

Data Visualization Principles: Color

CSC444

Acknowledgments for today's lecture:
Tamara Munzner, Miriah Meyer, Maureen Stone

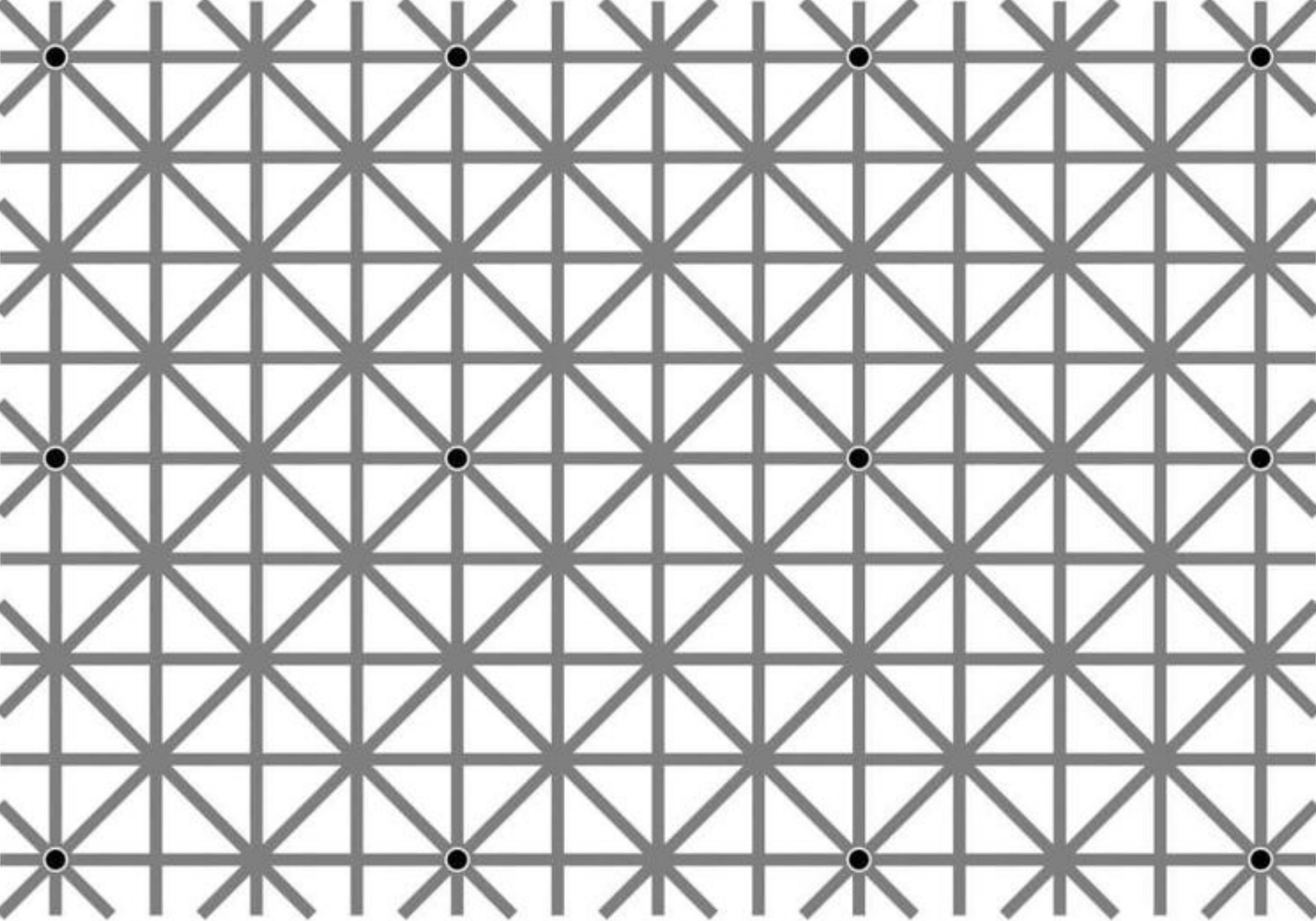
Outlook

Mechanics

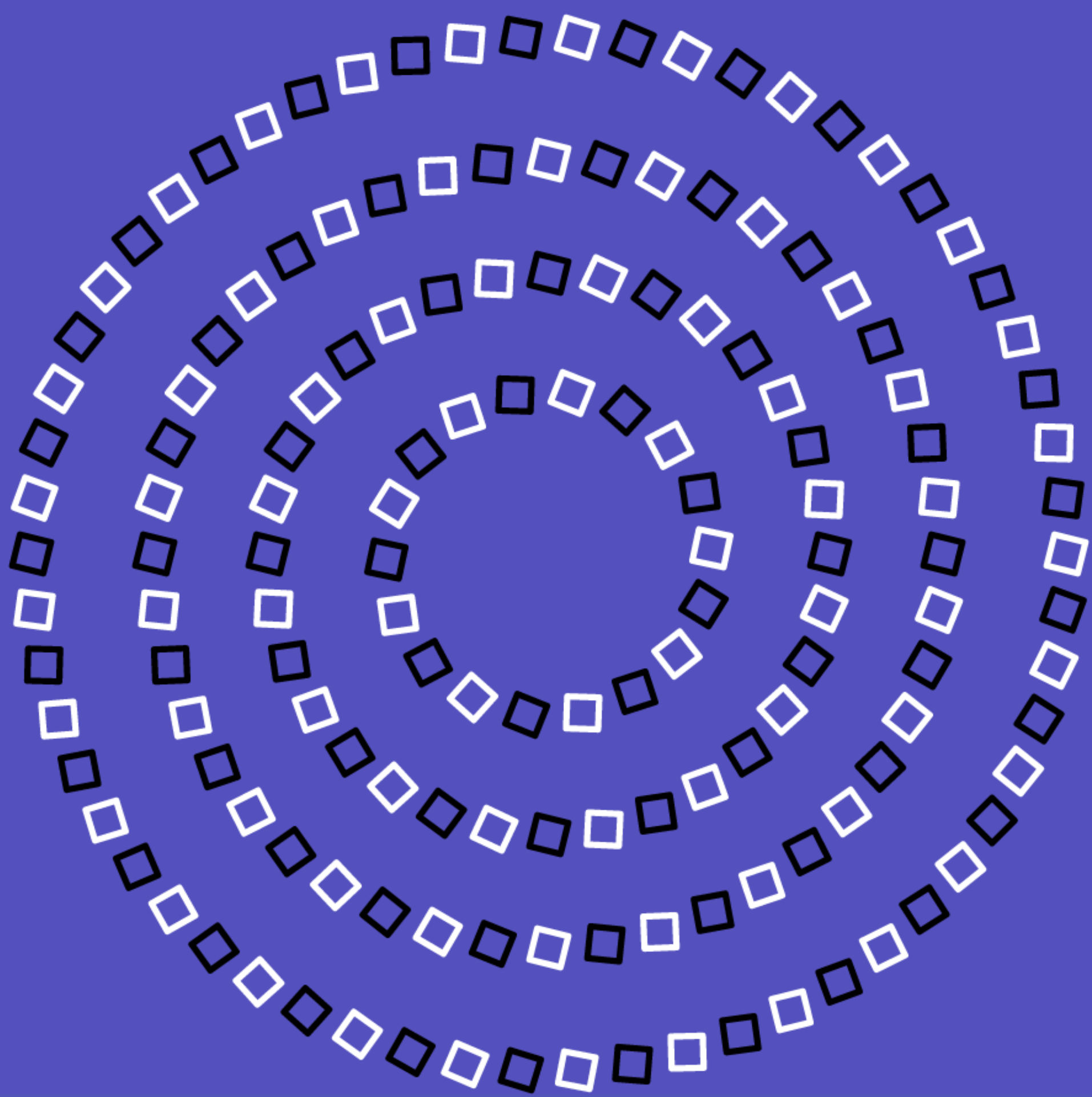
Principles

Techniques

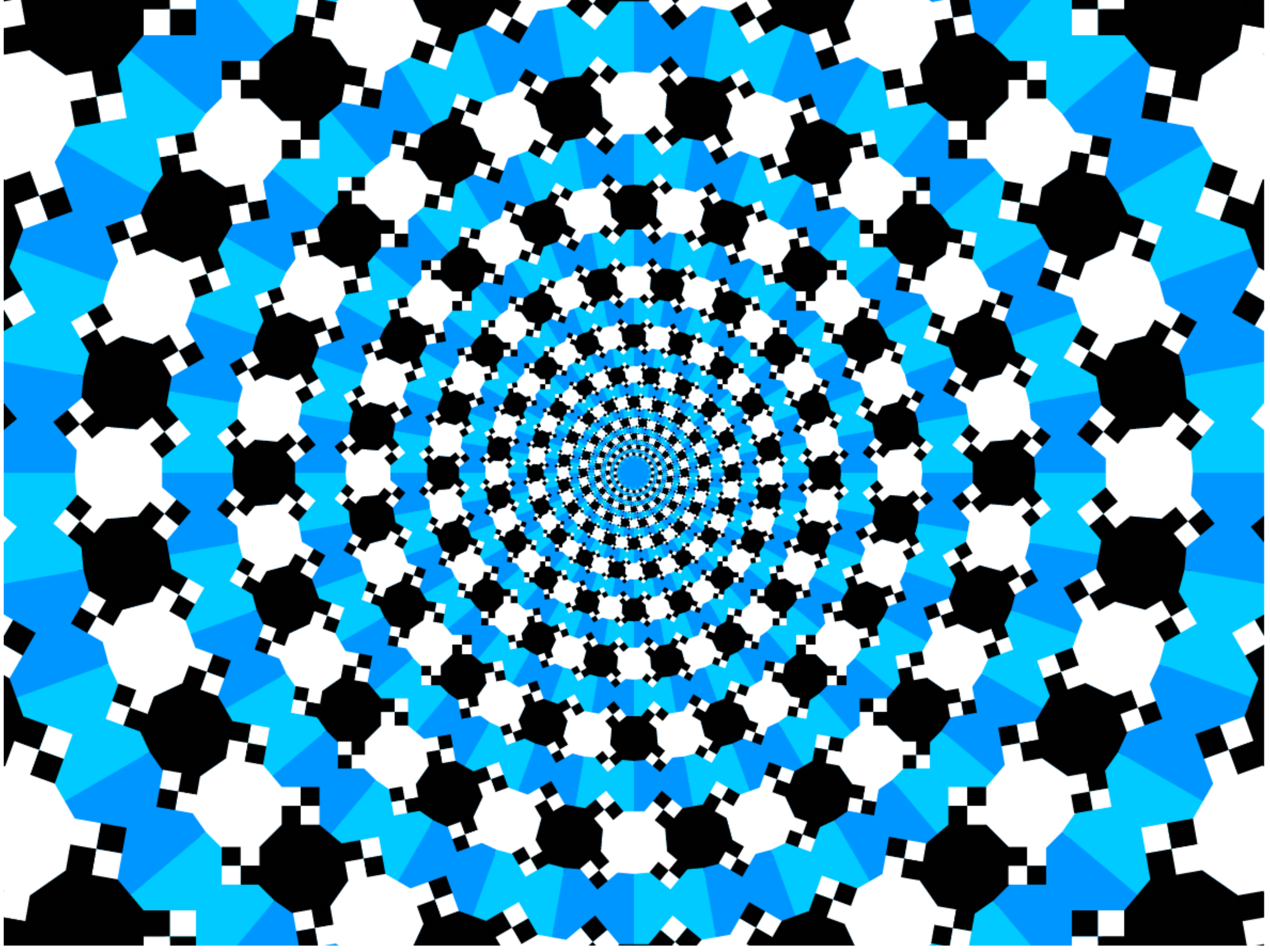
WHY STUDY PRINCIPLES?



Ninio's extinction illusion



<https://cscheid.net/2014/12/13/not-spirals.html>



VISION IS COMPLICATED

Reading

- “Representing Colors as Three Numbers”, Stone
- Rainbow Colormap (Still) Considered Harmful,
Borland and Russell.
- Optional:
 - Face-based Luminance Matching... Kindlmann
et al.

WHY COLOR?



Colin Ware, Information Visualization



LIGHT AND COLOR

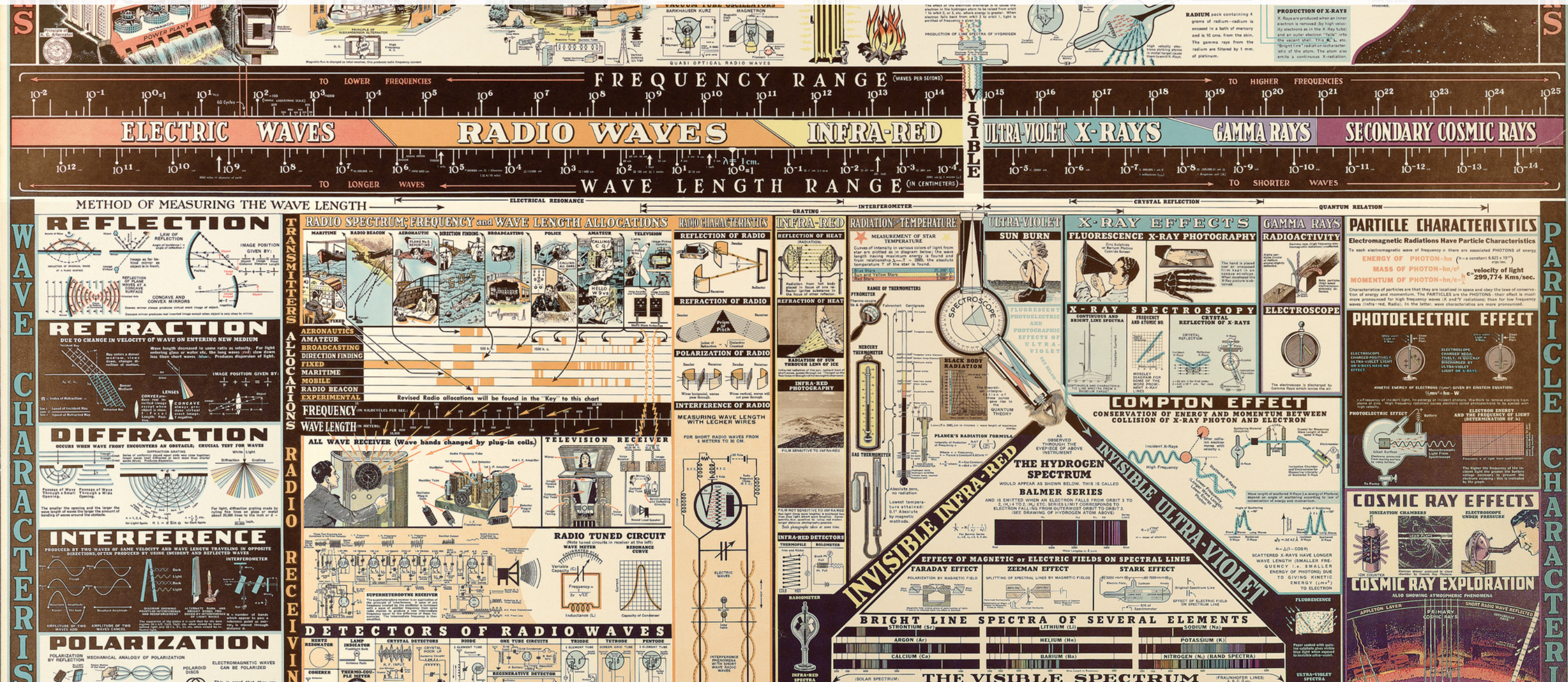
How can it be that your perception
of “yellow” from your **laptop display**
“is equal” to the yellow from the **sun**,
and that from a **painting**?

