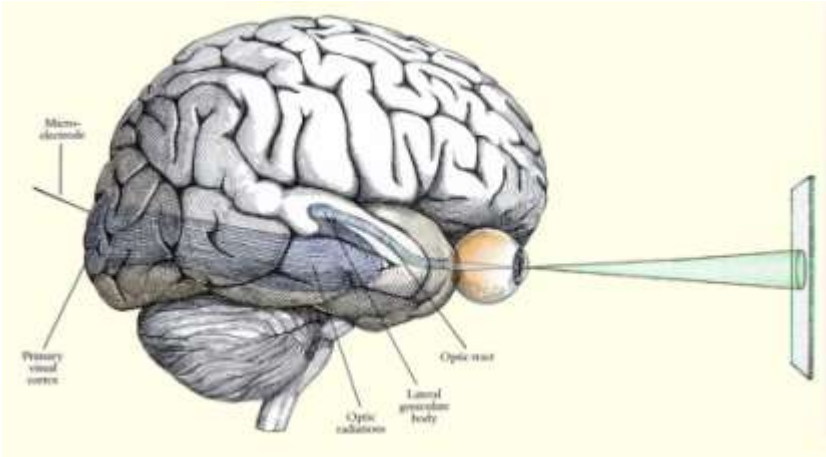
קורס גרפיקה ממוחשבת

2009 סמסטר ב'

Raster Graphics



חלק מהשקפים מעובדים משקפים של פרדו דוראנד, טומס פנקהאוסר ודניאל כהן-אור

Overview

- Images
  - What is an image?
  - How are images displayed?
- Color models
  - How do we perceive colors?
  - How can we describe and represent colors?

What is an image?

- An image is a 2D rectilinear array of pixels

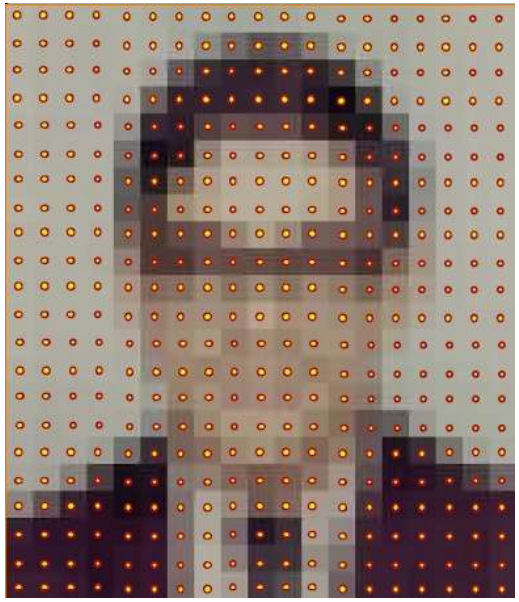
Continuous image

Digital Image

What is an image?

- An image is a 2D rectilinear array of pixels

Continuous image



Digital Image

A pixel is a sample, not a little square!

Image Acquisition

- Pixels are samples from a continuous function
  - Photoreceptors in eye
  - CCD cells in digital camera
  - Rays in virtual camera

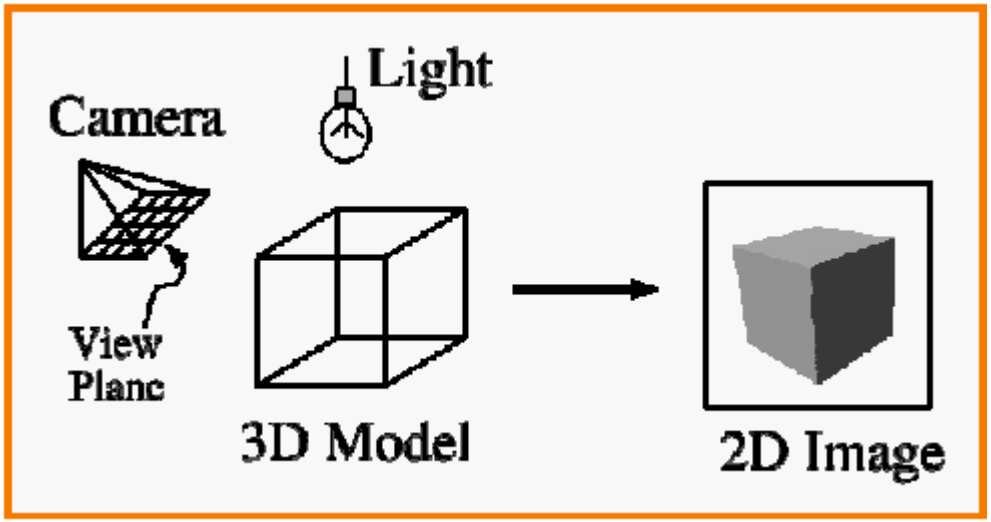
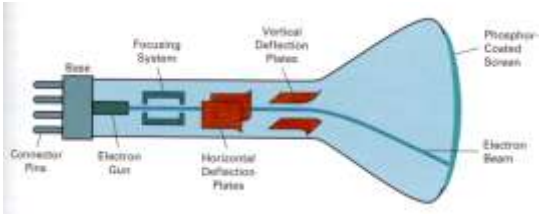
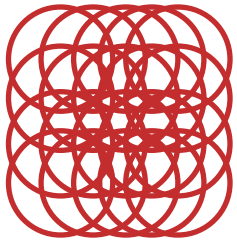


Image display

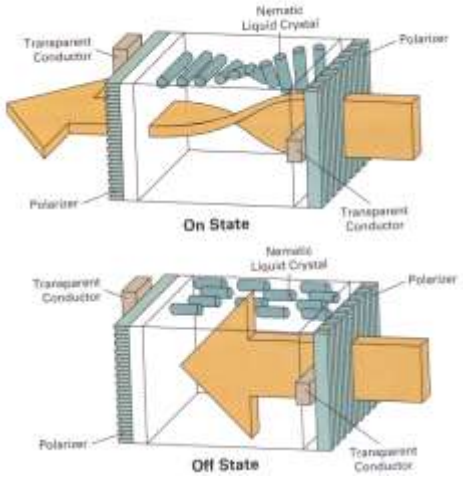
- Re-create continuous function from samples
  - Example: cathode ray tube

Image is reconstructed by displaying pixels with a finite area (Gaussian)





  - Example: LCD



Display Hardware

- Video display devices
  - Cathode Ray Tube (CRT)
  - Liquid Crystal Display (LCD)
  - Plasma panels
  - Thin-film electroluminescent displays
  - Light-emitting diodes (LED)
- Hard-copy devices
  - Ink-jet printer
  - Laser printer
  - Film recorder
  - Electrostatic printer
  - Pen plotter

Image Resolution

- Intensity resolution
  - Each pixel has only "Depth" bits for color/intensities
- Spatial resolution
  - Image has only "Width" x "Height" pixels
- Temporal resolution
  - Monitor refreshes images at only "Rate" Hz

Display	Width x Height	Depth	Rate
NTSC	640 x 480	8	30
Workstation	1280 x 1024	24	75
Film	3000 x 2000	12	24
Laser Printer	6600 x 5100	1	-
Portable devices (iPod)	320 x 200	24	~75

