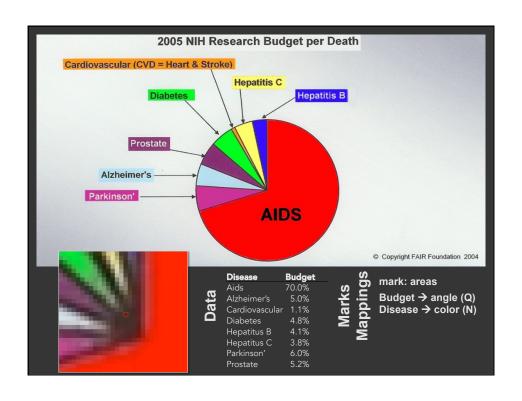
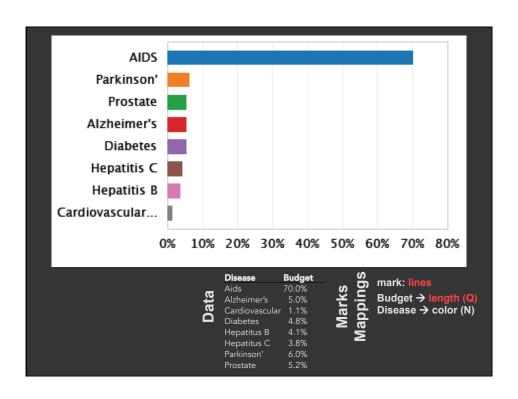
Color

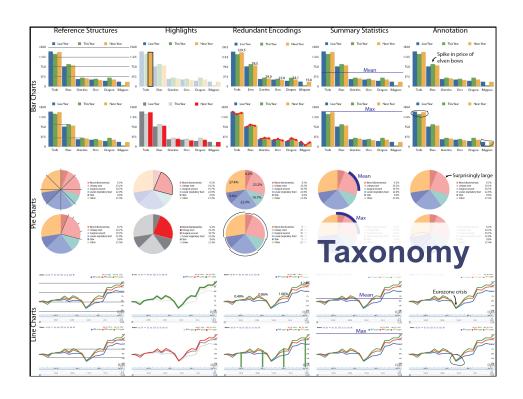
Maneesh Agrawala

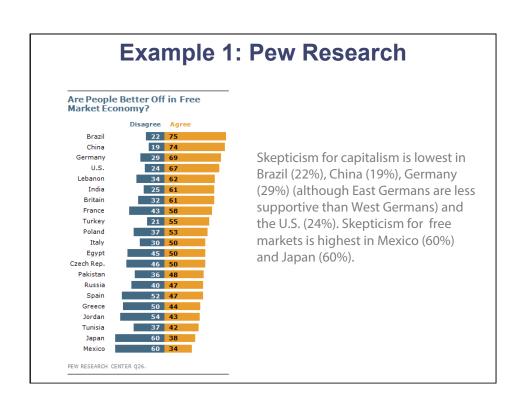
CS 448B: Visualization Fall 2017

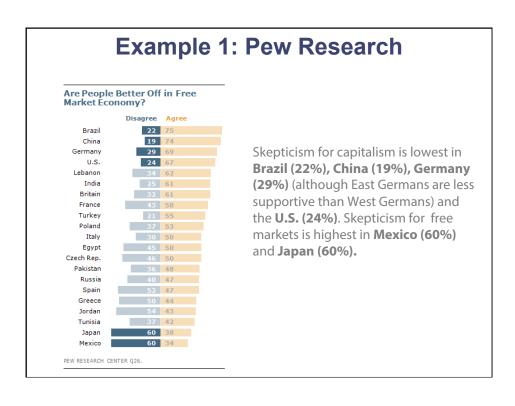
Last Time: Deconstructing Visualizations











Announcements

Final project

Design new visualization method (e.g. software)

- Pose problem, Implement creative solution
- Design studies/evaluations less common but also possible (talk to us)

Deliverables

- Implementation of solution
- 6-8 page paper in format of conference paper submission
- Project progress presentations

Schedule

- Project proposal: Mon 11/6
- Project progress presentation: 11/13 and 11/15 in class (3-4 min)
- Final poster presentation: 12/6 Location: Lathrop 282
- Final paper: 12/10 11:59pm

Grading

- Groups of up to 3 people, graded individually
- Clearly report responsibilities of each member

Color

Color in Visualization Identify, Group, Layer, Highlight Colin Ware

Purpose of Color

To label

To measure

To represent and imitate

To enliven and decorate

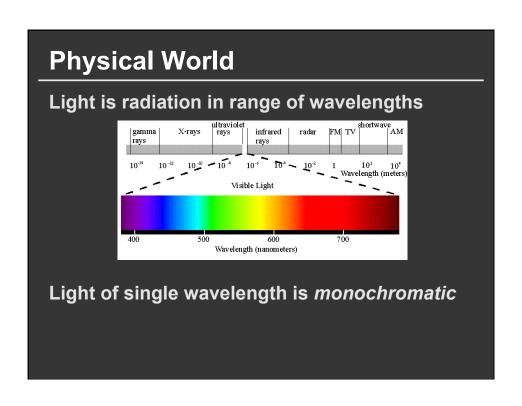
"Above all, do no harm."