How does light work?

- Each photon has a “wavelength”, roughly the frequency in which it wiggles as it travels through space
- **Visible light** is the same thing as **FM radio** is the same thing as **X-rays** is the same thing as **microwaves**



How does light work?



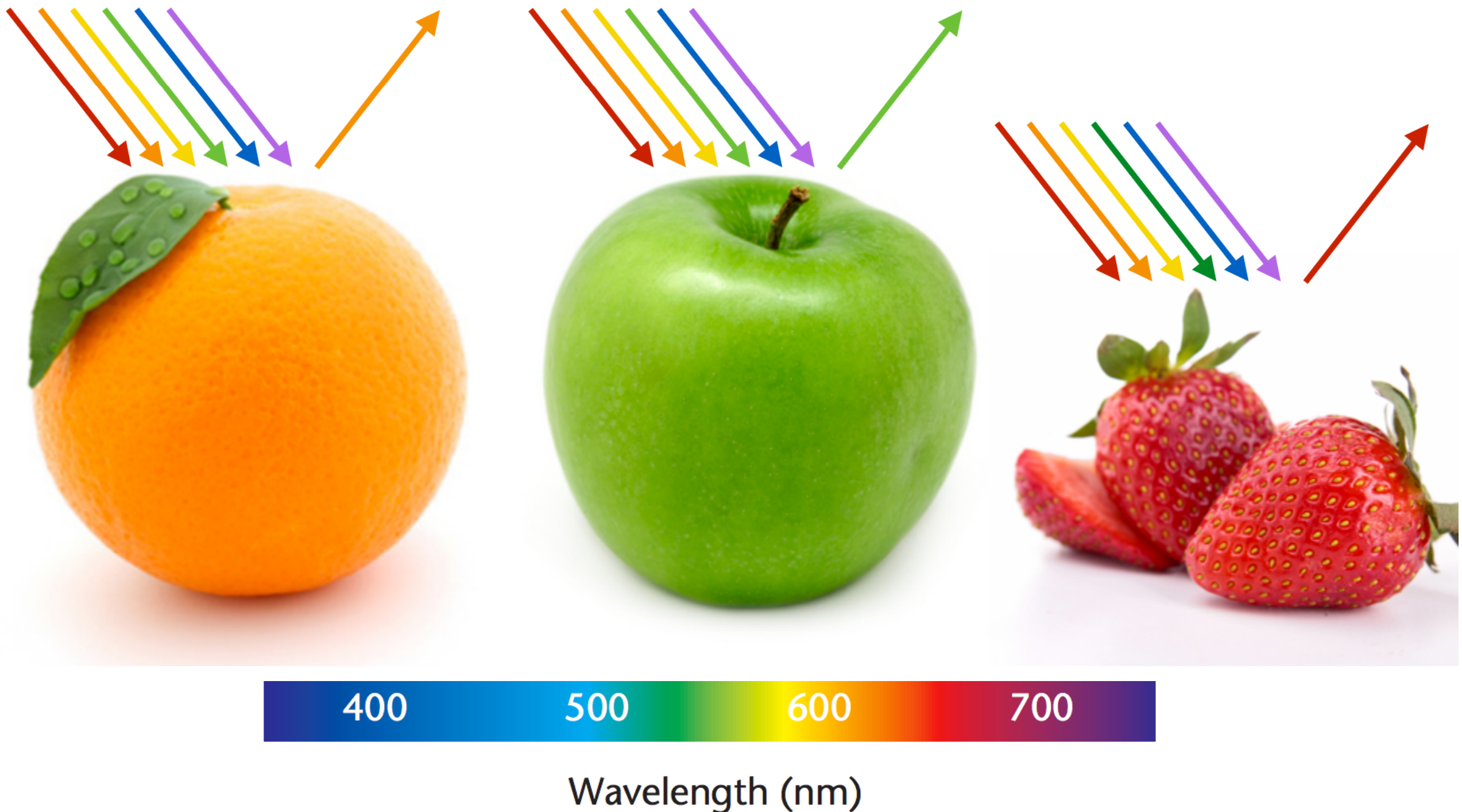
<https://www.flickr.com/photos/|n|/9403051123/>

How does light work?

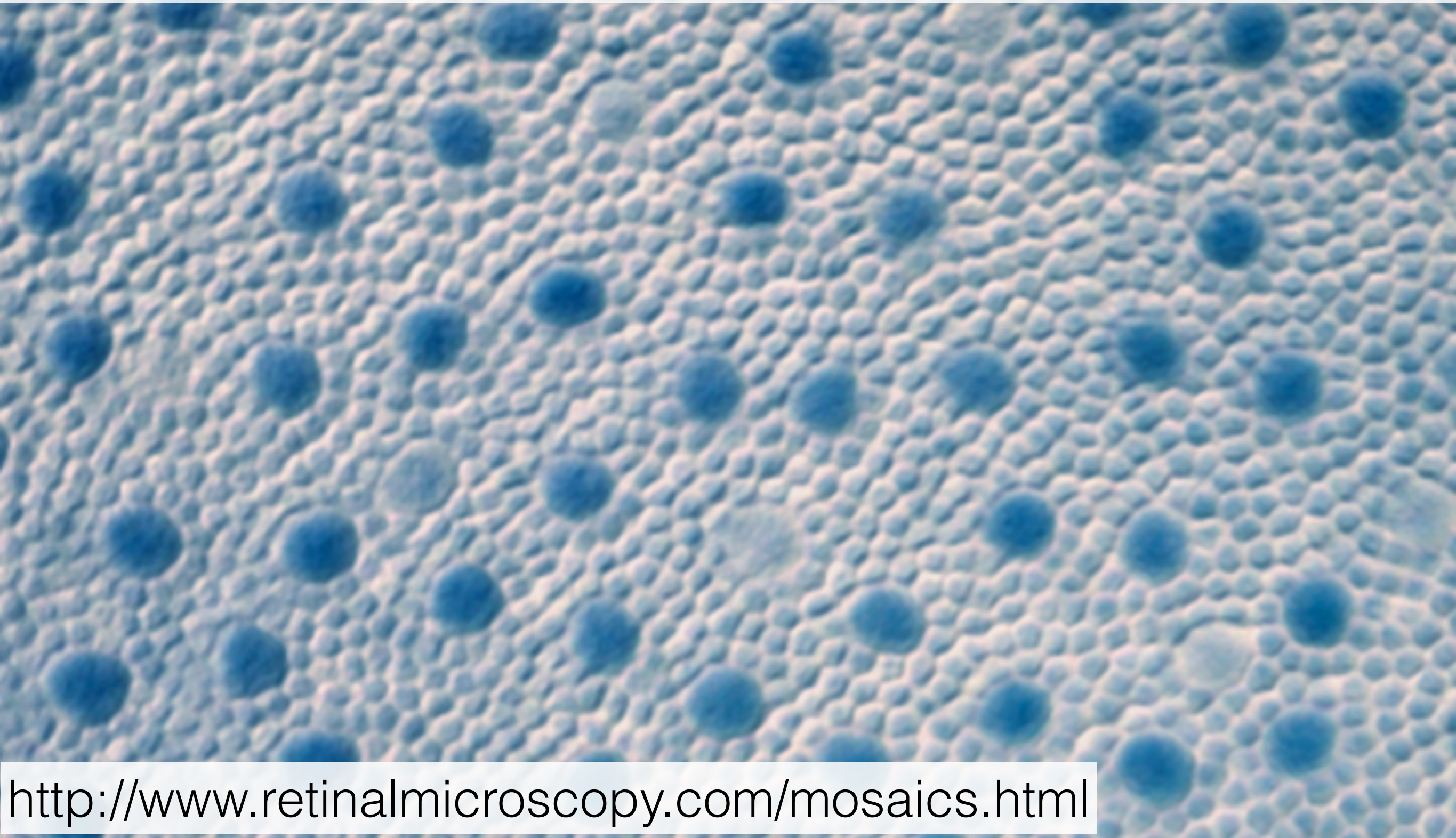
<http://www.chemistryland.com/CHM107Lab/Exp7/Spectroscope/Spectroscope.html>



How does light work?

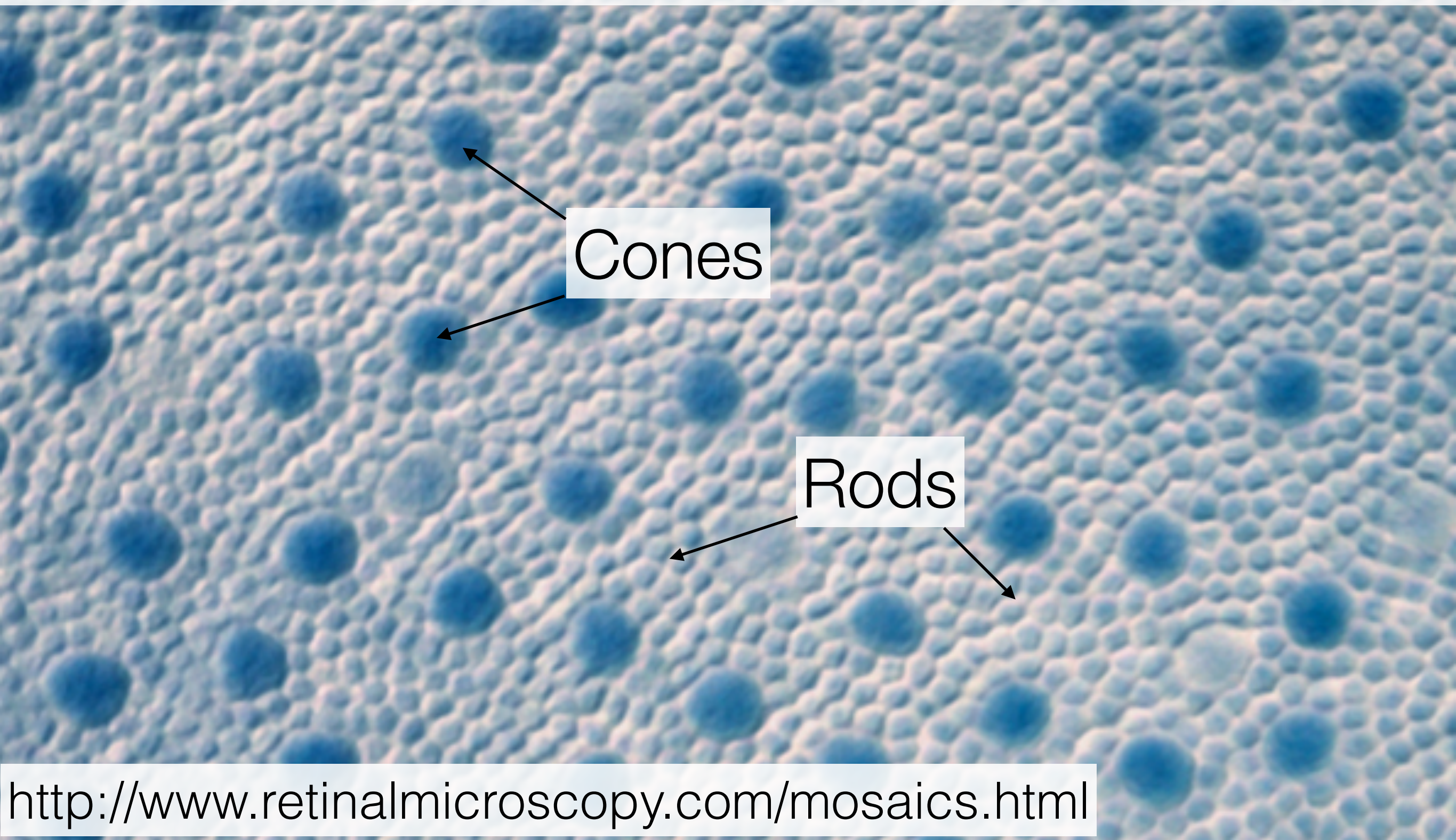


How does your eye work?



<http://www.retinalmicroscopy.com/mosaics.html>

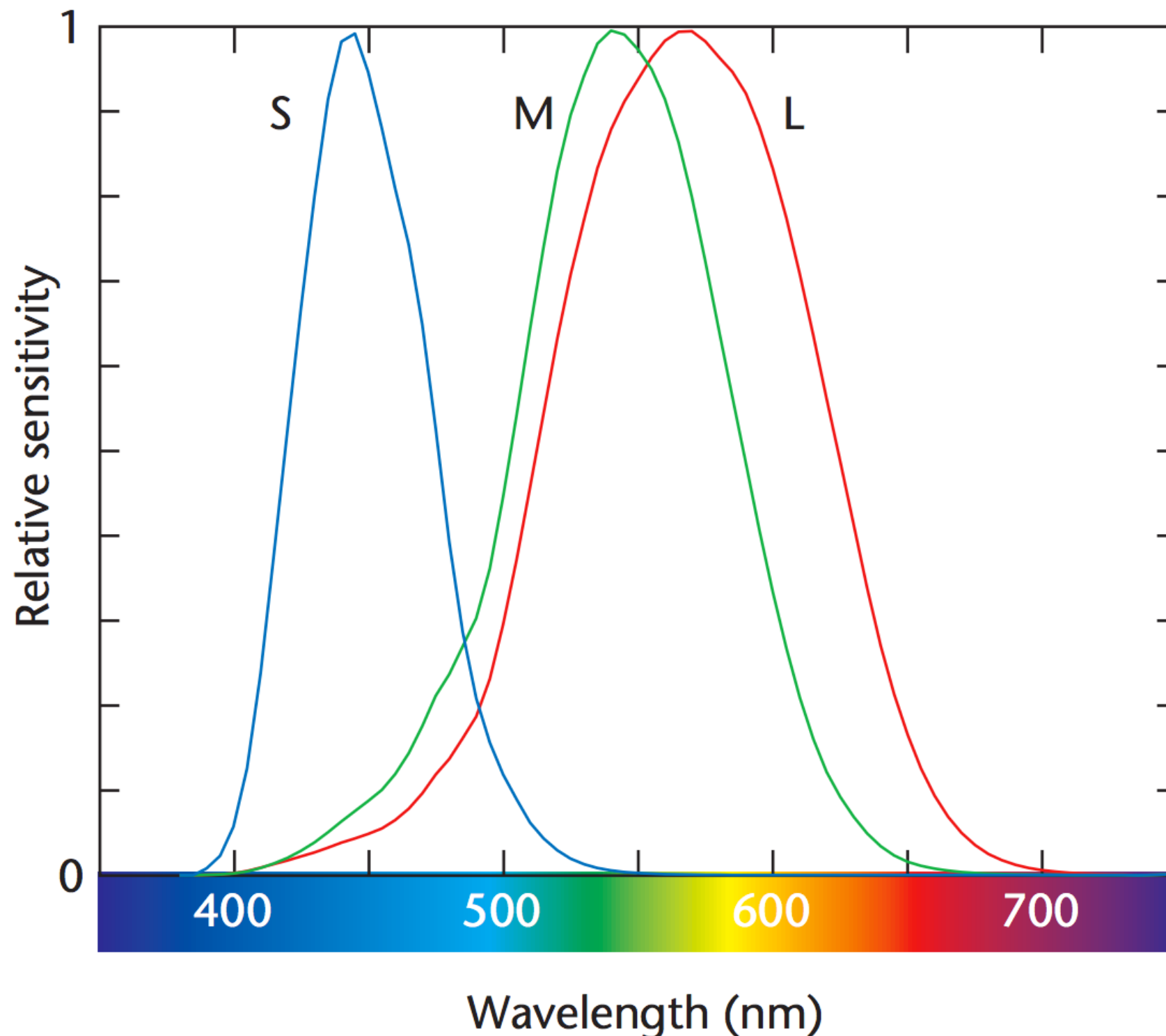
How does your eye work?