Frame Buffer

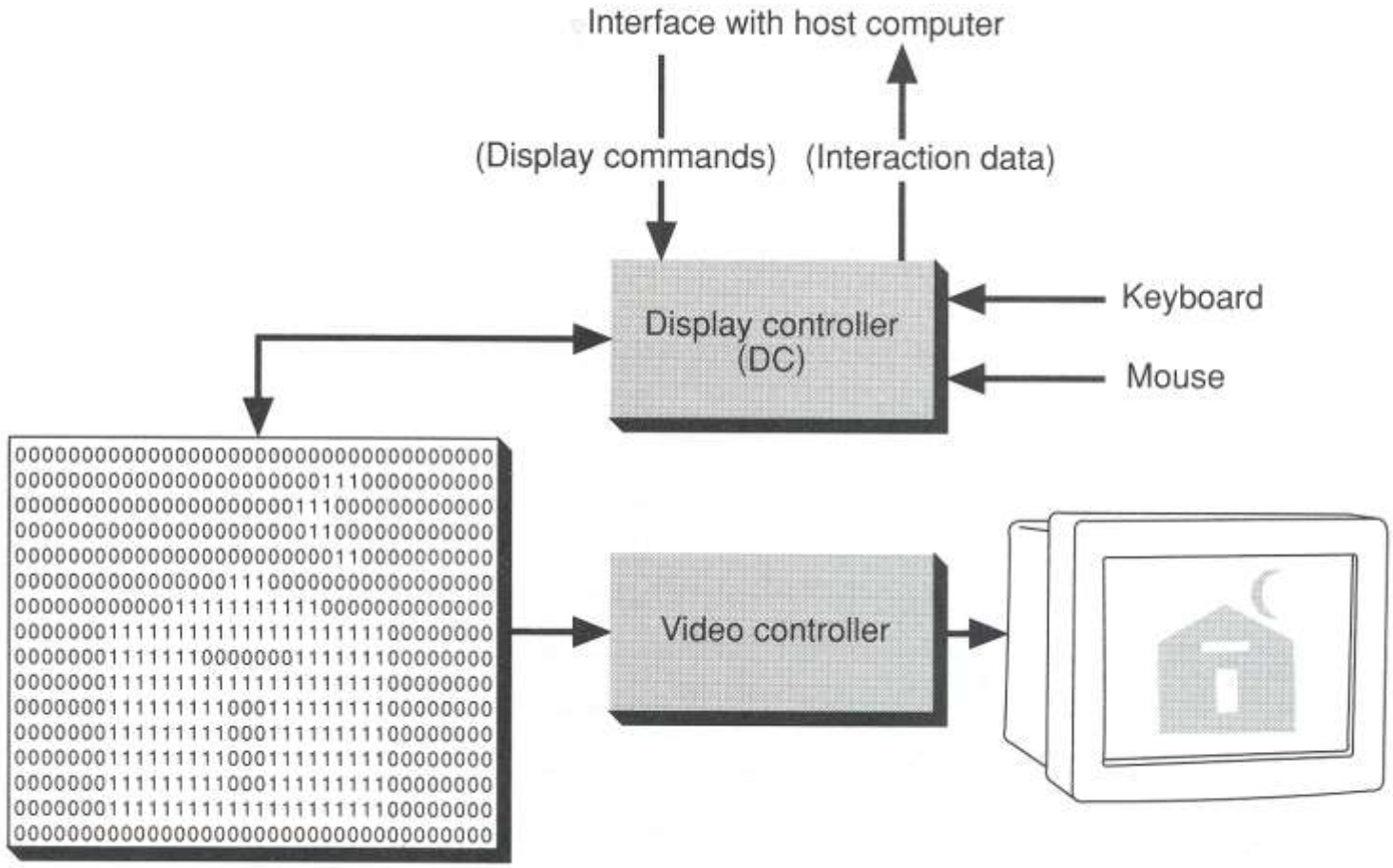
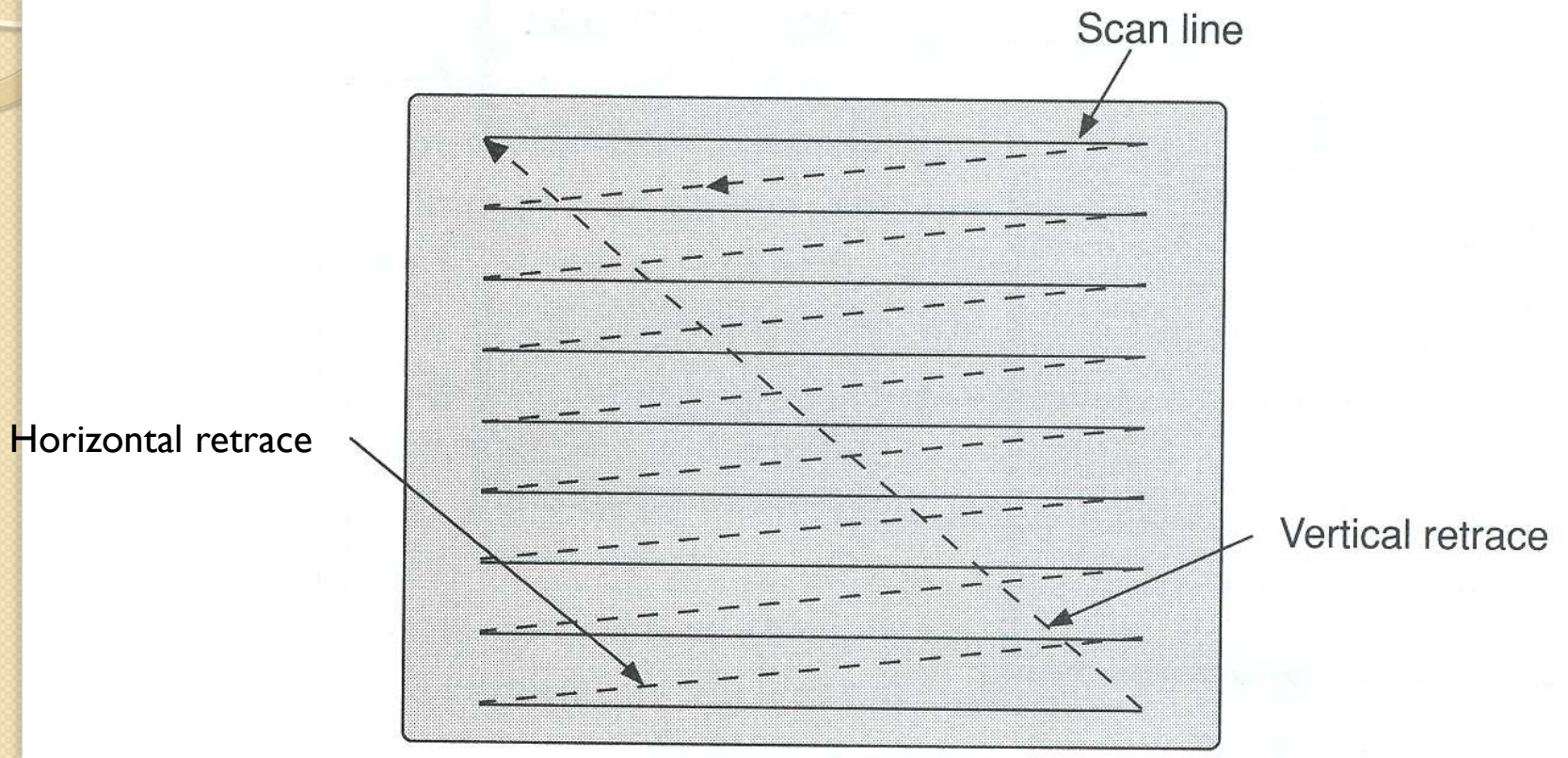