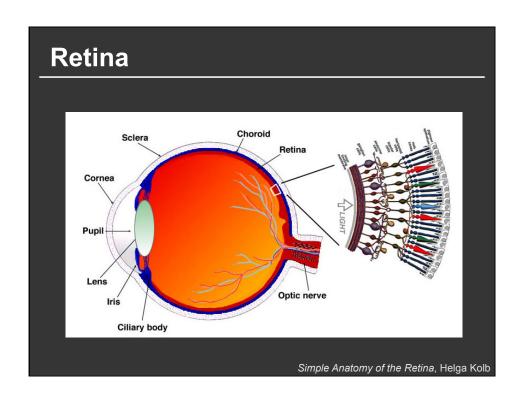
- Edward Tufte

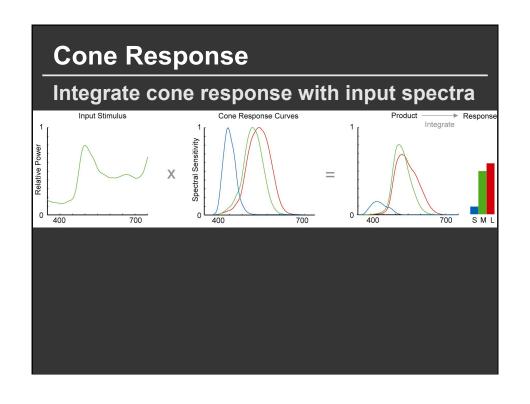
Topics

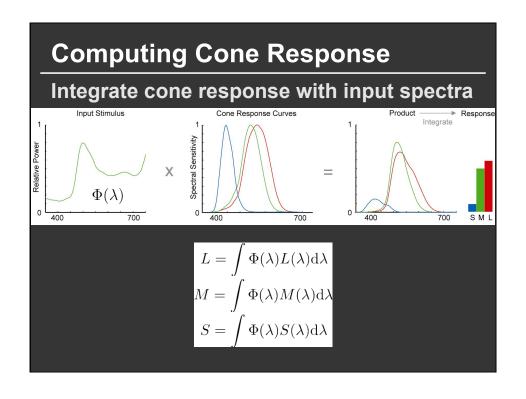
Color Perception Color Naming Using Color in Visualization

Color Perception
Physical World, Visual System, Mental Models

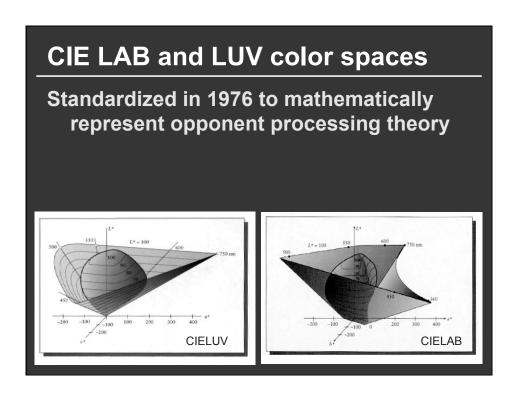








Copponent processing LMS are linearly combined to create: Lightness Red-green contrast Yellow-blue contrast A R-G Y-B Fairchild



Axes of CIE LAB

Correspond to opponent signals

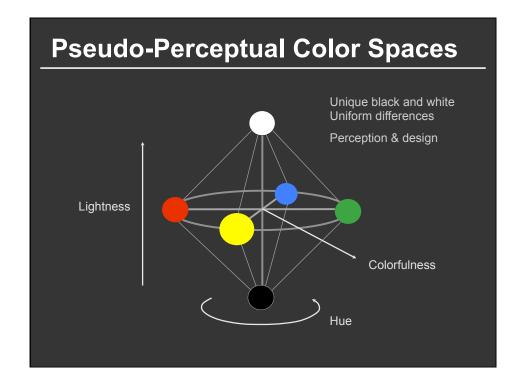
L* = Luminance

a* = Red-green contrast

b* = Yellow-blue contrast

Scaling of axes to represent "color distance"

JND = Just noticeable difference (~2.3 units)