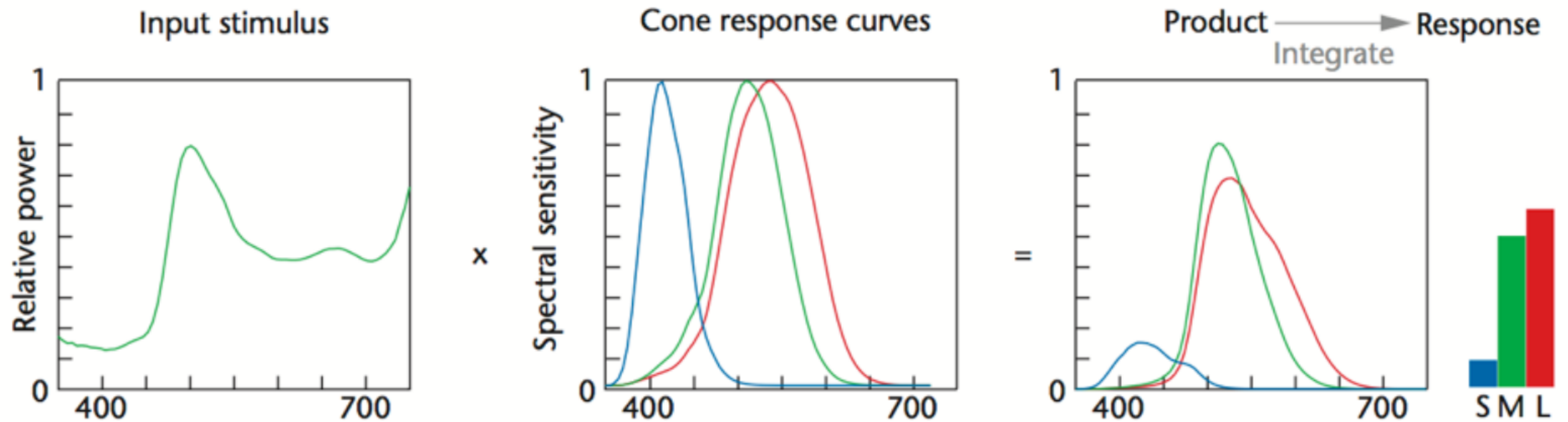
Cones

Rods

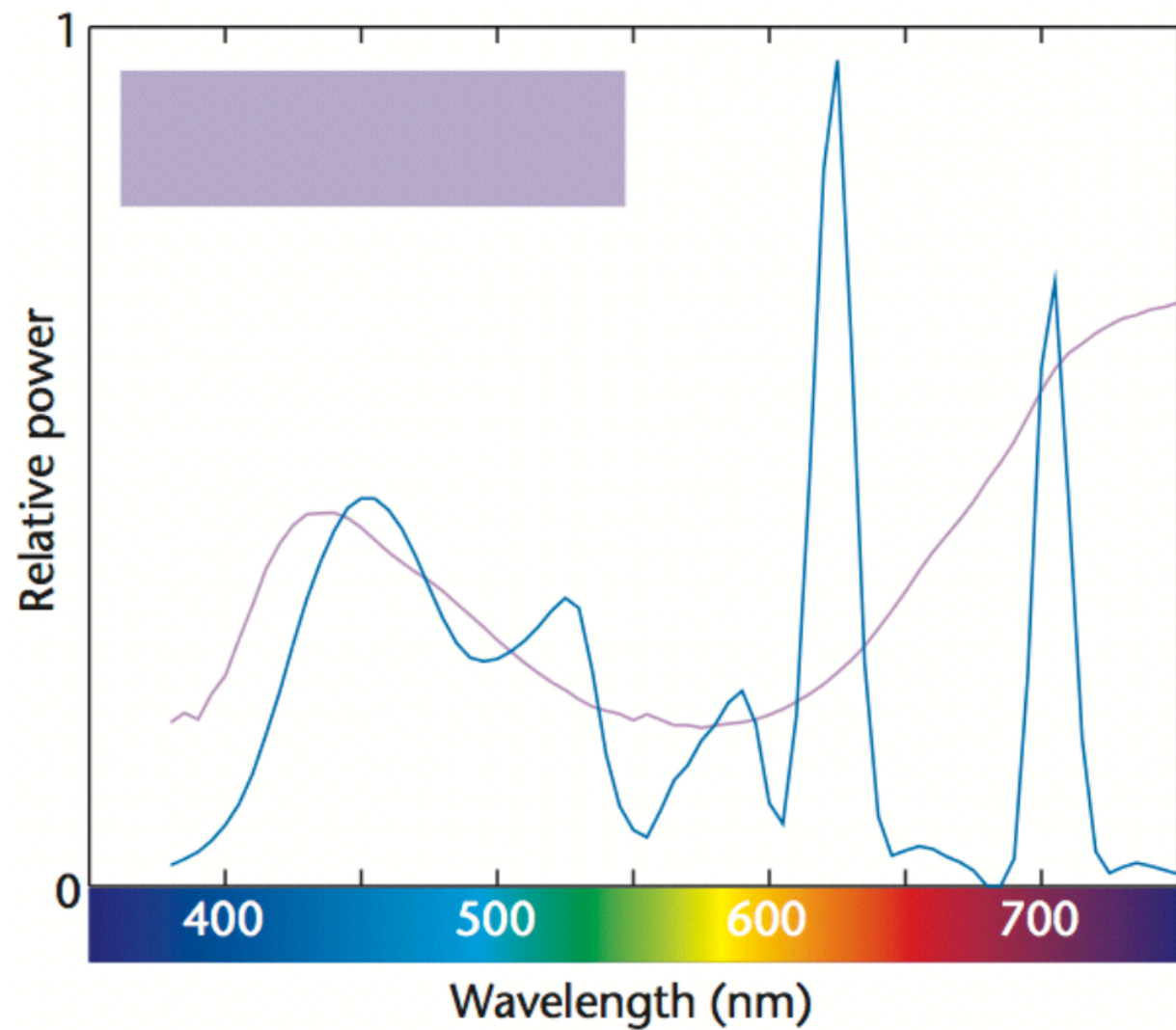
How does your eye work?



TRICHROMACY

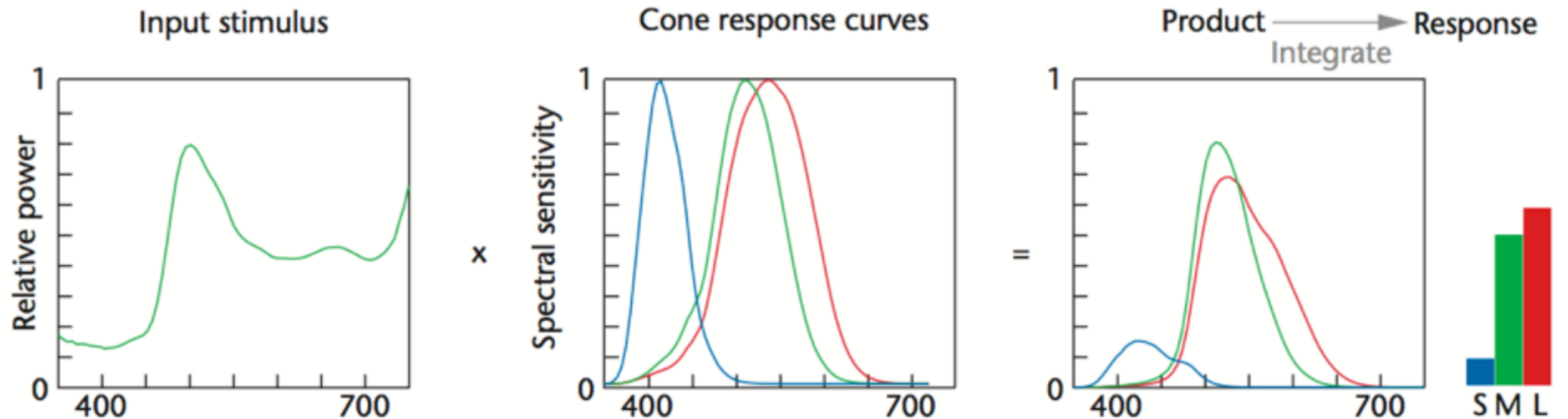


Three numbers!

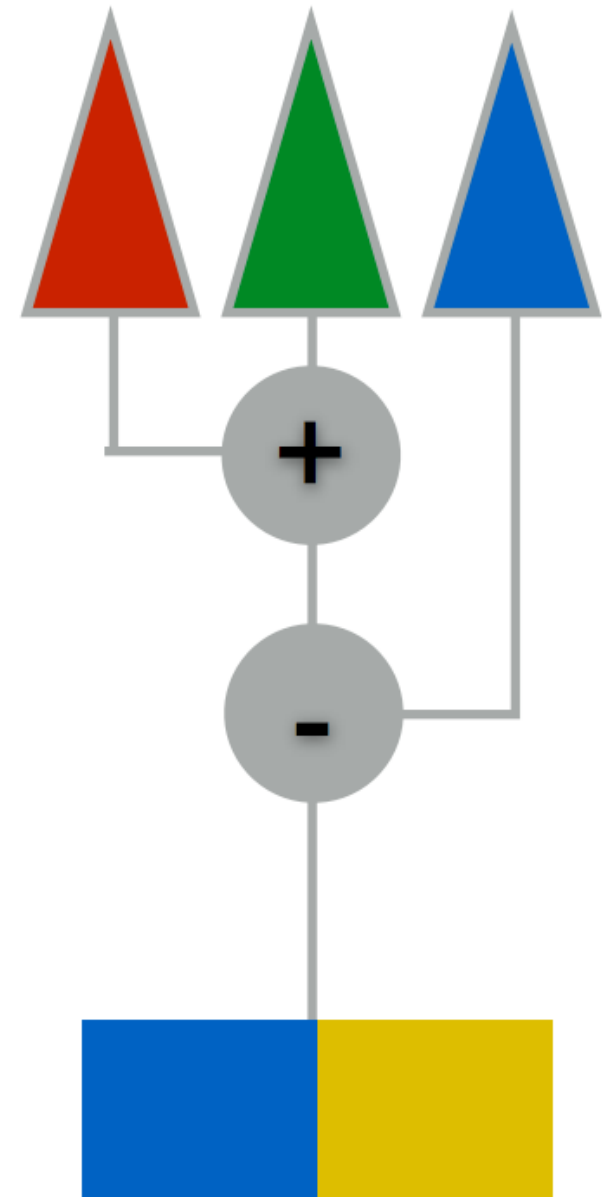
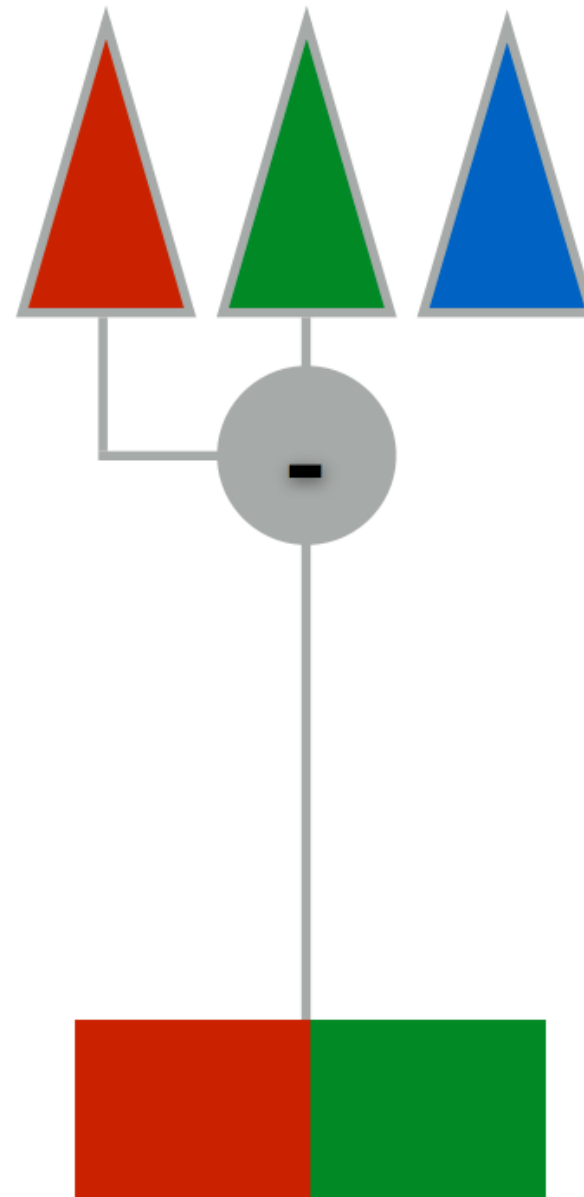
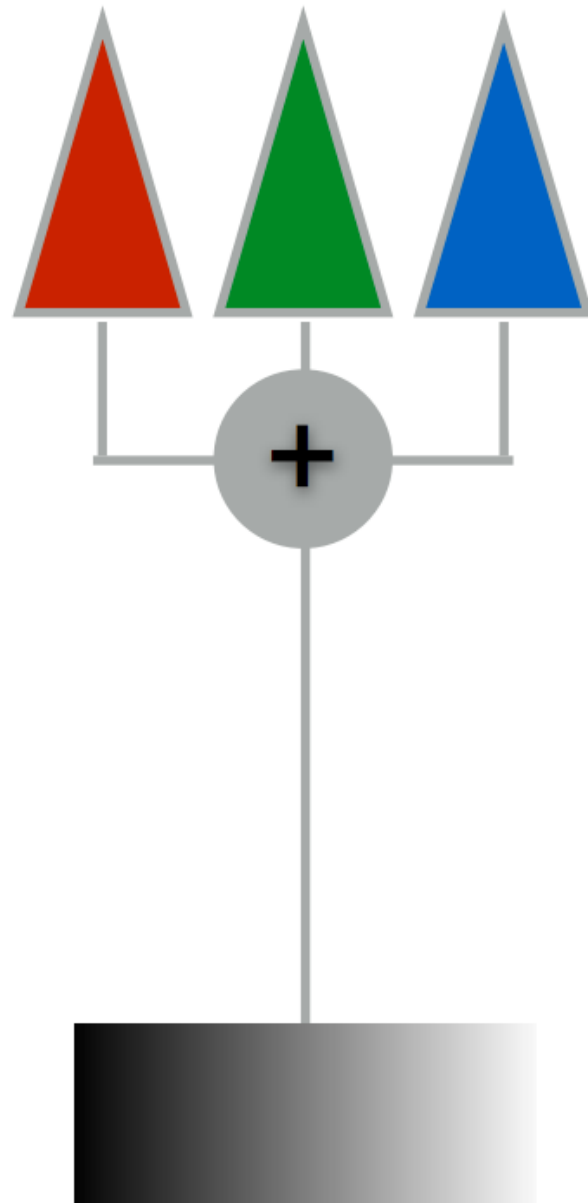


