a new file with the same name will be created with its suffix replaced by ".bmp". If a previous BMP file exists with the same name, it will be overwritten.

Radiance pictures are tone-mapped as if calling:

```
ra_bmp -e auto file.hdr file.bmp
```

If the `-x` and `-y` options are given, these will be used as the maximum output image dimensions, and this holds for all input types.

Depth maps from *rcode_depth* are processed using *falsecolor(1)* with an appropriate scale and label.

Identifier maps from *rcode_ident* are assigned a random color for each identifier.

Surface normal maps are processed using an HSV (hue, saturation, value) color space that assigns normal orientation to a hue angle, and saturation runs from 0 when the normal is aligned to the view origin, to maximum saturation at tangential edges. Back-facing normals will be darker -- a normal in the direction opposite to the viewer being pure black.

AUTHOR

Greg Ward

SEE ALSO

falsecolor(1), *ra_bmp(1)*, *rcode_depth(1)*, *rcode_ident(1)*, *rcode_norm(1)*, *rtplib(1)*