Hue, Value, Chroma

Psuedo-Perceptual Models

HLS, HSV, HSB

NOT perceptual models

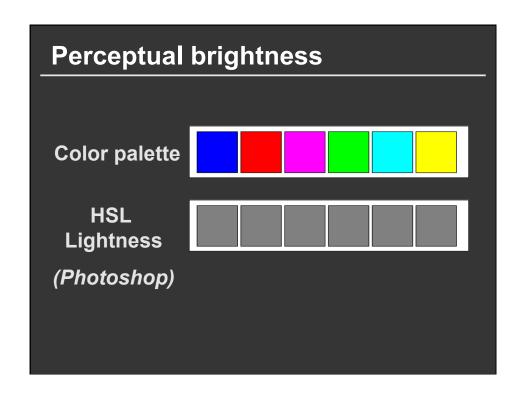
Simple renotation of RGB

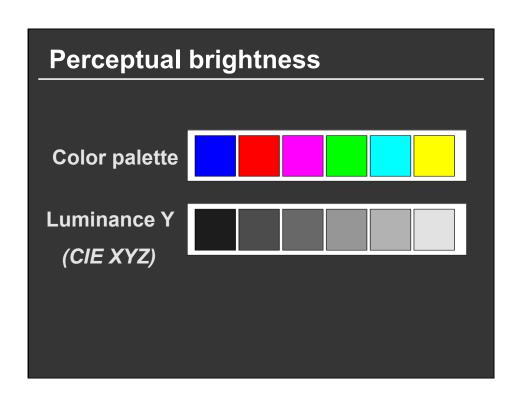
- View along gray axis
- See a hue hexagon
- L or V is grayscale pixel value