same three numbers,
same impression

METAMERISM

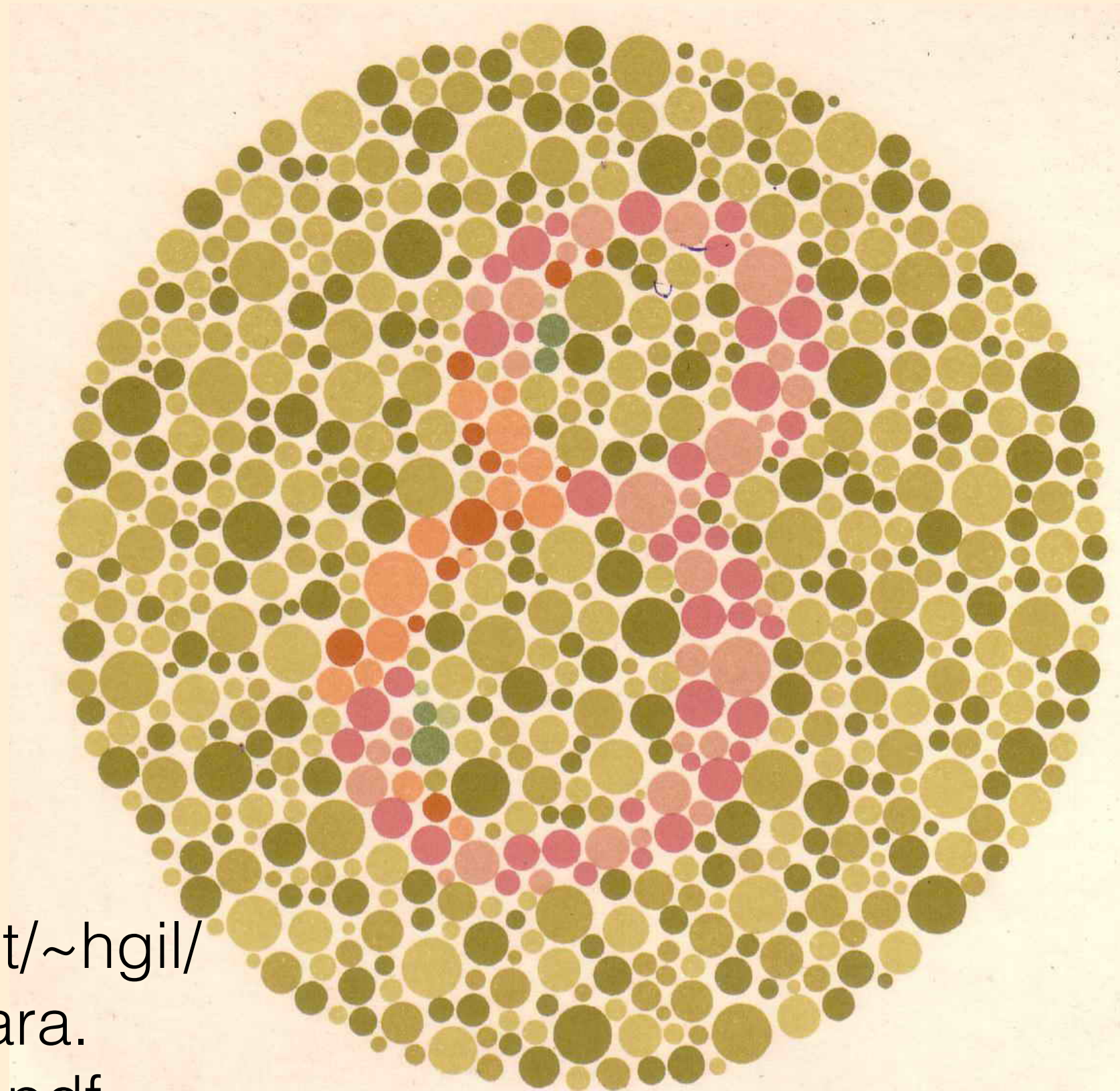


OPPONENT PROCESS MODEL



COLOR VISION DEFICIENCIES

Ishihara Plates



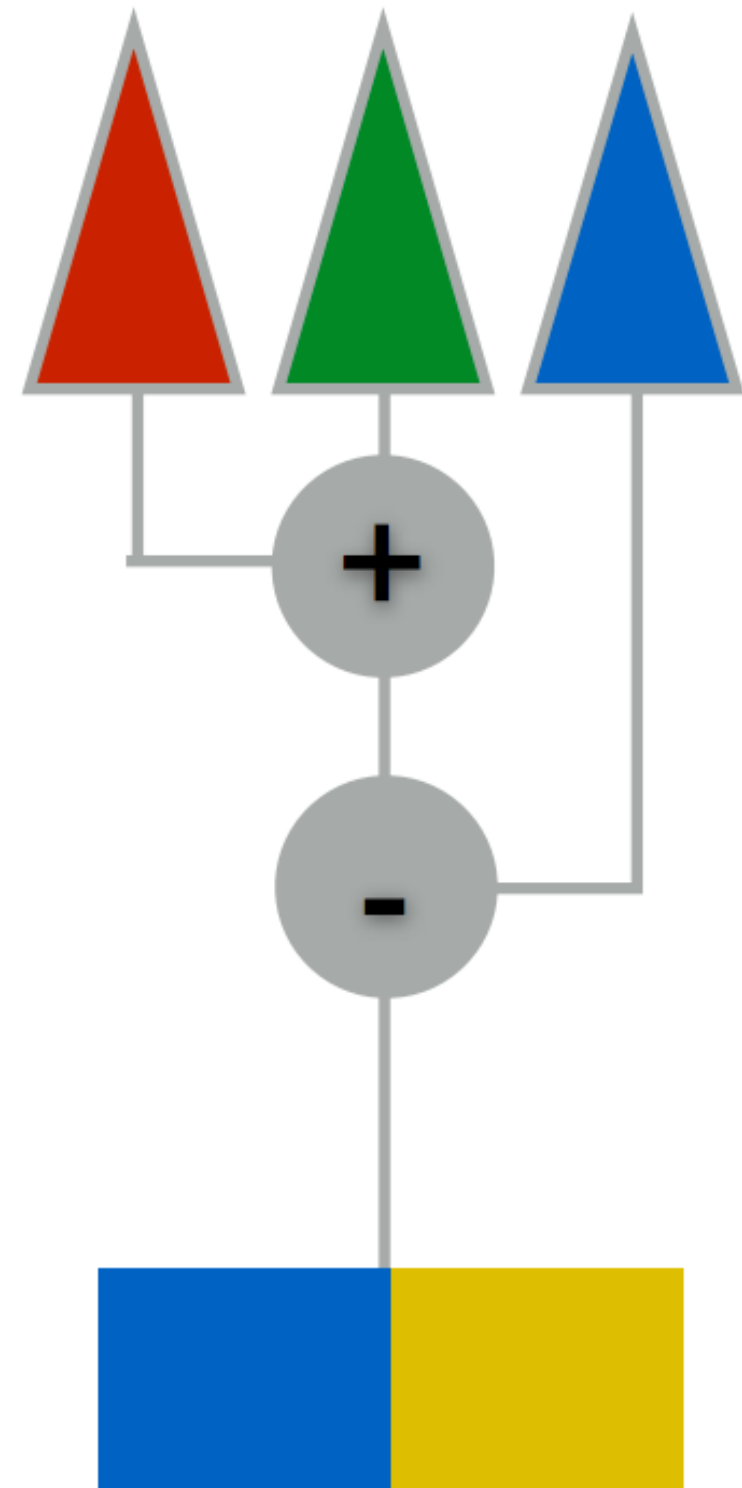
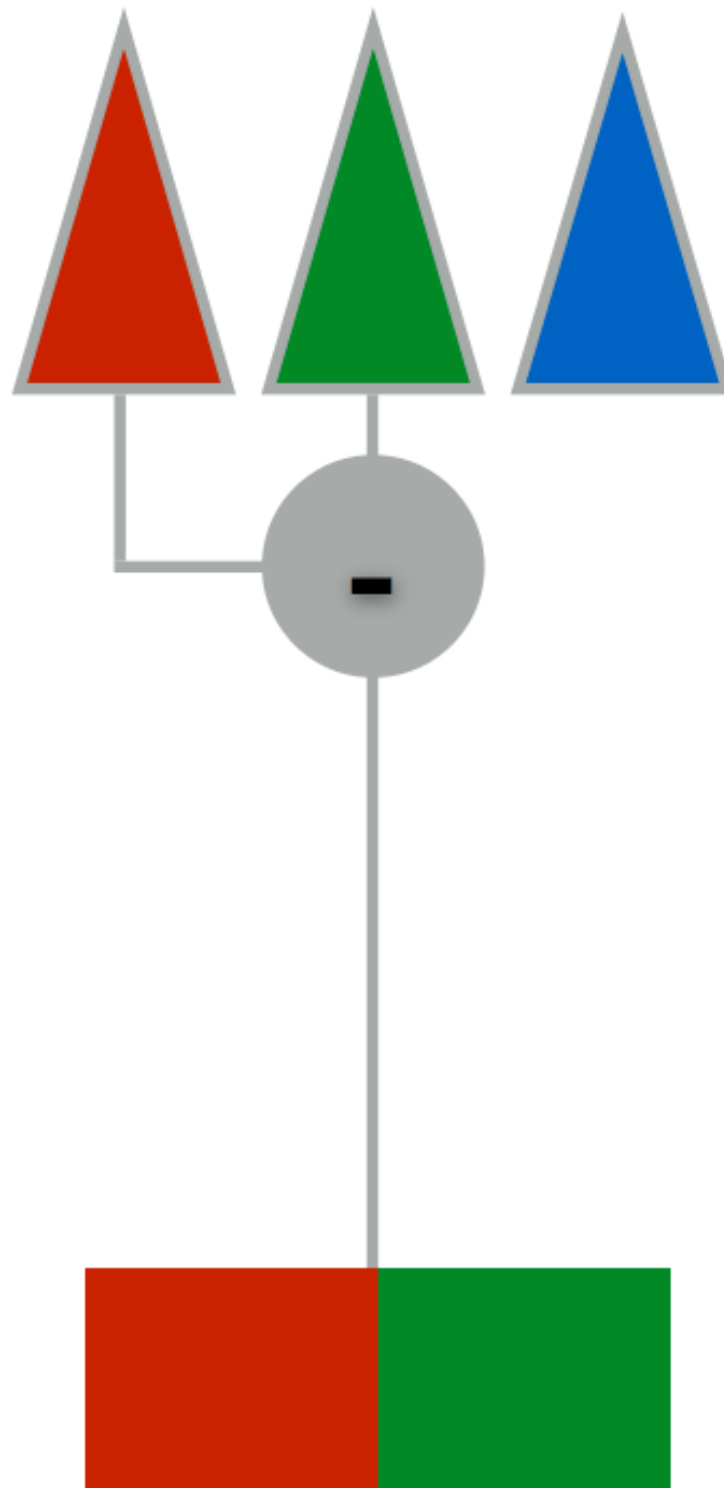
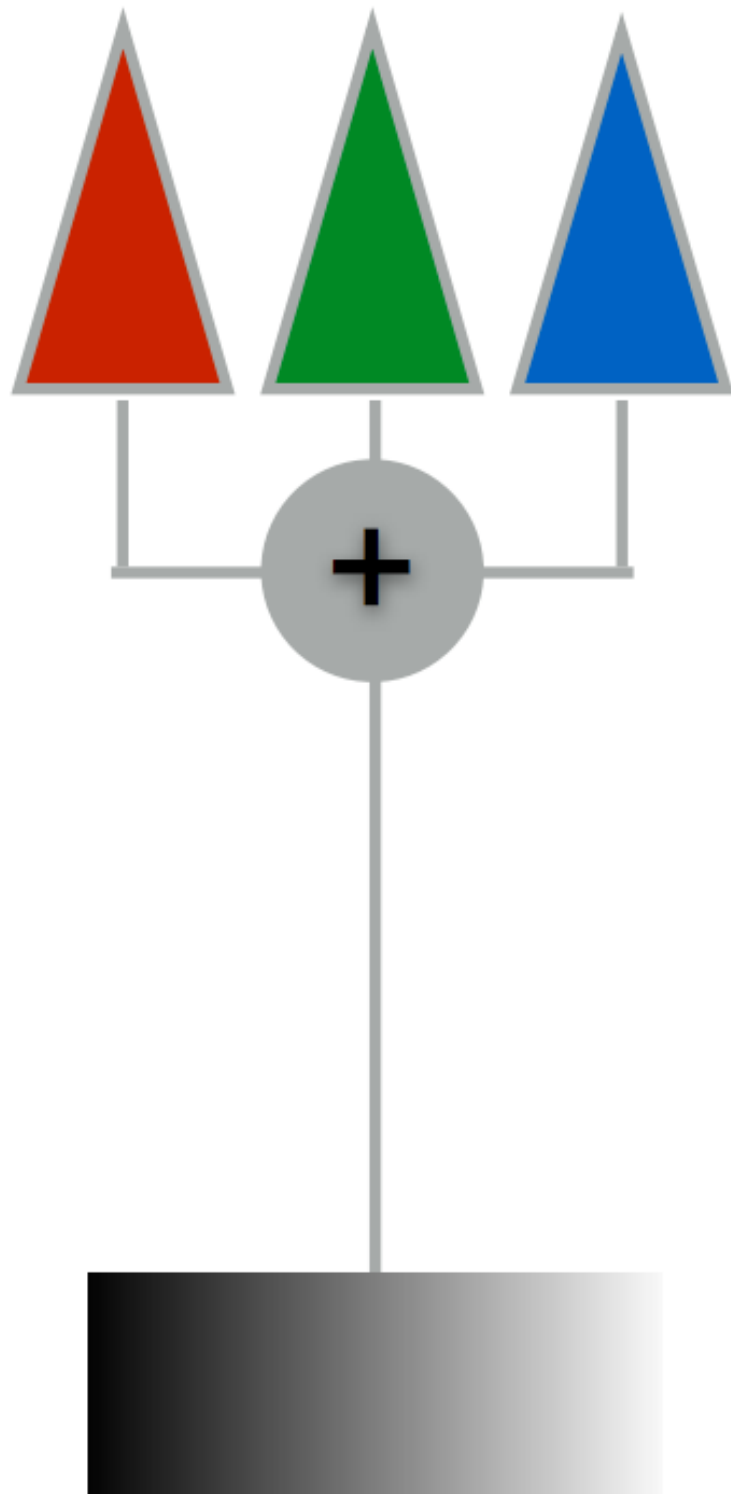
[http://www.dfisica.ubi.pt/~hgil/
p.v.2/Ishihara/Ishihara.
24.Plate.TEST.Book.pdf](http://www.dfisica.ubi.pt/~hgil/p.v.2/Ishihara/Ishihara.24.Plate.TEST.Book.pdf)

What goes wrong?