Figure 1.2 from FvDFH

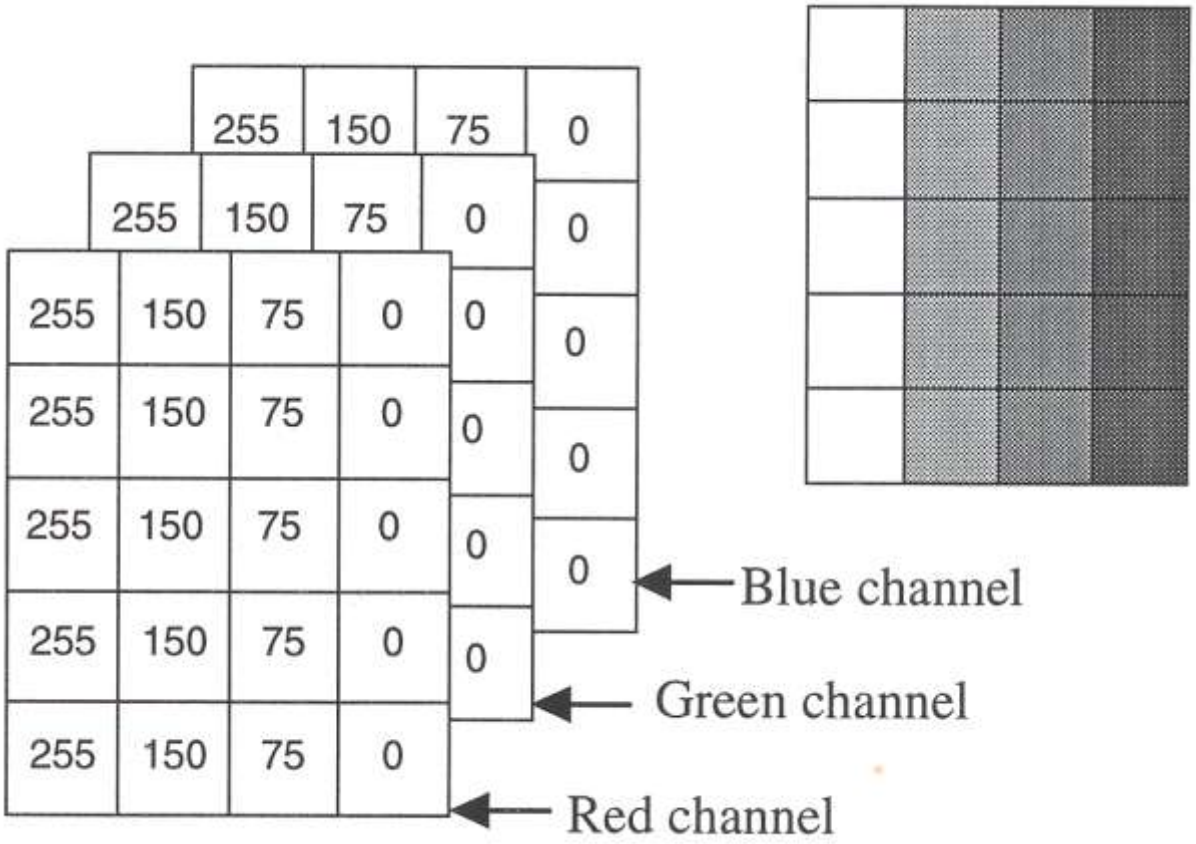
Frame Buffer Refresh



Refresh rate is usually 30-75Hz

Figure 1.3 from FvDFH

Color Frame Buffer



Overview

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  - What is an image?
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- Color models
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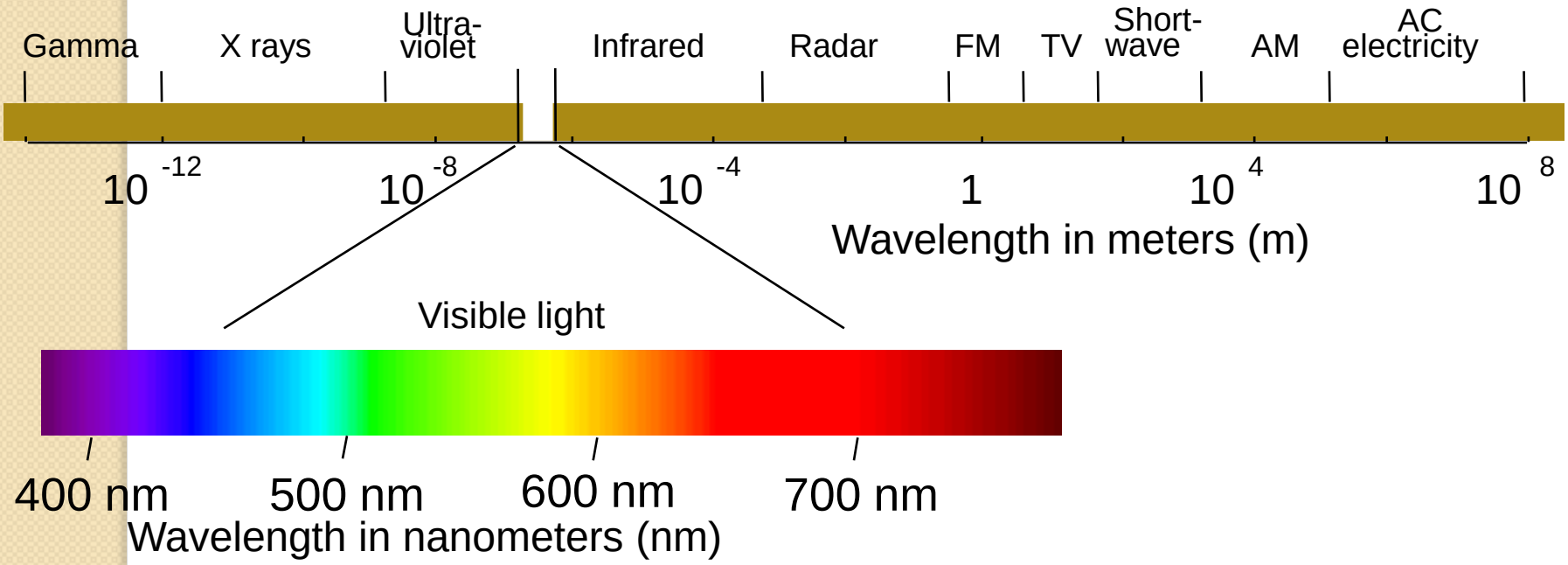
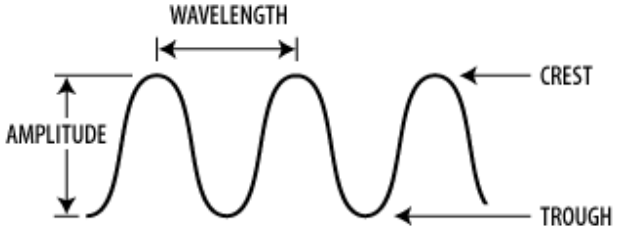
  - How can we describe and represent colors?

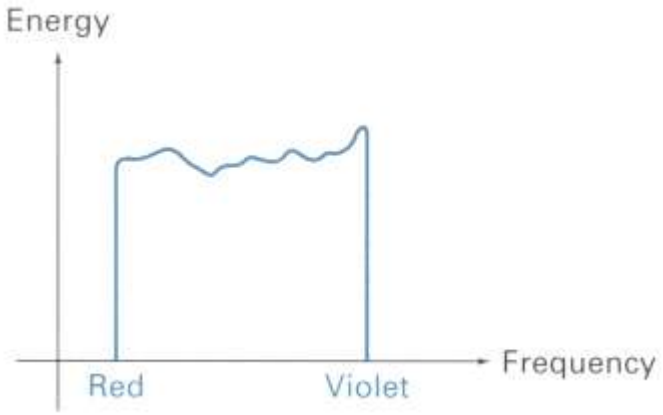
Electromagnetic Spectrum



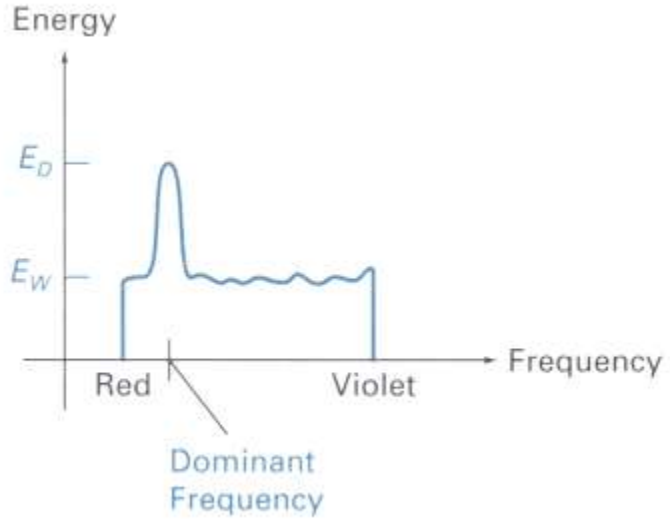


Visible Light

- The color of light is characterized by …
  - Hue = dominant frequency (highest peak)
  - Saturation = excitation purity (ratio of highest to rest)
  - Lightness = luminance (area under curve)