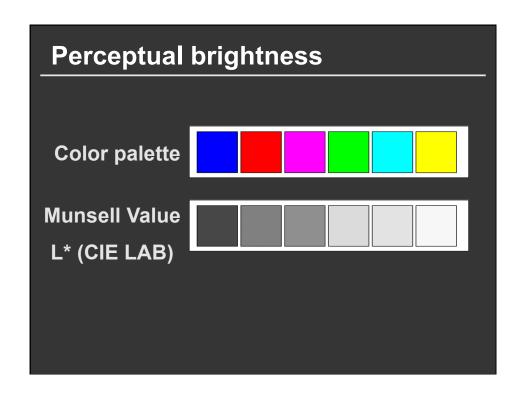
Cannot predict perceived lightness

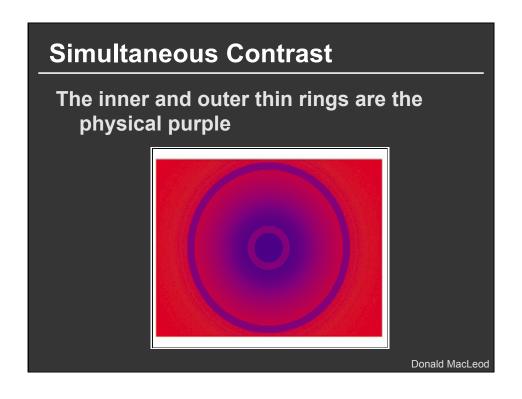


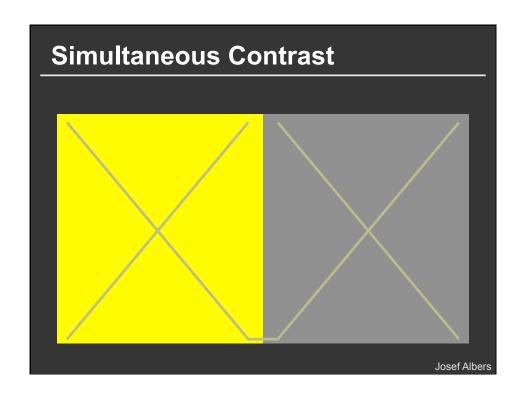


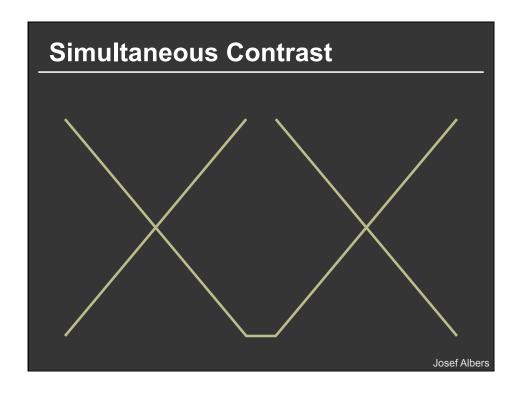




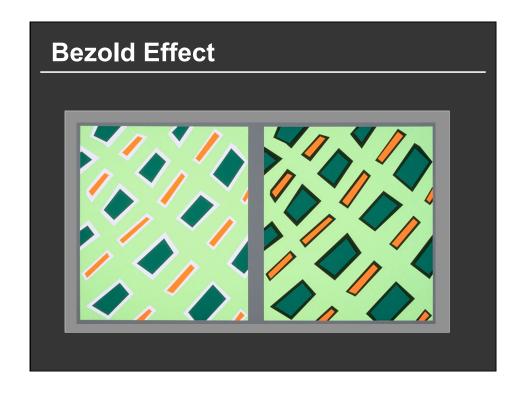


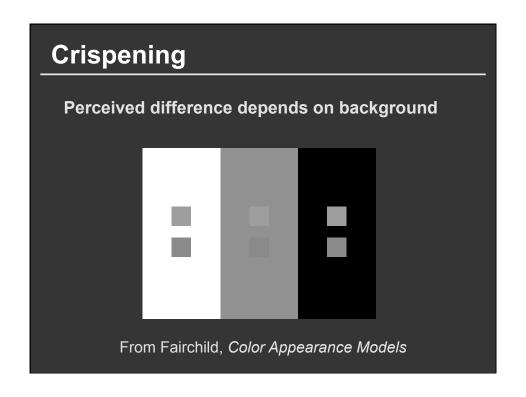


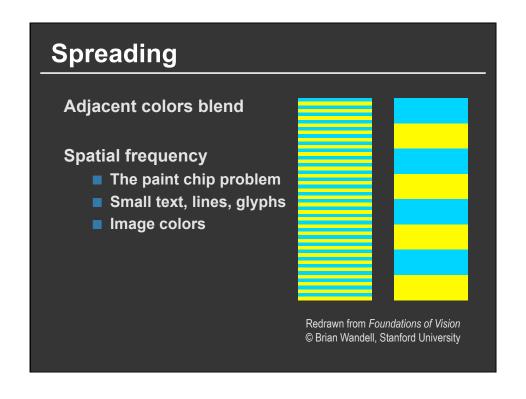


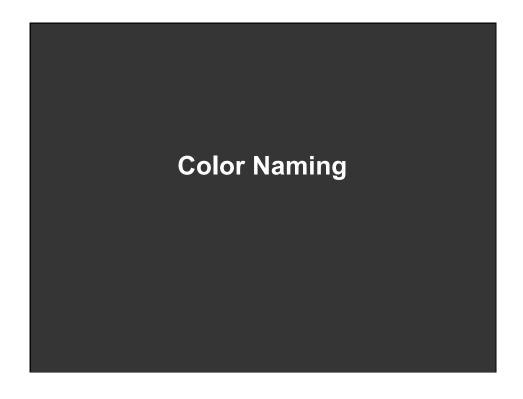


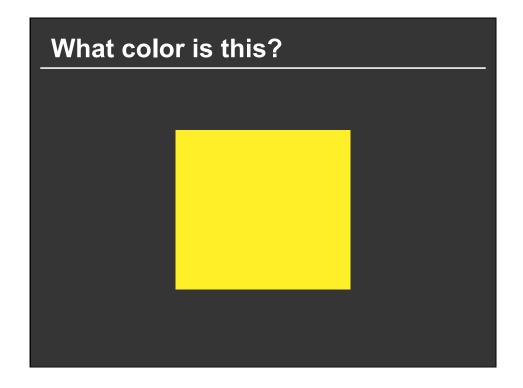
More than a single color Adjacent colors (background) Viewing environment (surround) Appearance effects Adaptation Simultaneous contrast Spatial effects Color in context Color Appearance Models Mark Fairchild