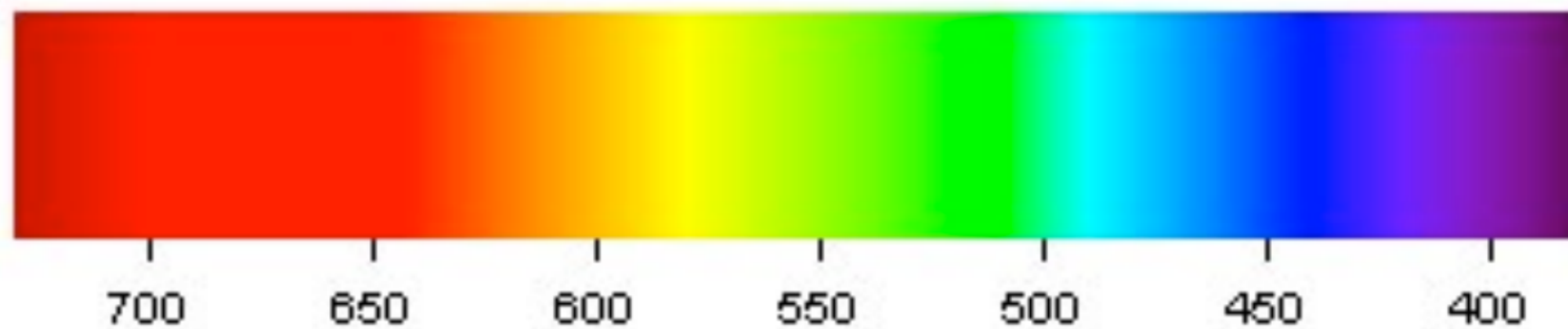
- Two broad classes of problems:
 - Only some types of cones present in the eye (rare)
 - red-green dichromacy, blue-yellow dichromacy
 - Two types of cones with abnormally close response curves
 - relatively common for red-green

How do the “color blind
glasses” work?

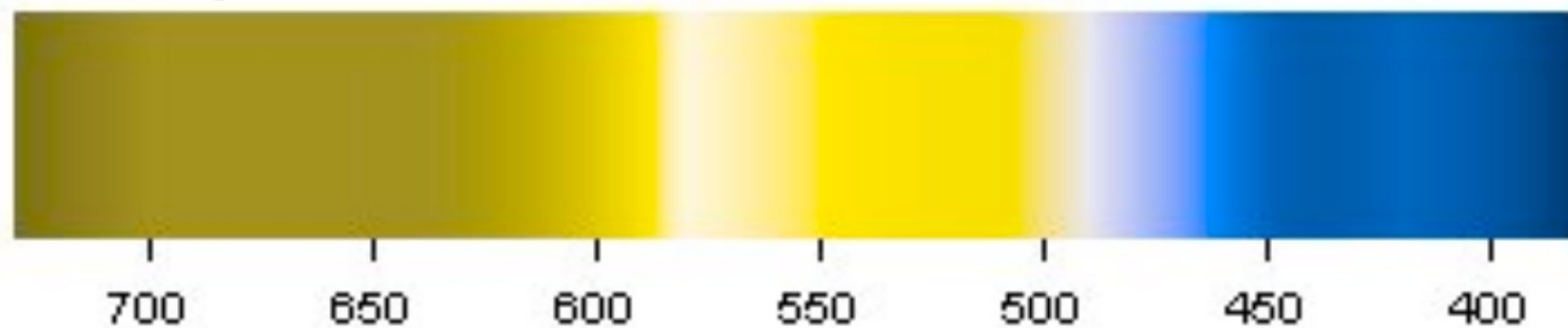
What goes wrong?



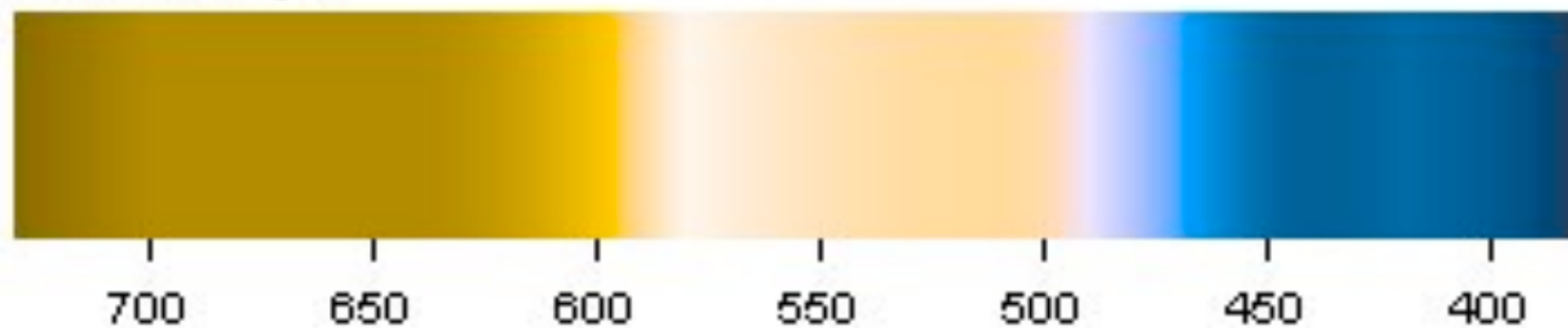
Normal



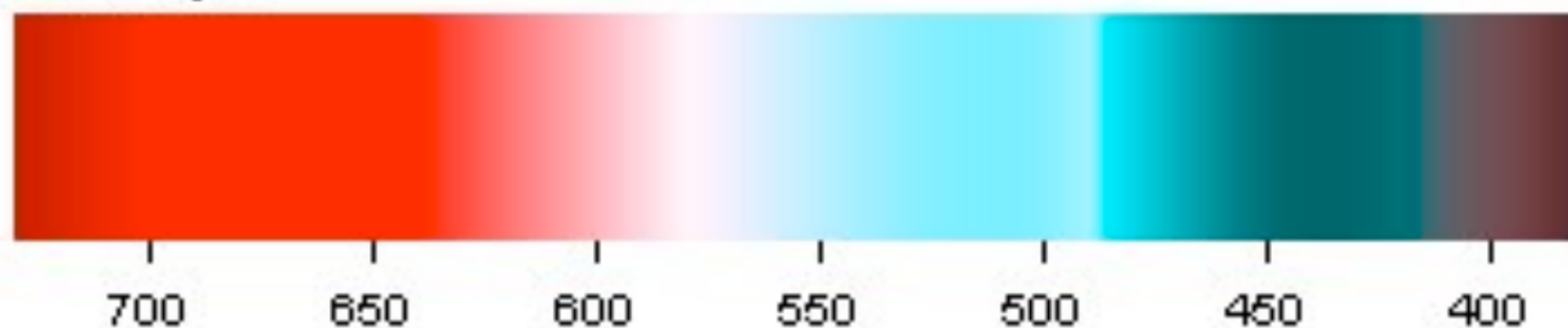
Protanopia



Deuteranopia



Tritanopia



WHAT ARE THE
PRIMARY COLORS?

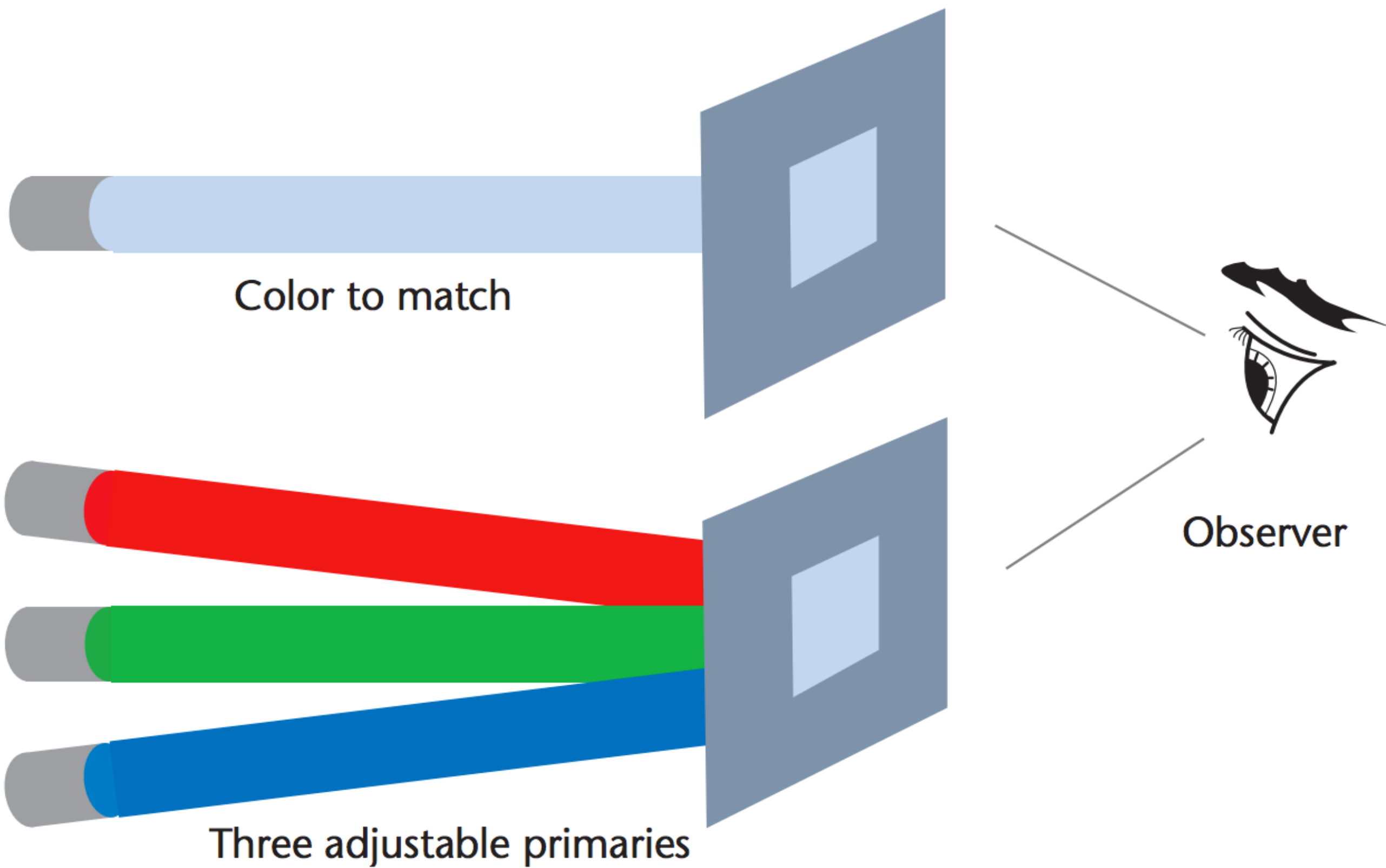
WHAT ARE THE PRIMARY COLORS?

1. red, green, blue
2. red, yellow, blue
3. orange, green, violet
4. cyan, magenta, yellow

WHAT ARE THE PRIMARY COLORS?

1. red, green, blue
2. red, yellow, blue
3. orange, green, violet
4. cyan, magenta, yellow
5. **all of the above**

Any three “independent”
ways of combining color
works (!)

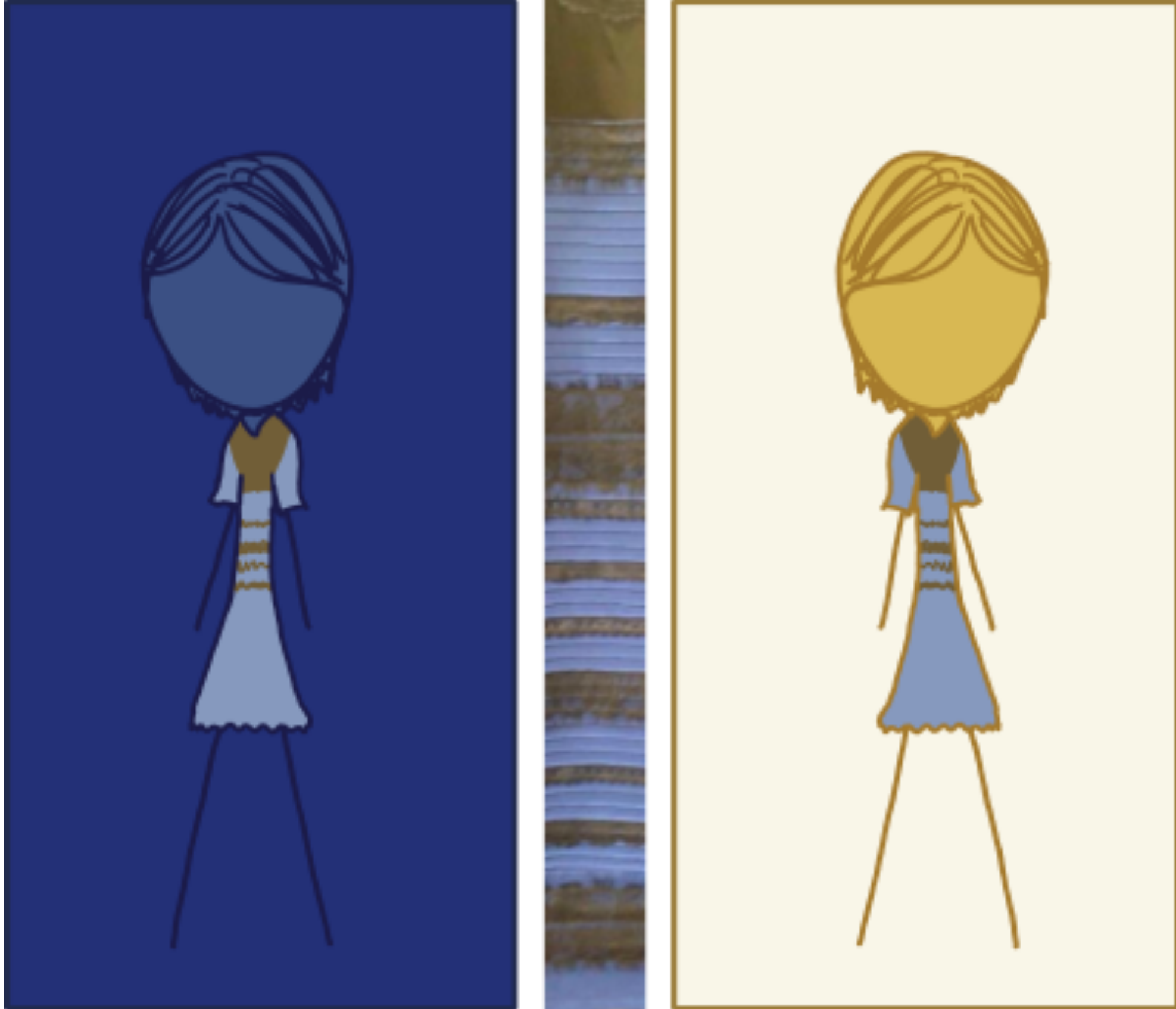


Any three
“independent” ways
of combining color
works (!) ... and it
works against **any**
background color!