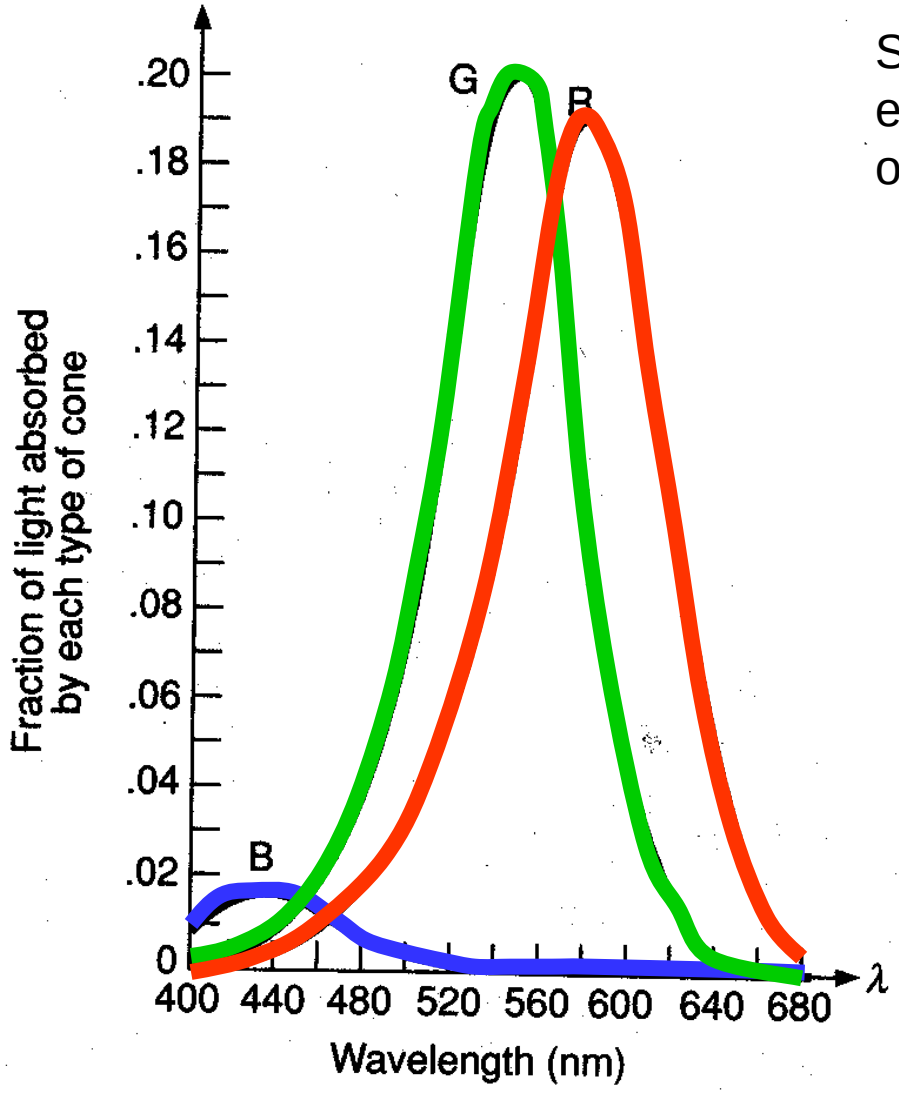
White Light



Orange Light

Figures 15.3-4 from H&B

Color Perception



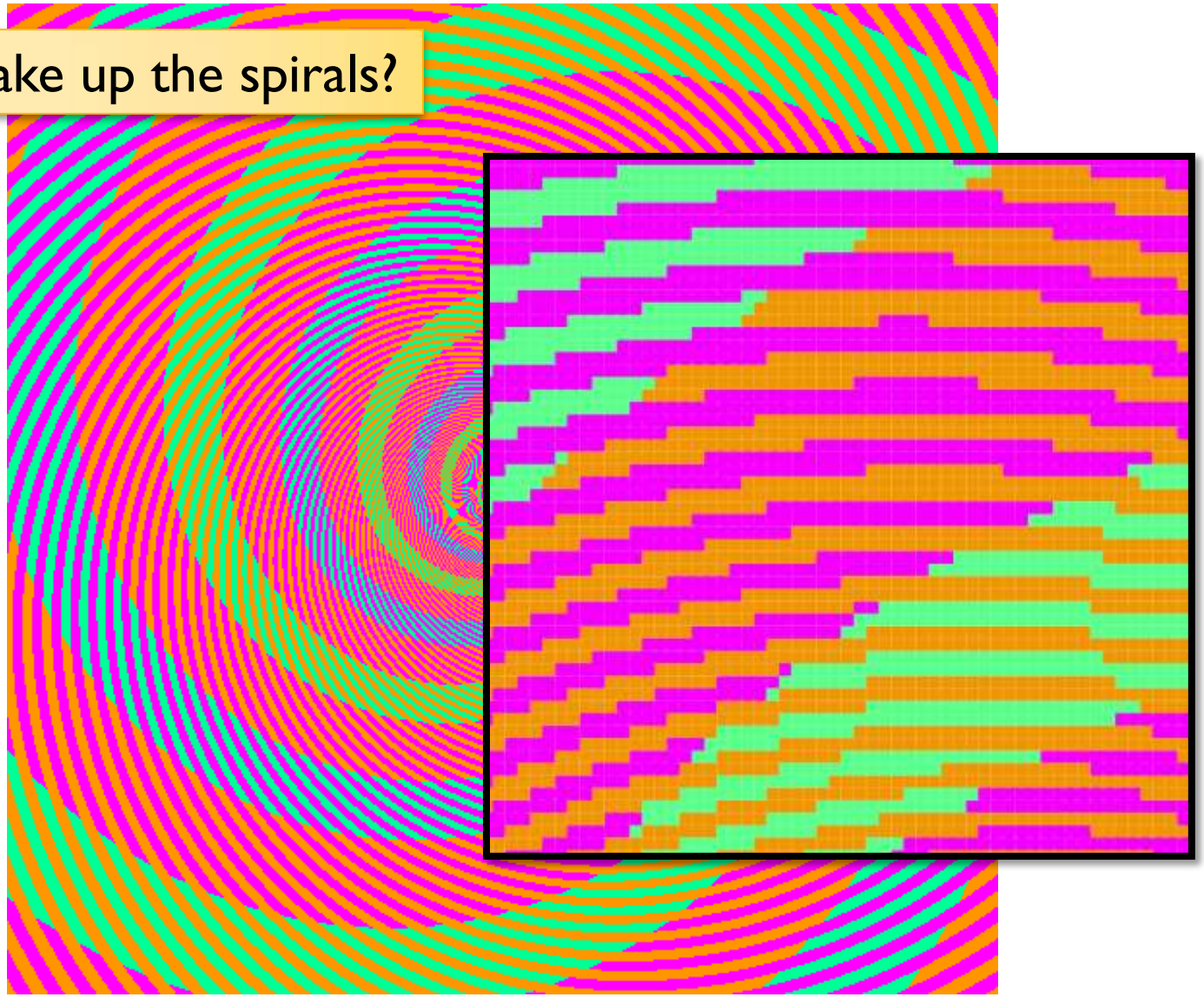
Spectral-response functions of each of the three types of cones on the human retina.

Tristimulus theory of color

Figure 13.18 from FvDFH

Interlude: Color is Complicated

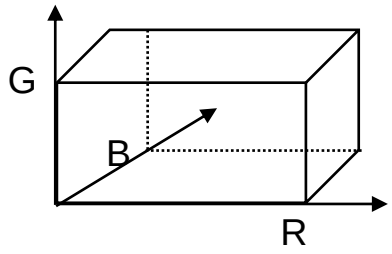
What colors make up the spirals?



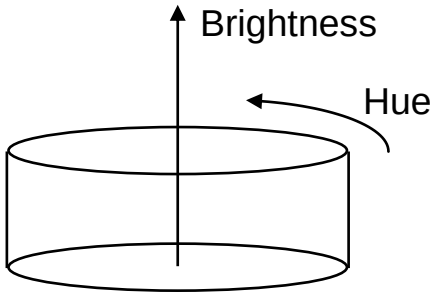
3D Color Spaces

- Three types of cones suggests color is a 3D quantity. How to define 3D color space?