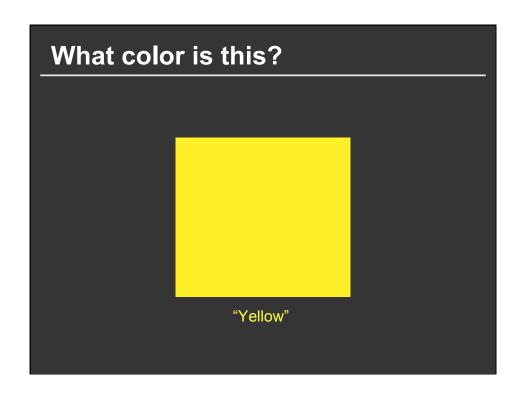


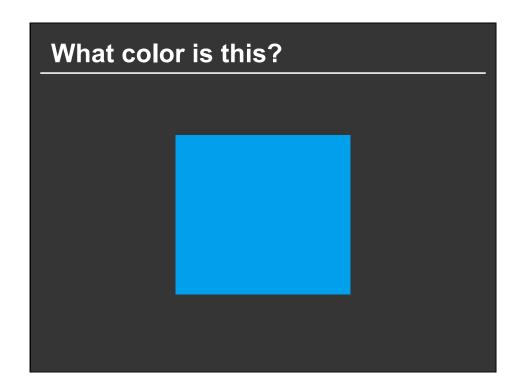


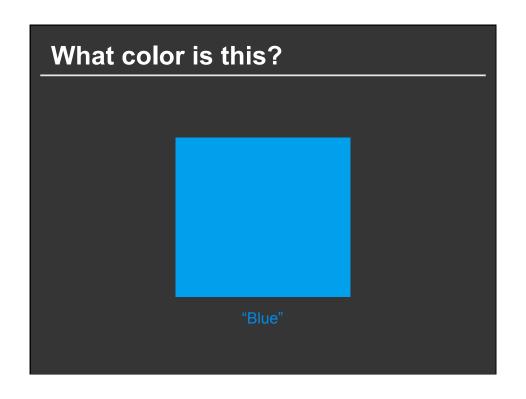


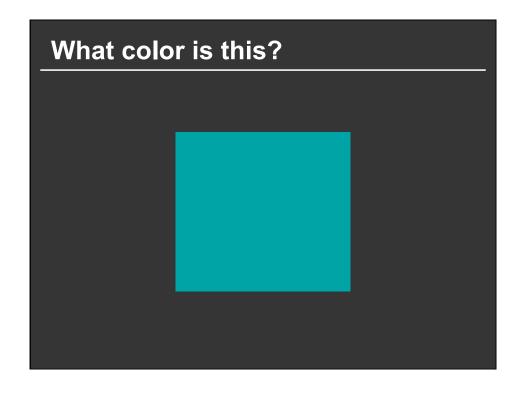


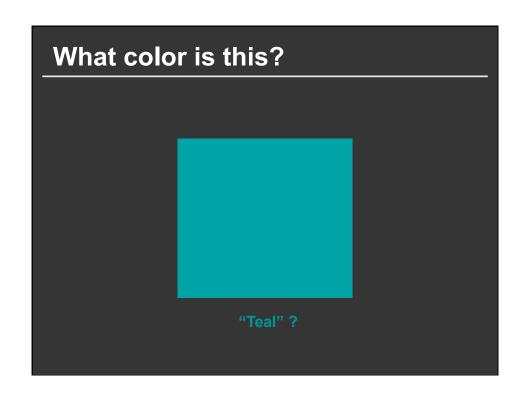


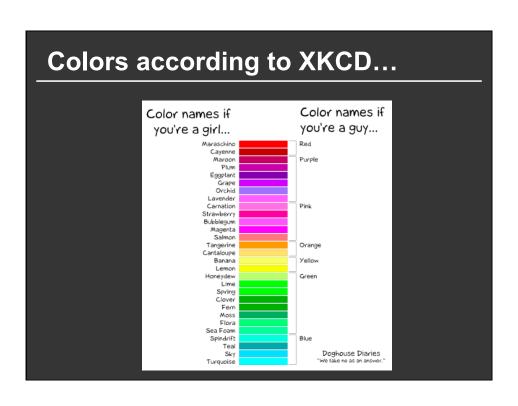


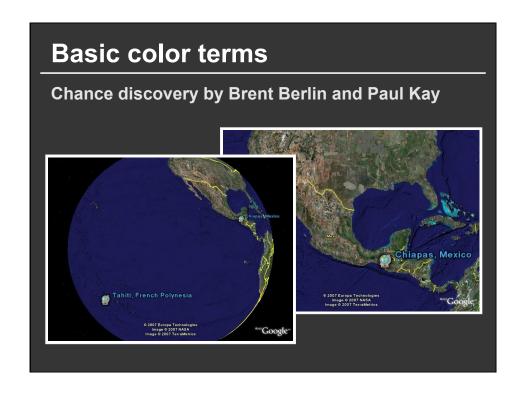








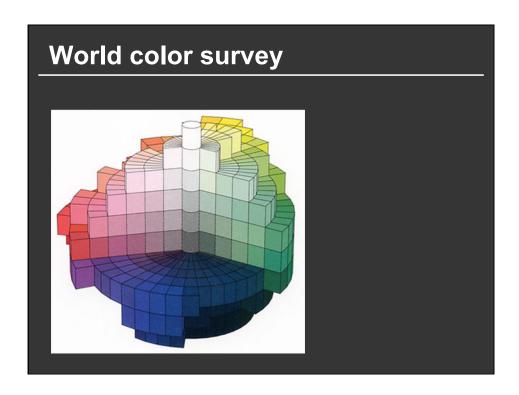