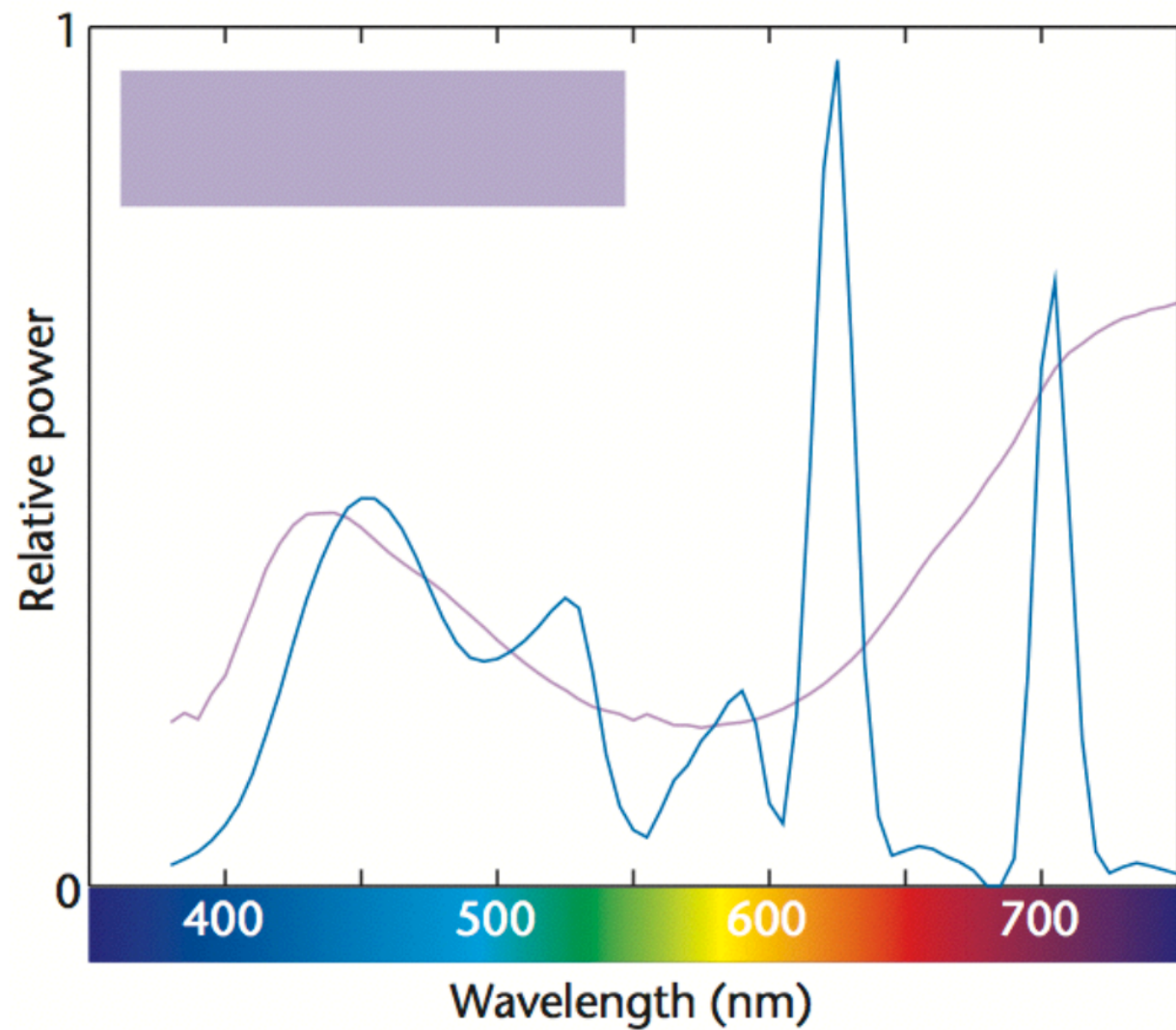
General principle: your
visual perception of an
object often depends
on the **surrounding**
objects



<http://swiked.tumblr.com/post/112073818575/guys-please-help-me-is-this-dress-white-and>