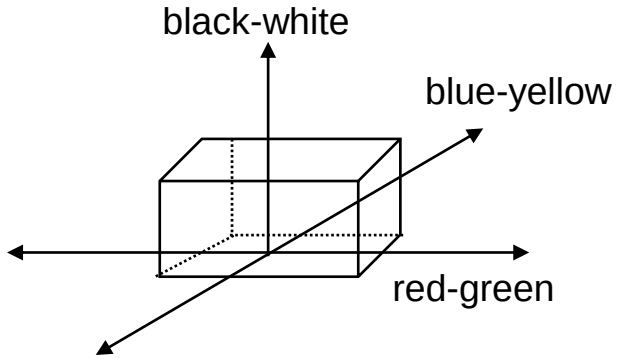
Cubic Color Spaces



Polar Color Spaces



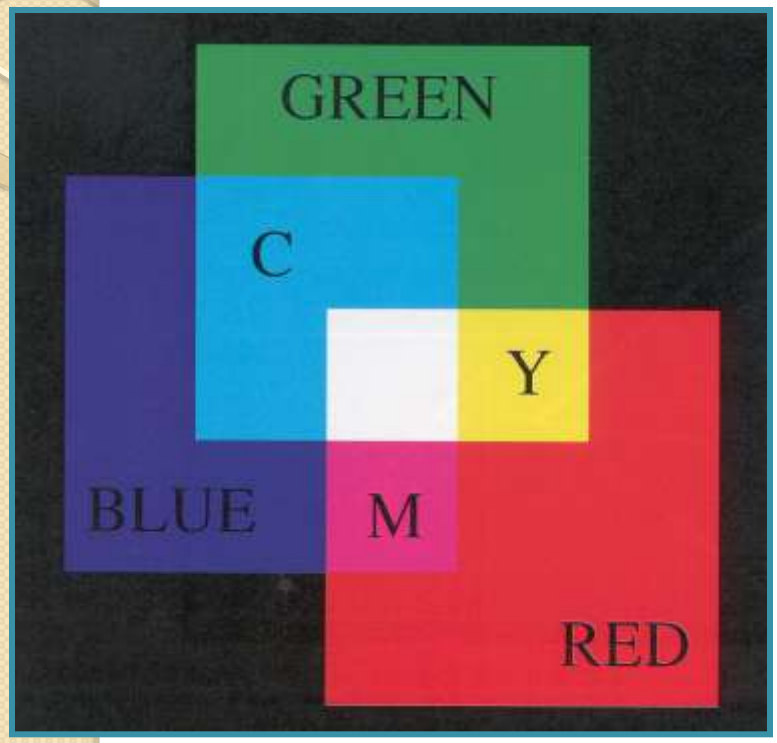
Opponent Color Spaces



Color Models

- Linear (RGB, CMYK)
- Artistic View (Munsell, HSV, HLS)
- Standard (CIE-XYZ)
- Perceptual (Luv, Lab)
- Opponent (YIQ, YUV) – used in TV

RGB Color Model

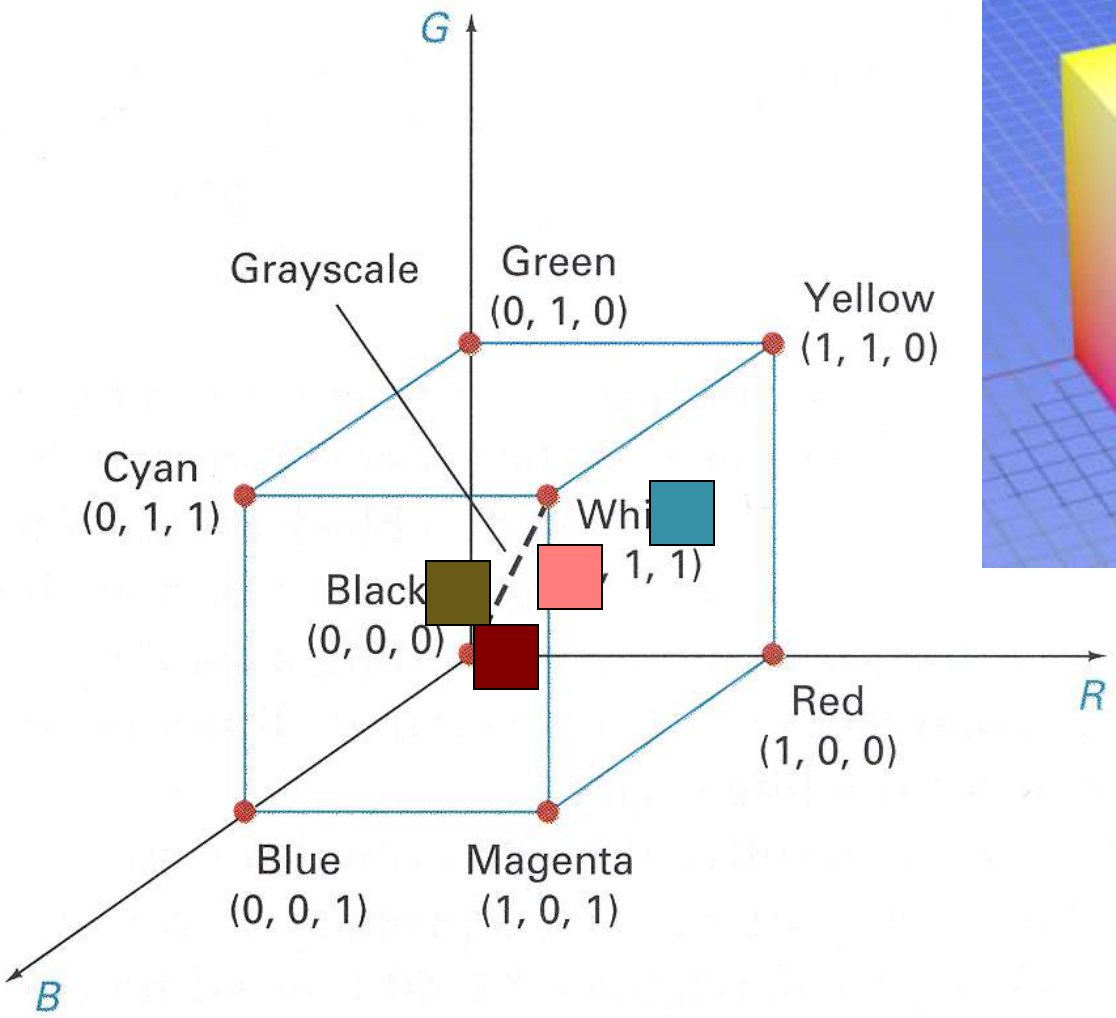


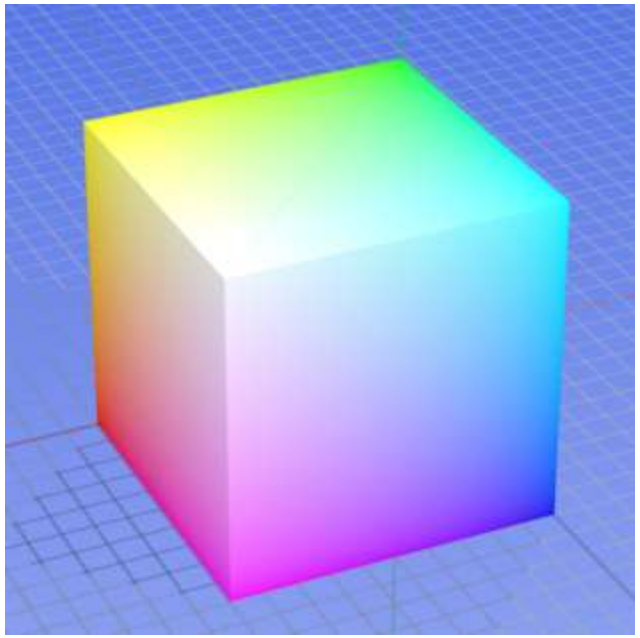
Colors are additive

R	G	B	Color
0.0	0.0	0.0	Black
1.0	0.0	0.0	Red
0.0	1.0	0.0	Green
0.0	0.0	1.0	Blue
1.0	1.0	0.0	Yellow
1.0	0.0	1.0	Magenta
0.0	1.0	1.0	Cyan
1.0	1.0	1.0	White
0.5	0.0	0.0	
1.0	0.5	0.5	
1.0	0.5	0.0	
0.5	0.3	0.1	

