

**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)`, `rt pict(1)`