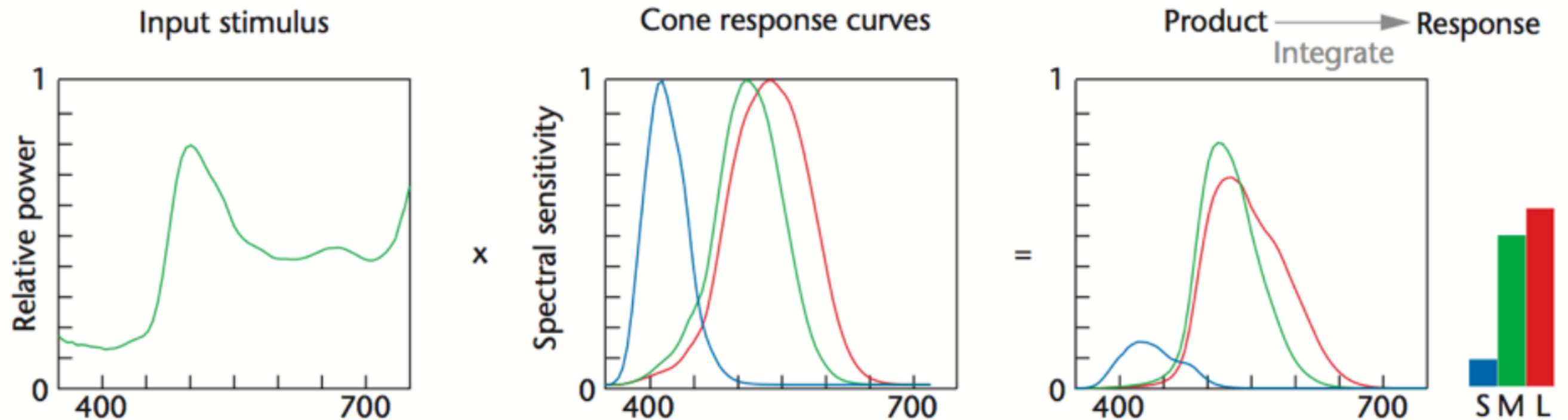


<https://xkcd.com/1492/>



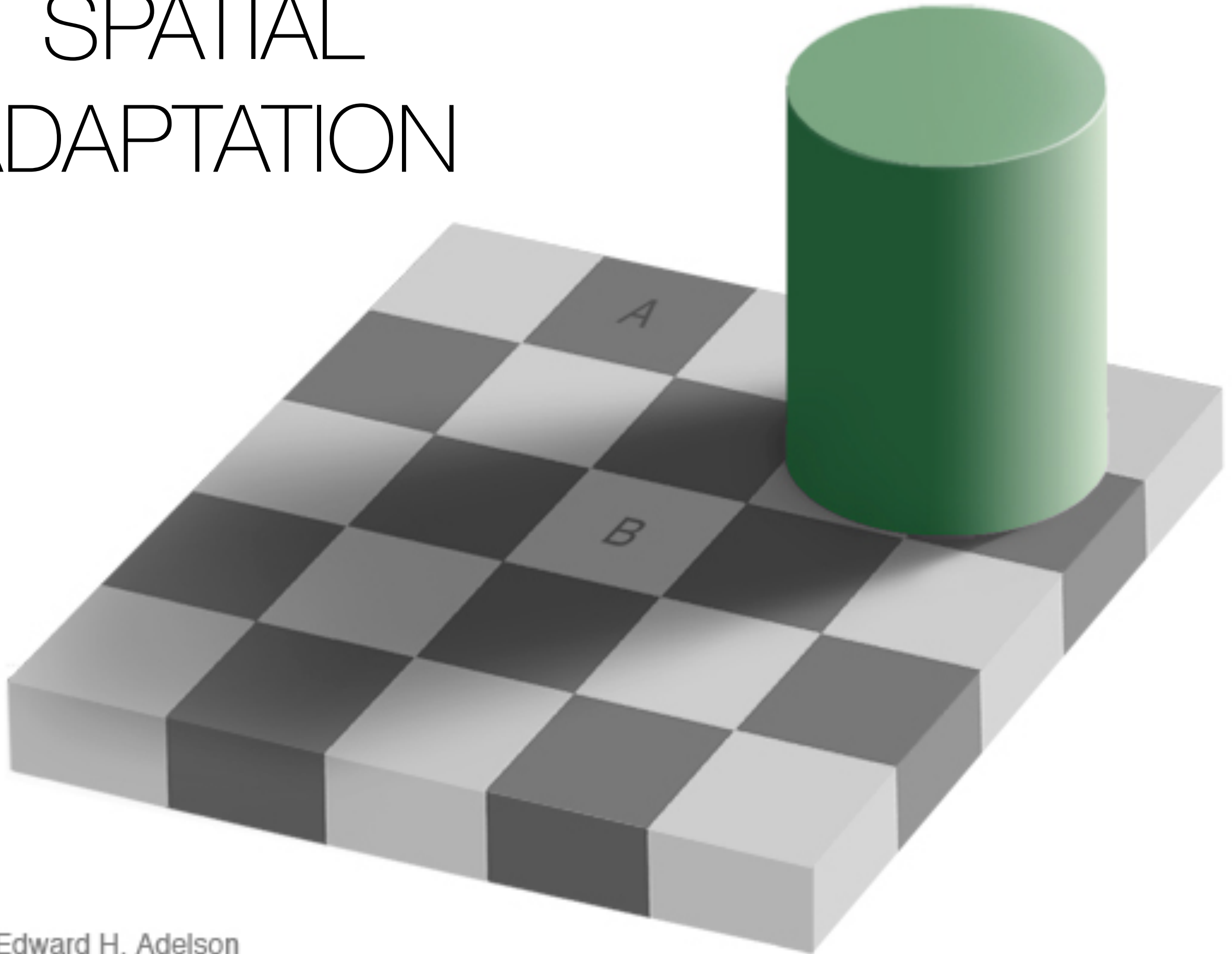
same three numbers,
same impression

METAMERISM



CONSTANCY AND ADAPTATION

SPATIAL ADAPTATION



Edward H. Adelson

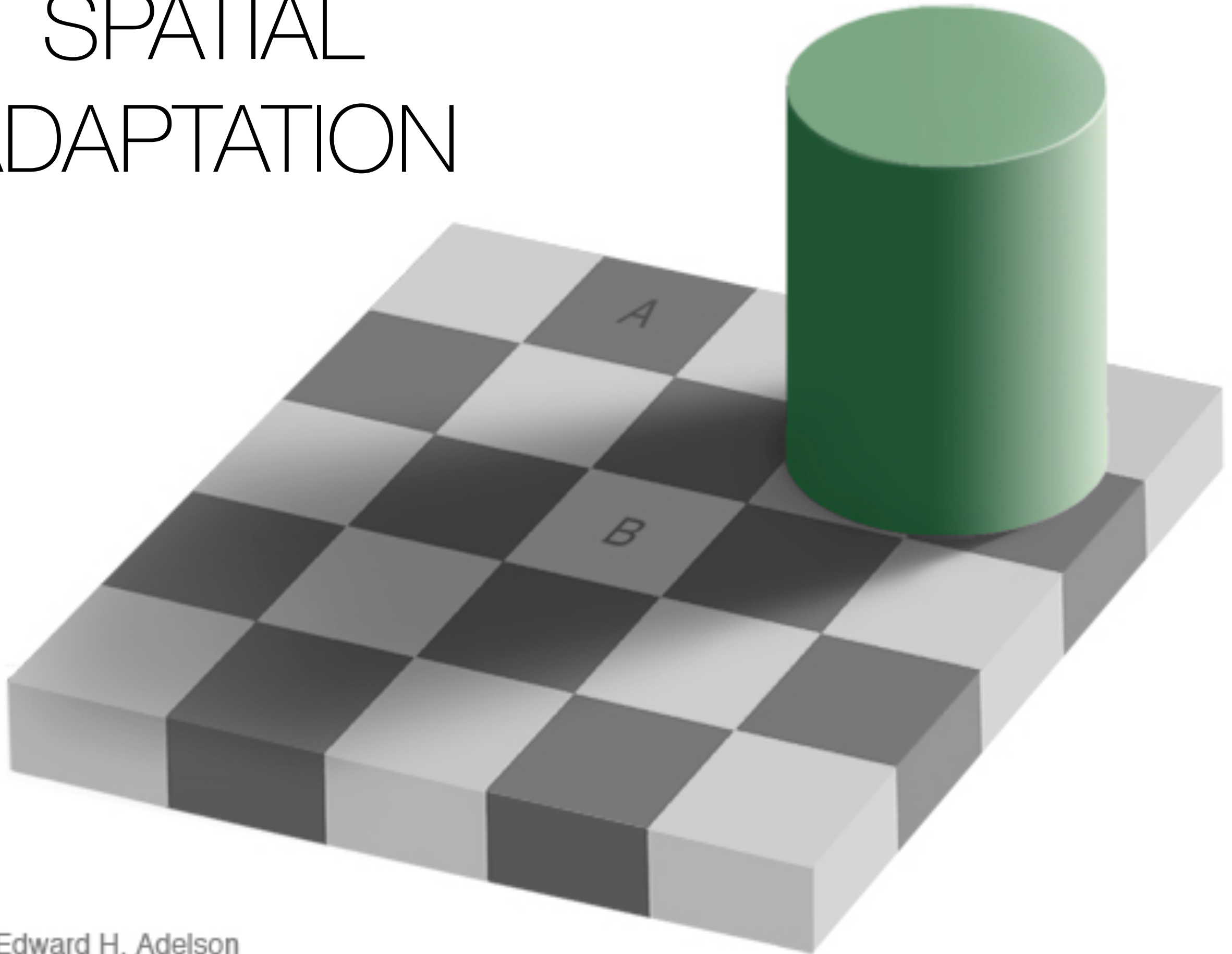
SPATIAL ADAPTATION



SPATIAL ADAPTATION

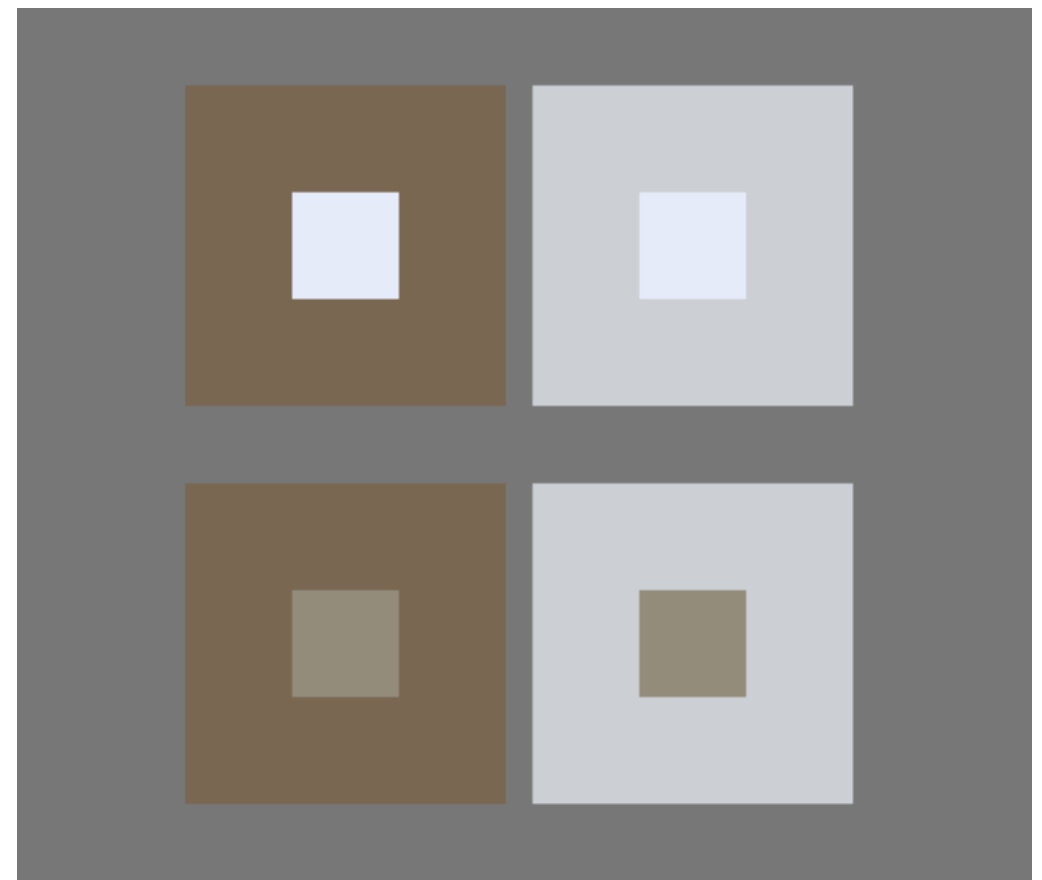


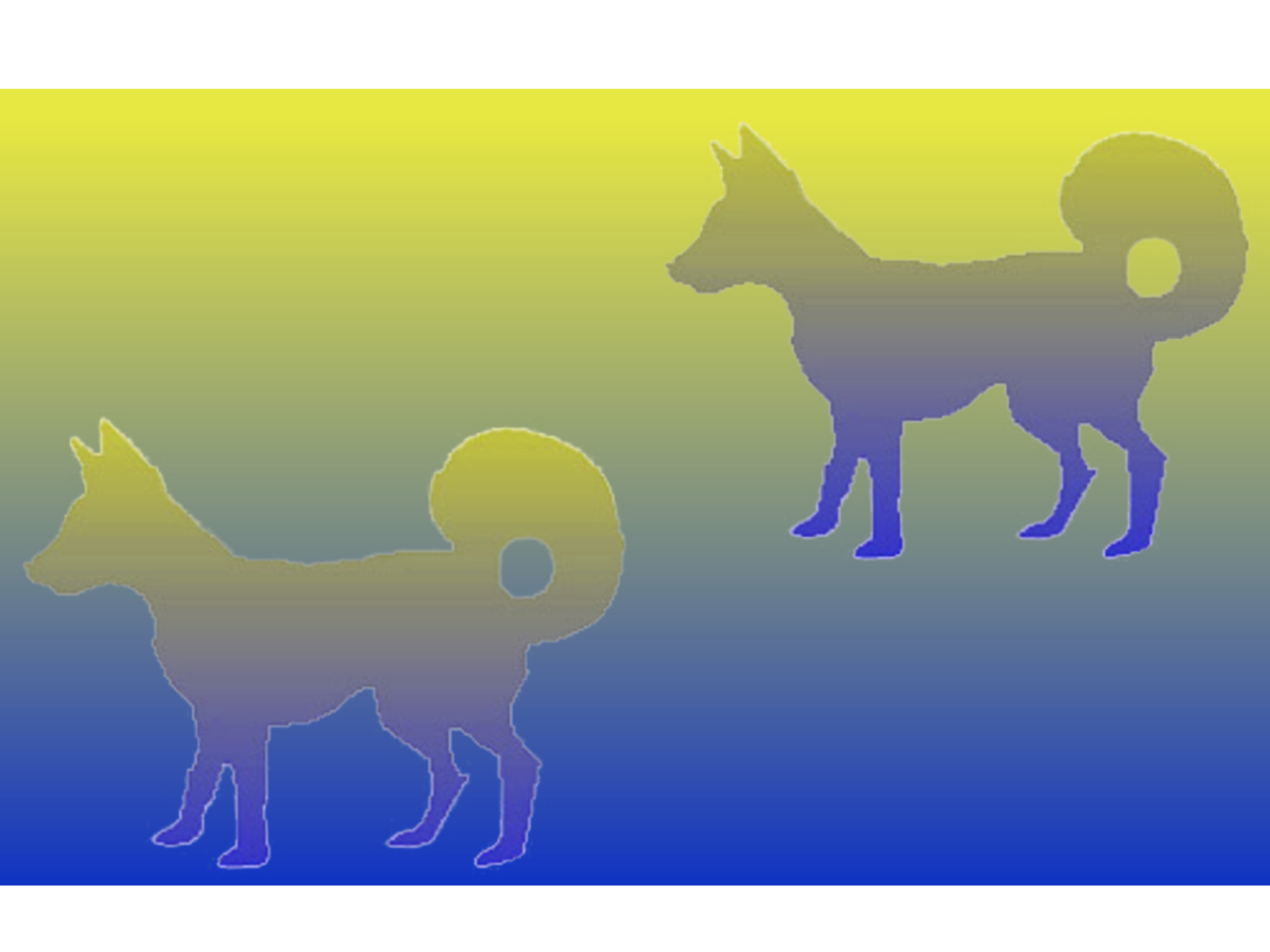
SPATIAL ADAPTATION



Edward H. Adelson

SIMULTANEOUS CONTRAST







TEMPORAL ADAPTATION

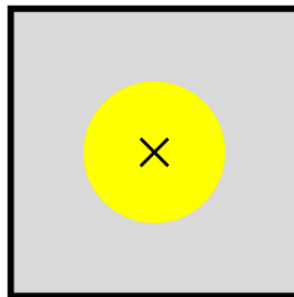
<http://www.moillusions.com/black-and-white-in-colour-again.html/13191556xteeocm7>

Impossible Colors (!)

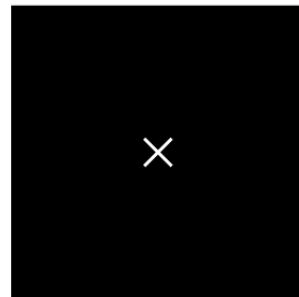
<http://upload.wikimedia.org/wikipedia/commons/5/56/Chimerical-color-demo.svg>

CHIMERICAL COLOR DEMO TEMPLATES

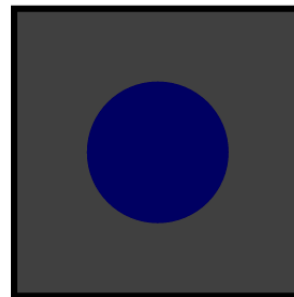
Fatigue template
(stare at "x")



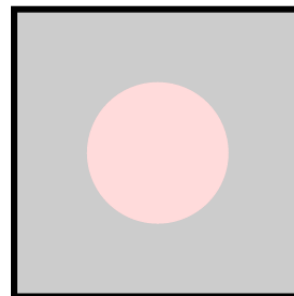
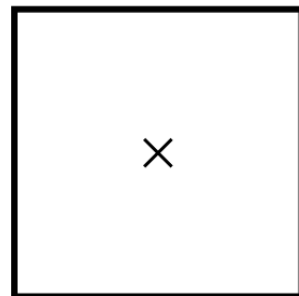
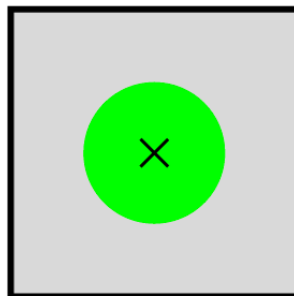
Target field
(glance at "x")



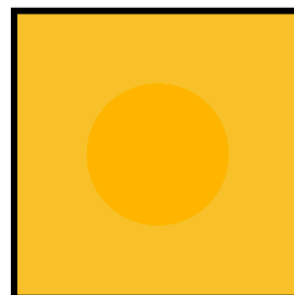
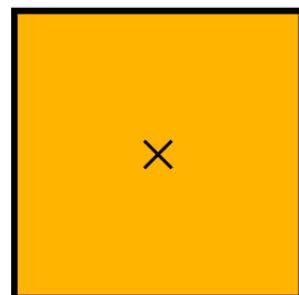
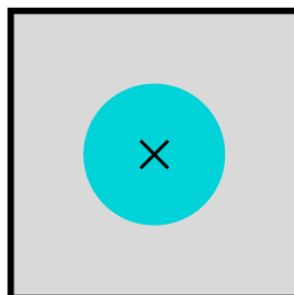
Approximate
Rendering



STYGIAN BLUE
(simultaneously deep
blue and black)

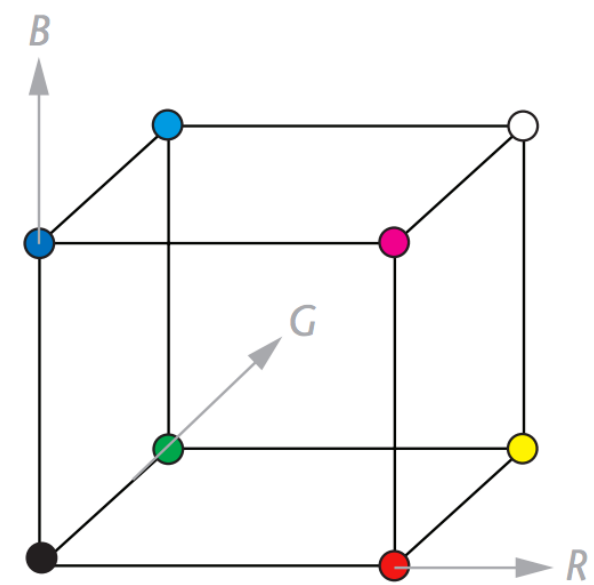


SELF-LUMINOUS RED
(simultaneously red and
brighter than white)



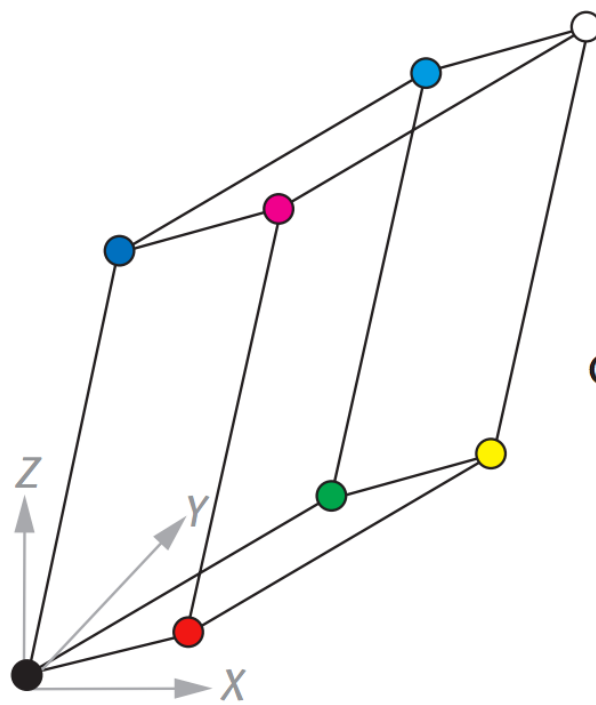
HYPERBOLIC ORANGE
(more than 100%
color saturation)

Extras (stuff we
skipped in class)



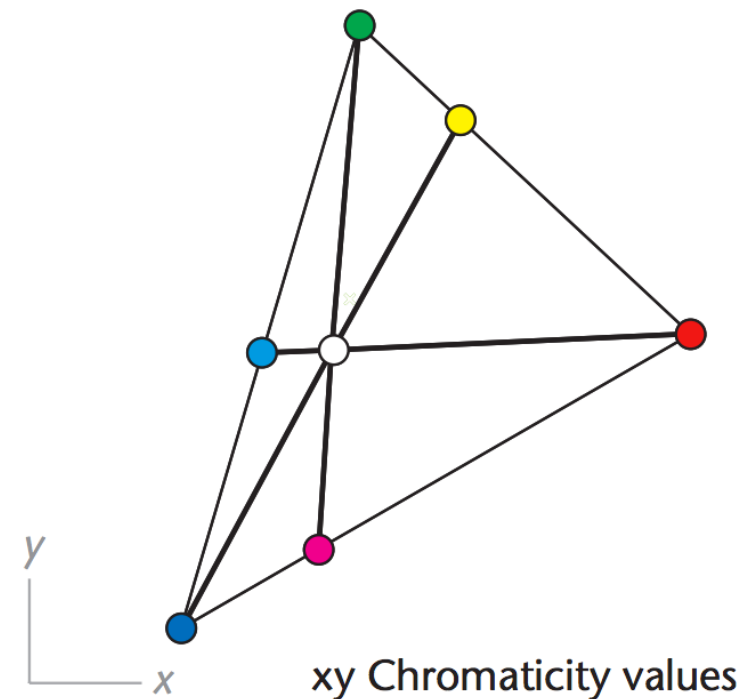
RGB intensity values
(a)