Plate II.3 from FvDFH

RGB Color Cube

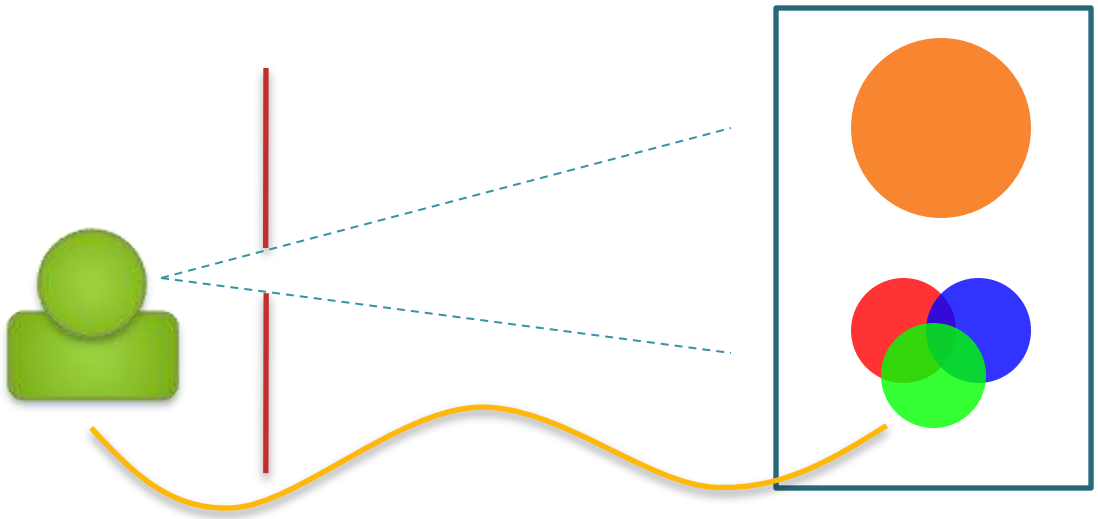




Figures 15.11&15.12 from H&B

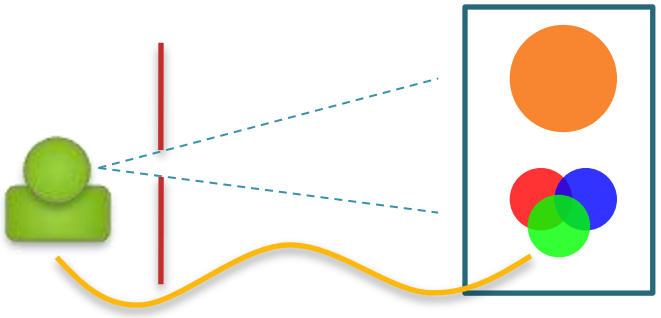
CIE 1931 Color Space

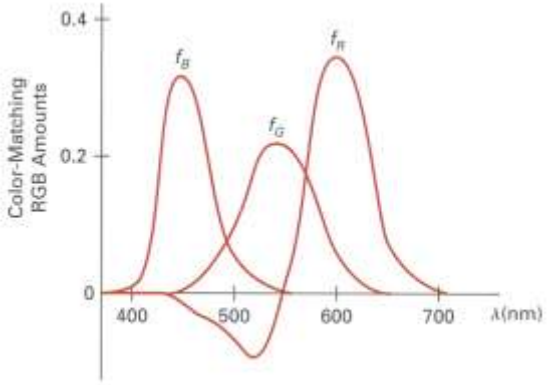
- CIE XYZ is based on experiments done by W. David Wright and John Guild in the 1920's
- It is based on direct measurements of human **visual perception**



Users could adjust brightness but not chromaticity

CIE 1931 Color Space



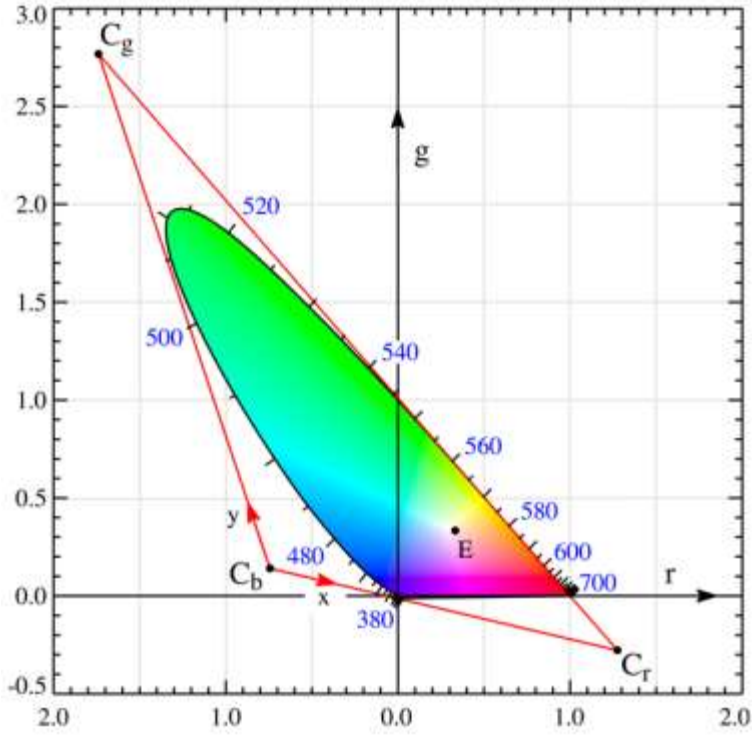


- Experiments produced three functions: r(λ), g(λ), b(λ)
- Functions were normalized to have a constant area beneath them
- Therefore, RGB tristimulus values for a color I(λ) would be:

$$R = \int_0^\infty I(\lambda)\,\bar{r}(\lambda)\,d\lambda$$
$$G = \int_0^\infty I(\lambda)\,\bar{g}(\lambda)\,d\lambda$$
$$B = \int_0^\infty I(\lambda)\,\bar{b}(\lambda)\,d\lambda$$

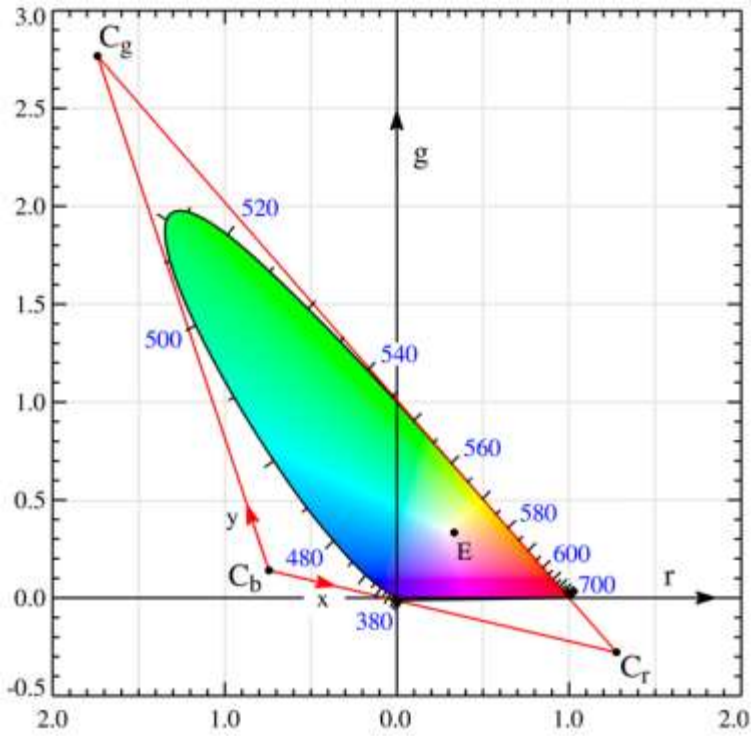
CIE 1931 Color space

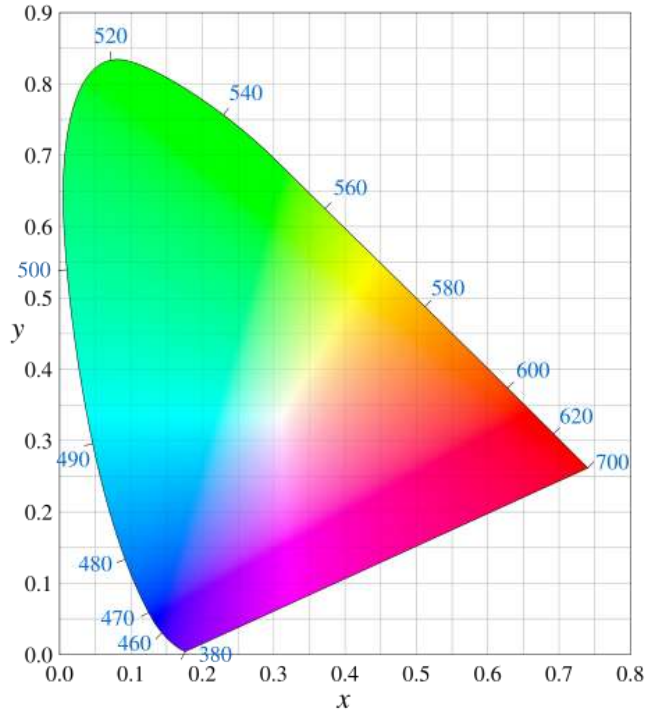
- We can parameterize chromaticity by defining: $r = \frac{R}{R+G+B}, g = \frac{G}{R+G+B}$