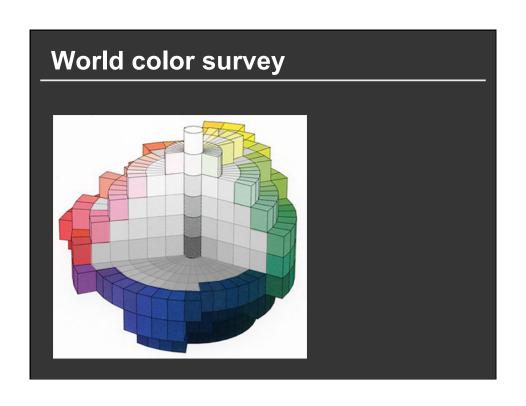


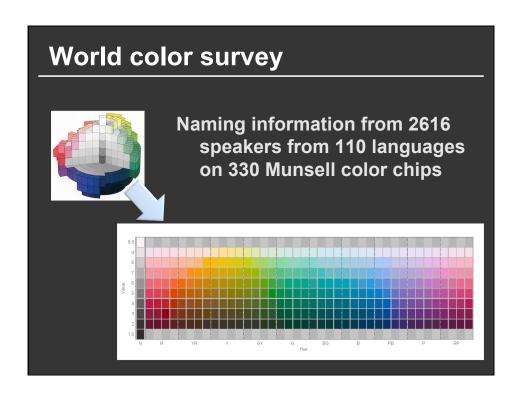
Basic Color Terms

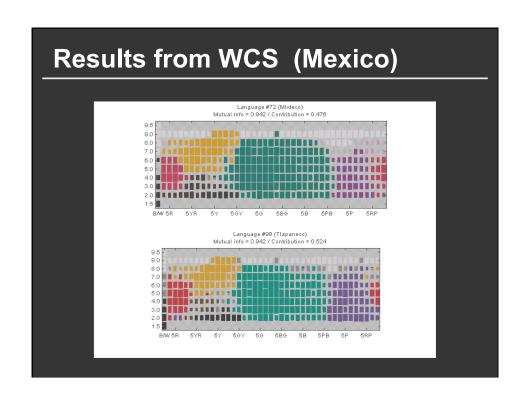
Chance discovery by Brent Berlin and Paul Kay

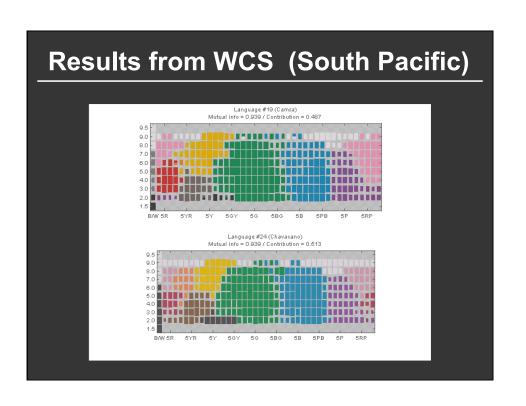
Initial study in 1969
Surveyed speakers from 20 languages
Literature from 69 languages