RGB to CIE XYZ
 \longrightarrow
 3 x 3 matrix

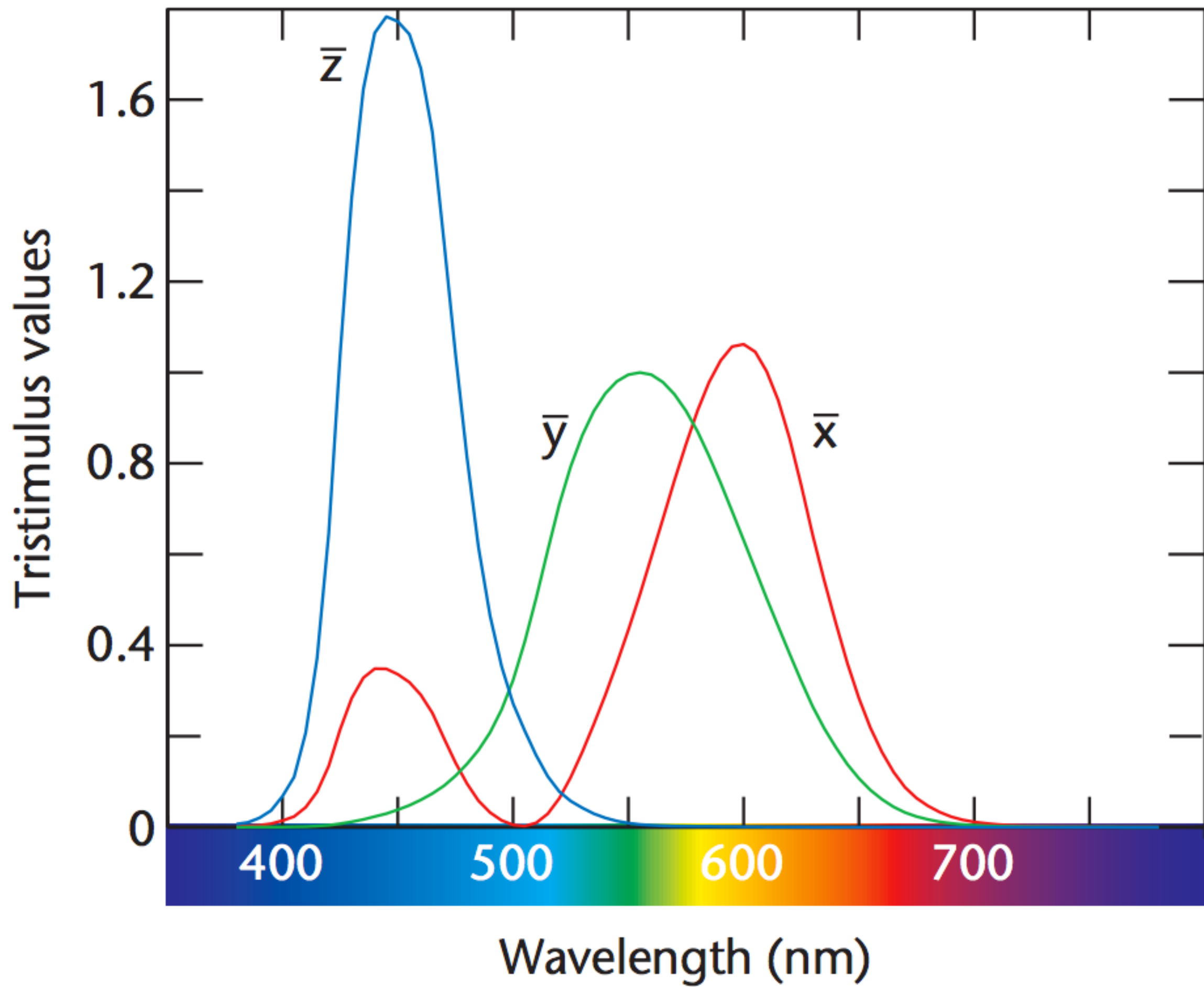


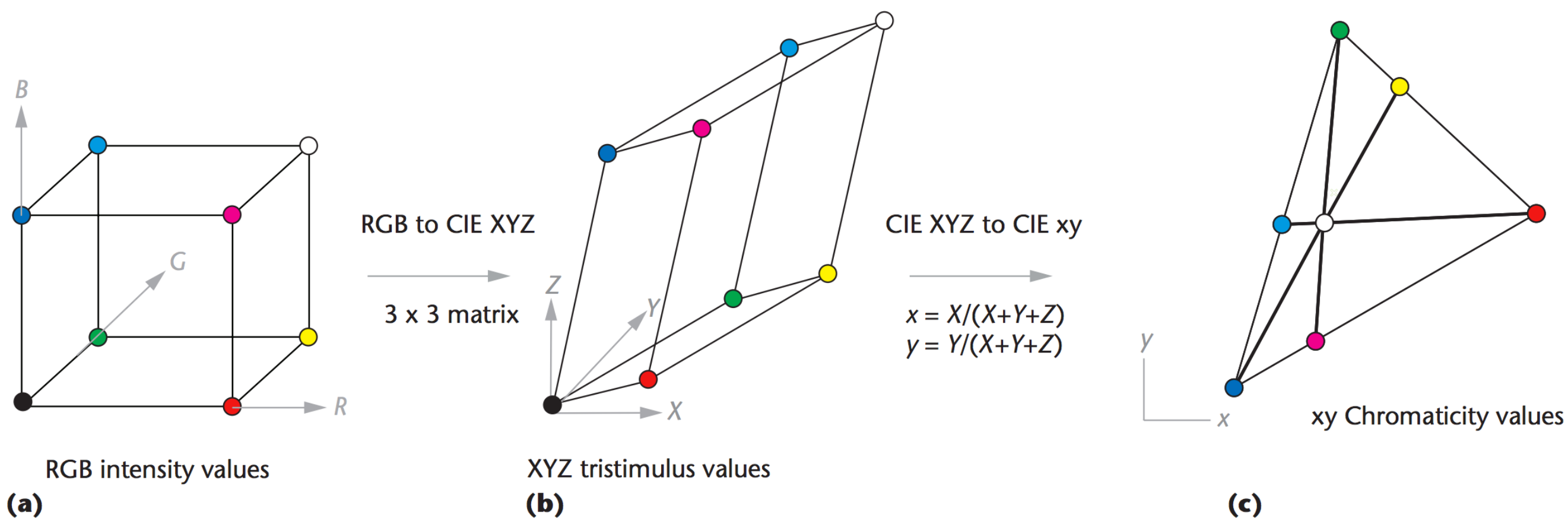
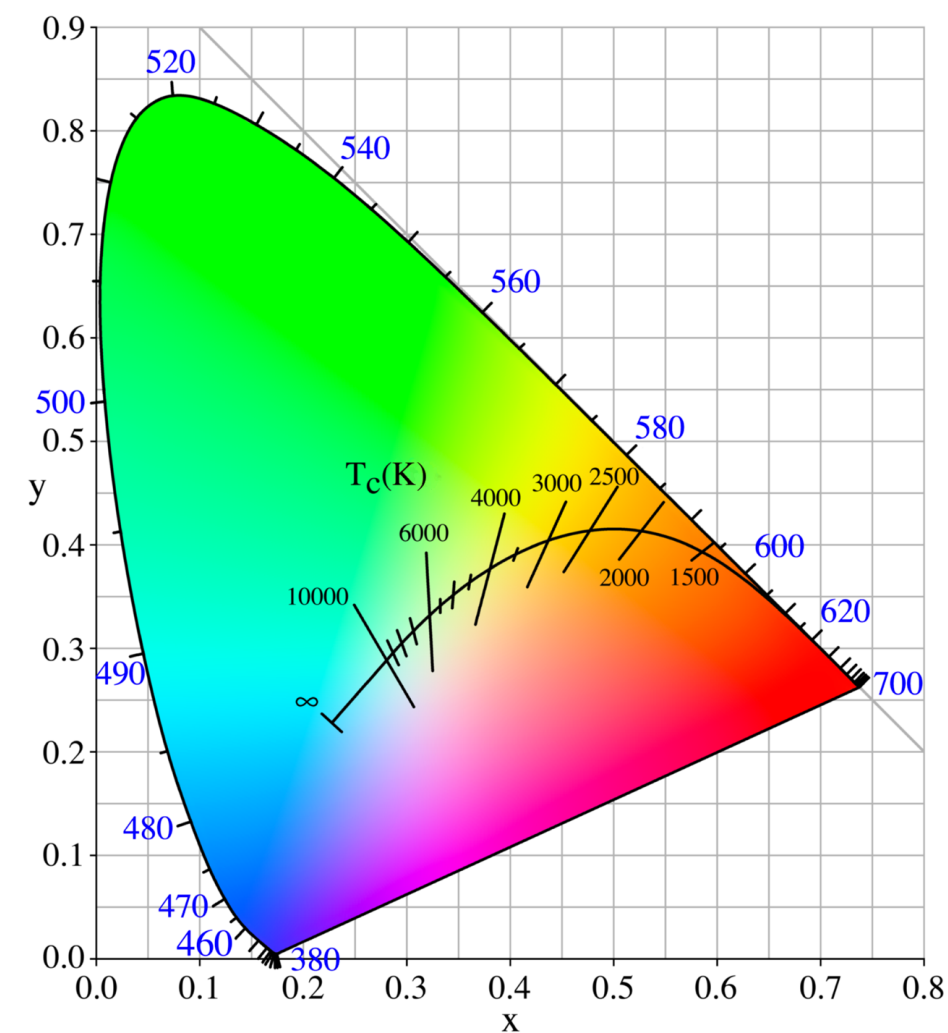
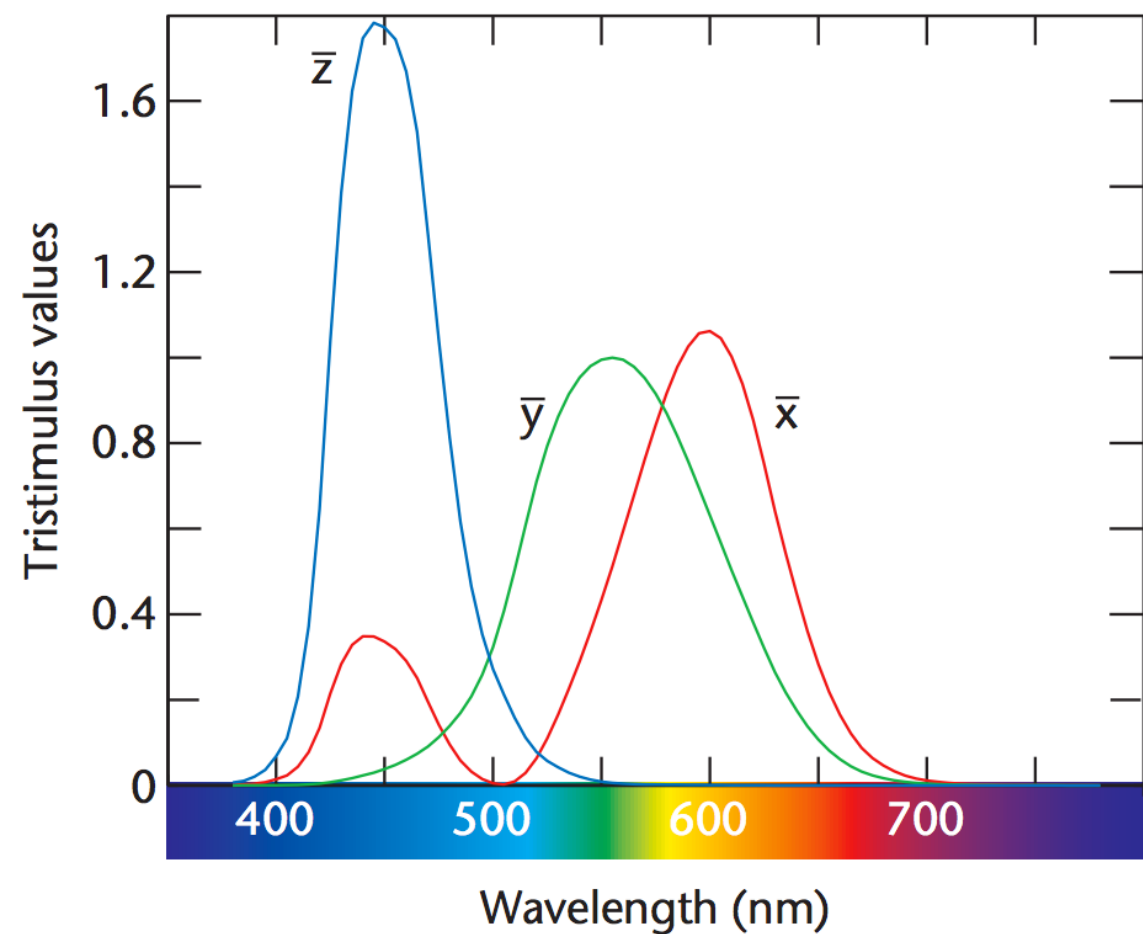
XYZ tristimulus values
(b)

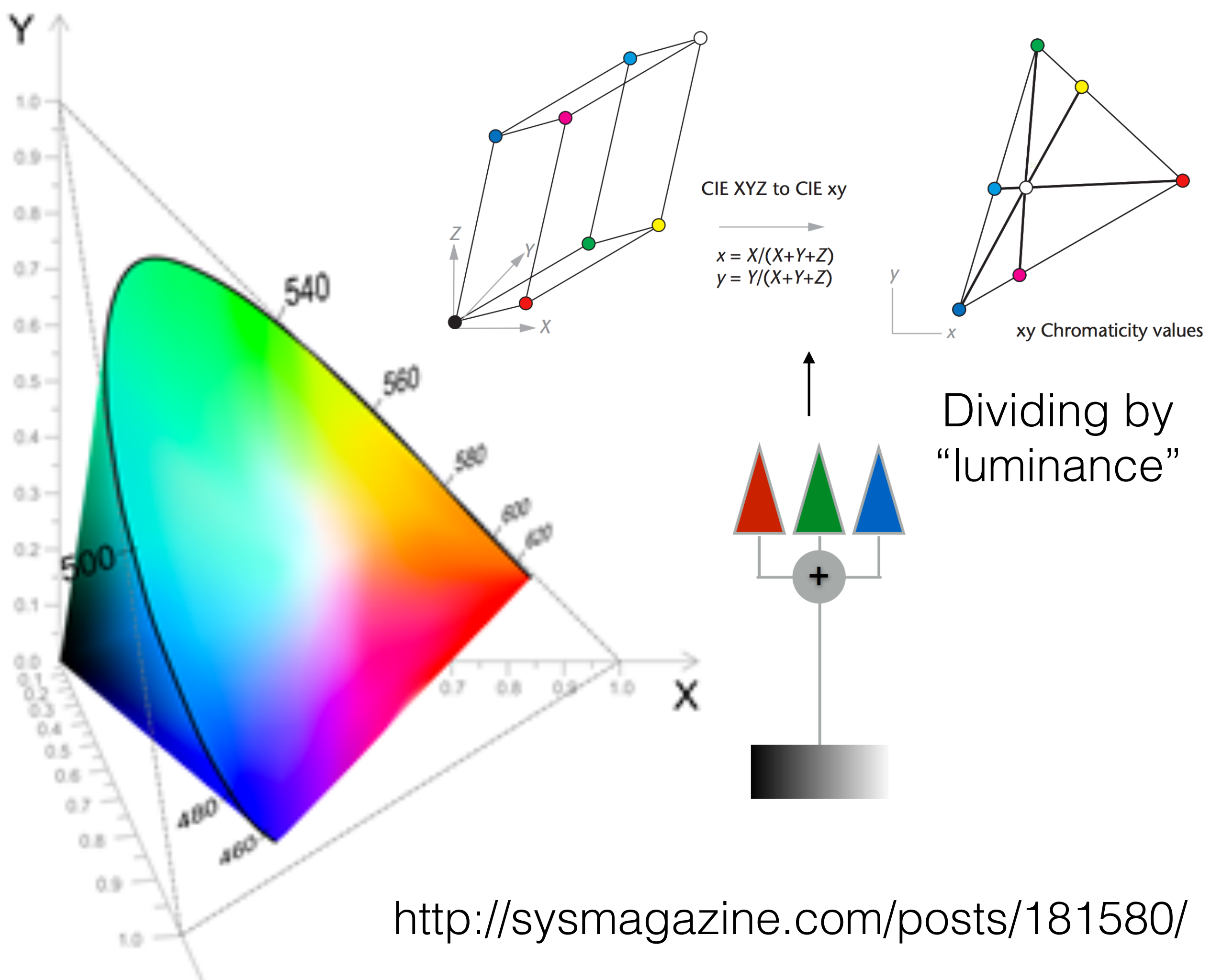
CIE XYZ to CIE xy
 \longrightarrow
 $x = X/(X+Y+Z)$
 $y = Y/(X+Y+Z)$



xy Chromaticity values
(c)







COLOR GAMUTS

- Color space comparison