CIE-XYZ

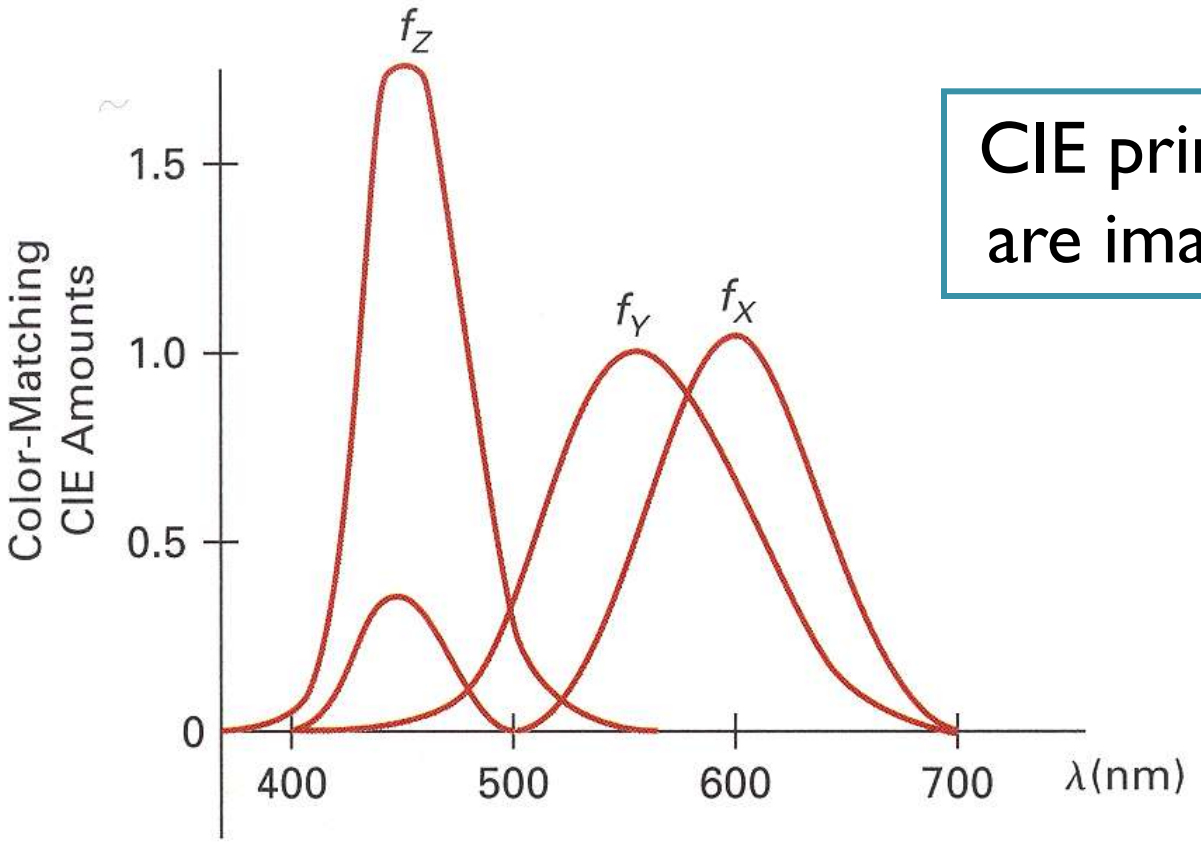
- Transforming the triangle to (0,0),(0,1),(1,0) is a linear transformation





XYZ Color Model (CIE)

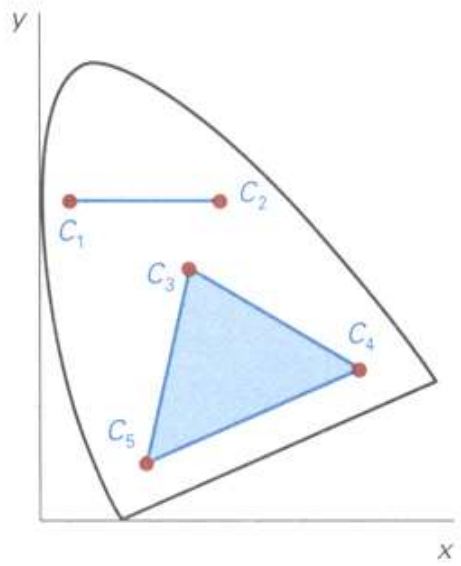
Amounts of CIE primaries needed to display spectral colors