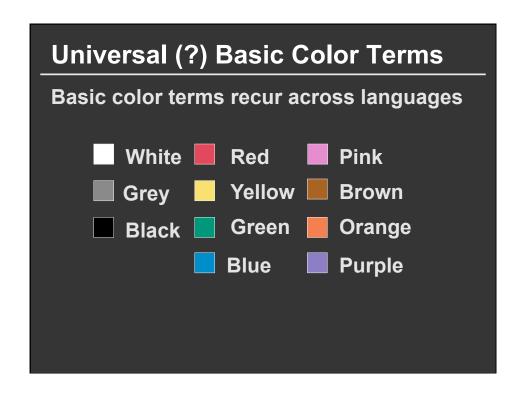


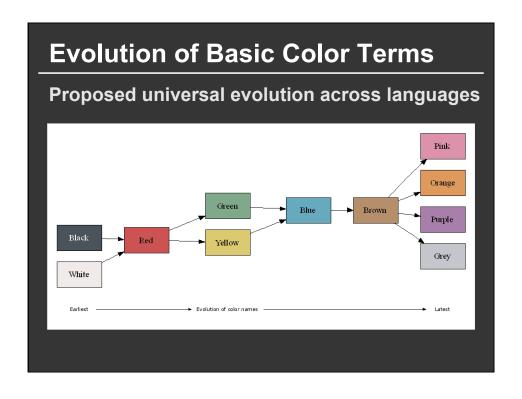






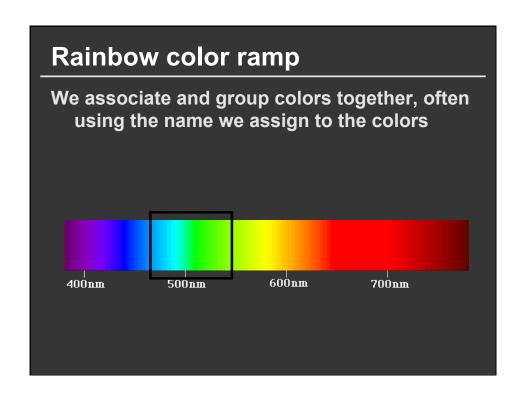


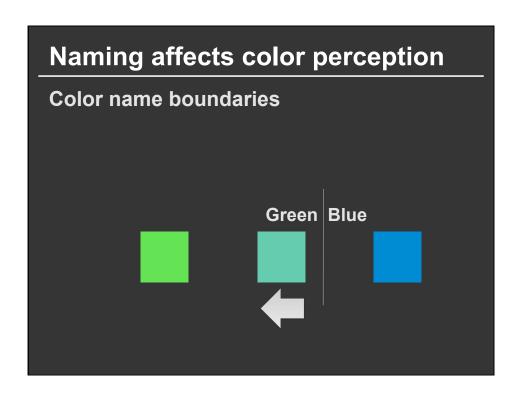


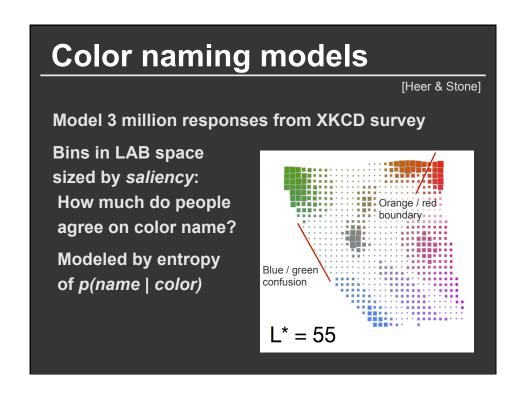


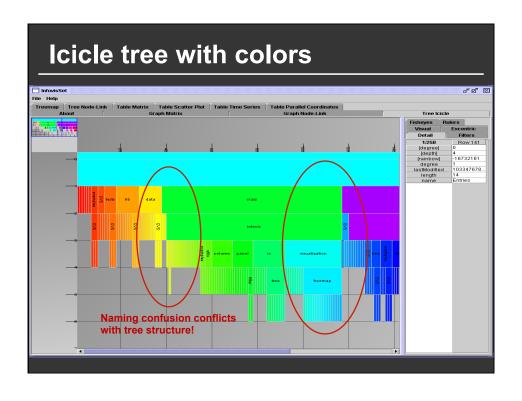




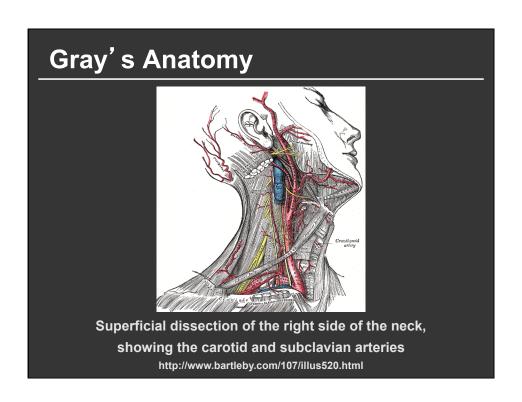


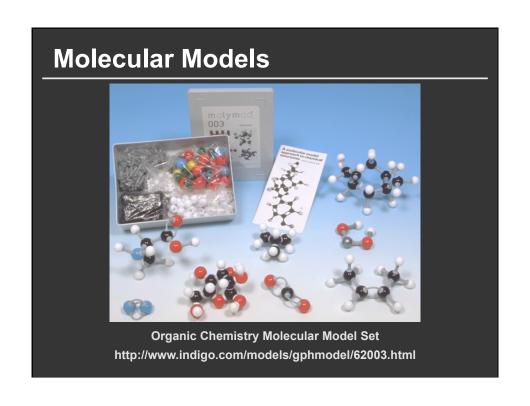


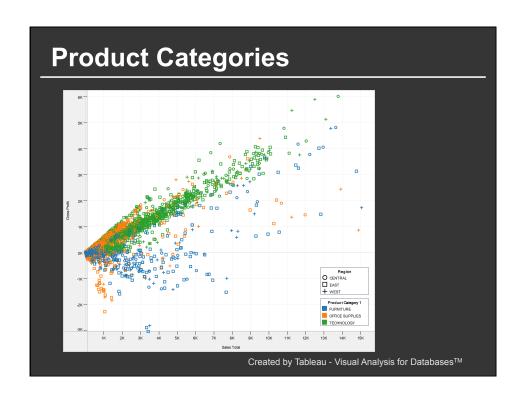




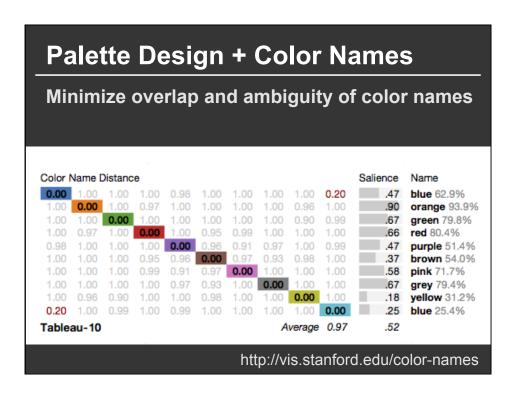
Using Color in Visualization

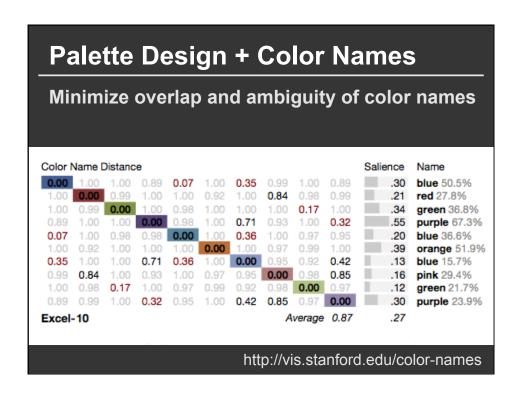


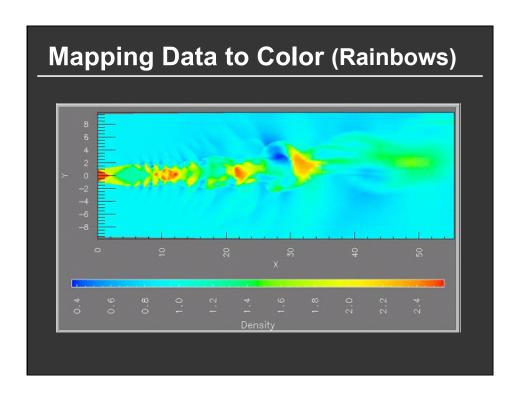


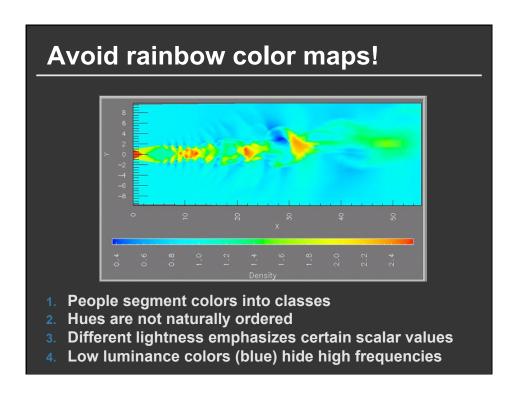


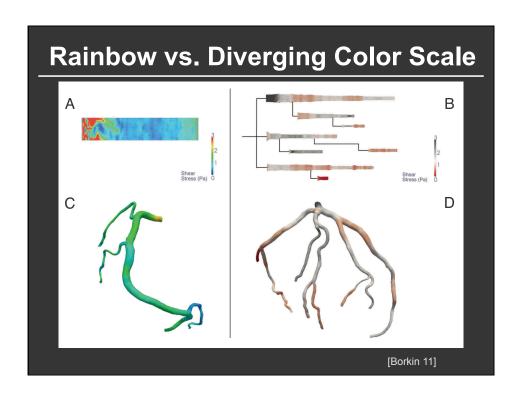
Grouping, Highlighting												
	Х	Υ	Z	Х	Υ	Z	Х	Υ	Z	Х	Υ	Z
red	25.37	13.70	0.05	26.27	14.13	0.04	18.41	10.16	0.05	17.43	9.30	0.00