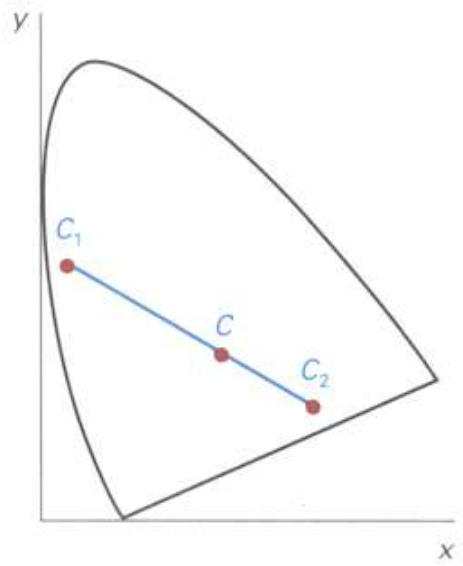
CIE primaries are imaginary

Figure 15.6 from H&B

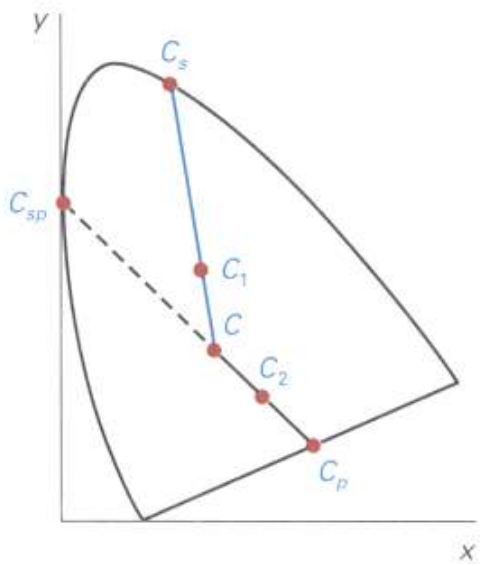
CIE Chromaticity Diagram



Compare Color Gamuts



Identify Complementary Colors



Determine Dominant Wavelength and Purity

Figures 15.8-10 from H&B

RGB Color Gamut

Color gamut for a typical RGB computer monitor

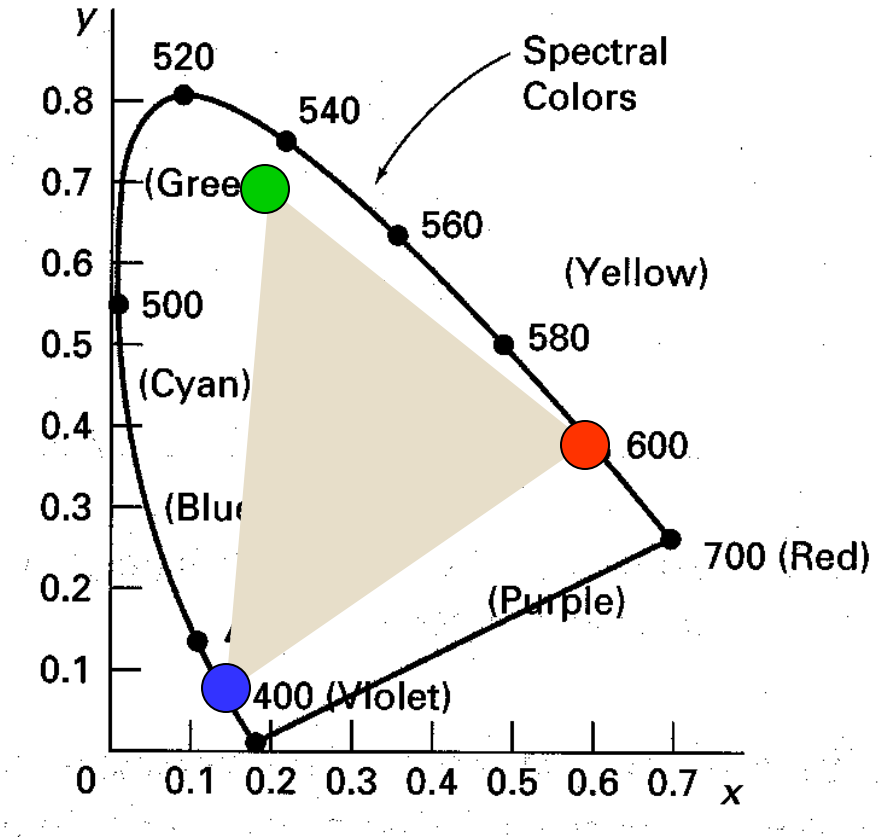
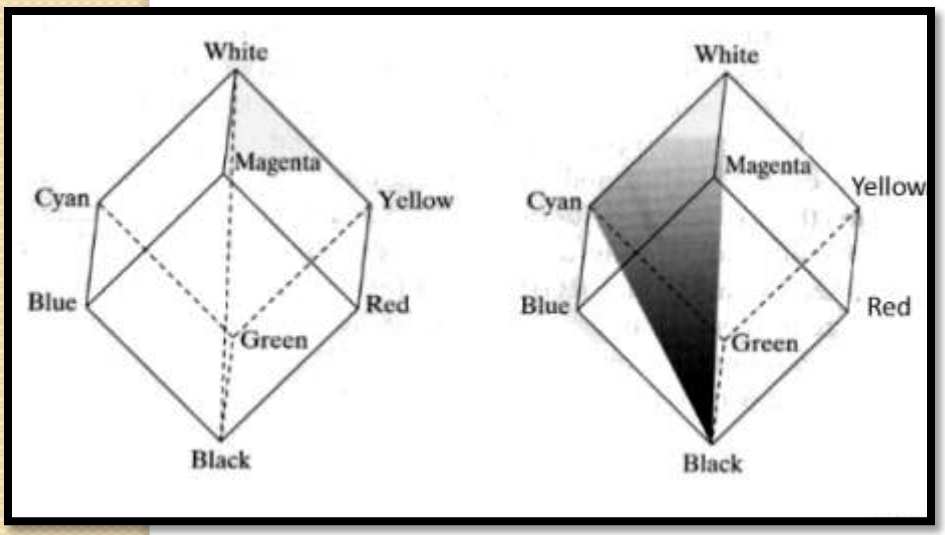


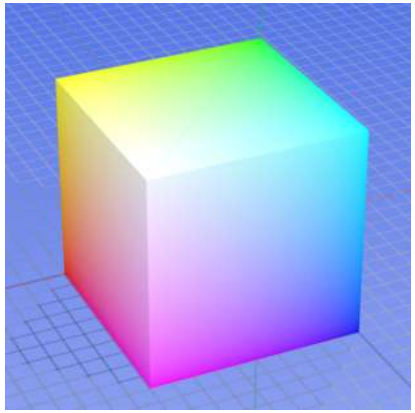
Figure 15.13 from H&B

HSV/HSB Color Model

- RGB is not suited to describing colors
- How do we describe colors?
  - Hue
  - Saturation
  - Brightness

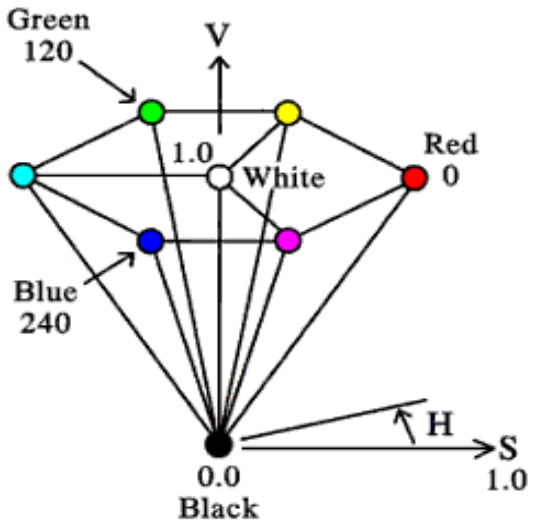


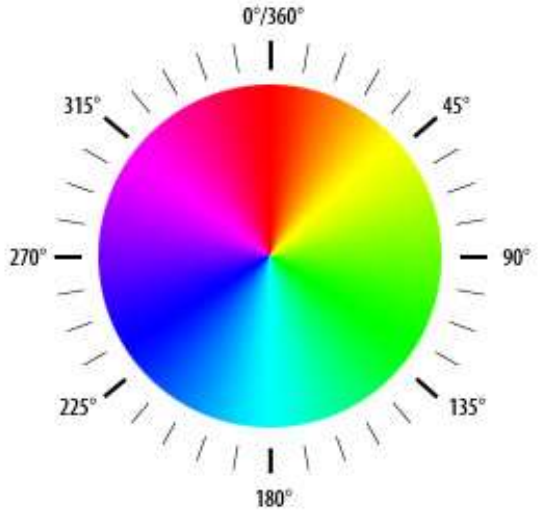
?



HSV/HSB Color Model

HSV = Hue Saturation Value
HSB = Hue Saturation Brightness



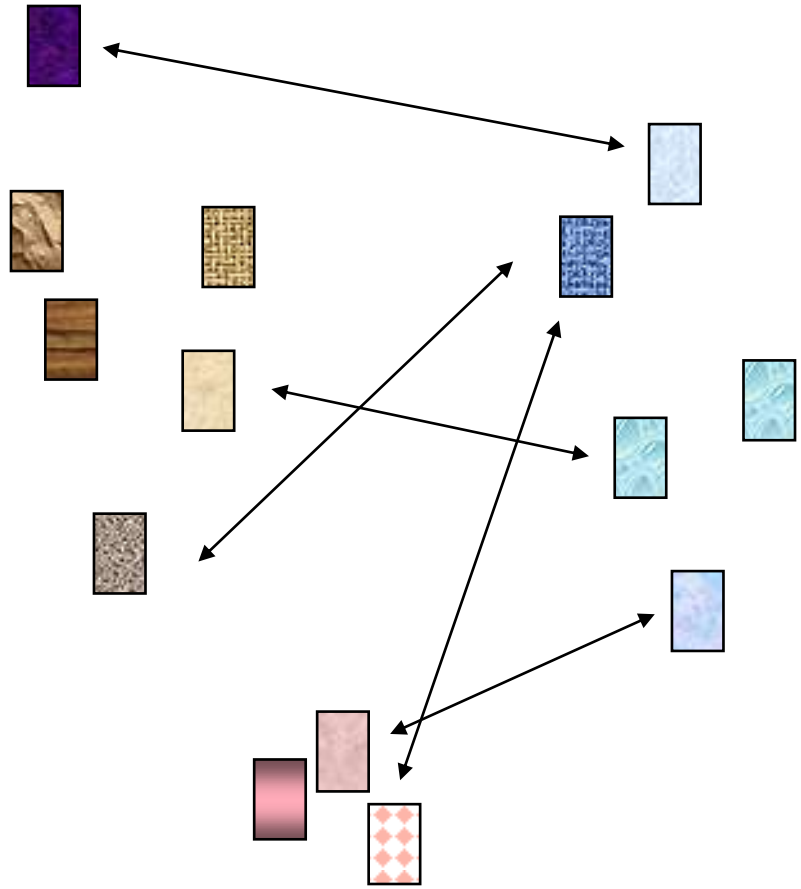


Saturation Scale

Brightness Scale

Distances between colors

- Distances are not linear in any color space.
- In perceptual color space distances are more suitable for our conception.
- Measuring color differences between pixels is more useful in perceptual color spaces.



But wait there's more

- We still haven't talked about
  - Color appearance models
  - Dynamic range (low and high)
  - …

Starry night / Van Gogh

Summary

- Images
  - Pixels are samples
  - Frame buffers
  - Display hardware
  - Devices have limited resolution
- Color models
  - Tristimulus theory of color
  - CIE Chromacity diagram
  - Different color models for different devices, uses, etc.
  - Modern color models take into account better how we perceive colors and the differences between them

The End