green	22.14	51.24	0.35	20.68	49.17	0.44	21.11	46.00	0.20	16.36	37.95	0.12
blue	13.17	3.71	74.89	15.38	5.20	86.83	11.55	3.37	65.53	9.96	3.44	56.14
gray	63.46	73.30	78.05	64.66	71.99	90.08	52.96	62.49	67.99	45.54	53.65	58.14
black	0.66	0.70	0.77	0.63	0.66	1.09	0.47	0.58	0.70	0.44	0.54	0.71
	Х	Υ	Z	Χ	Υ	Z	Χ	Υ	Z	Χ	Υ	Z
red	25.37	13.70	0.05	26.27	14.13	0.04	18.41	10.16	0.05	17.43	9.30	0.00
green	22.14	51.24	0.35	20.68	49.17	0.44	21.11	46.00	0.20	16.36	37.95	0.12
blue	13.17	3.71	74.89	15.38	5.20	86.83	11.55	3.37	65.53	9.96	3.44	56.14
gray	63.46	73.30	78.05	64.66	71.99	90.08	52.96	62.49	67.99	45.54	53.65	58.14
black	0.66	0.70	0.77	0.63	0.66	1.09	0.47	0.58	0.70	0.44	0.54	0.71

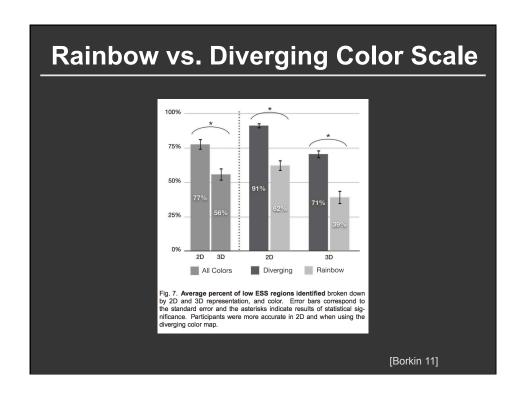


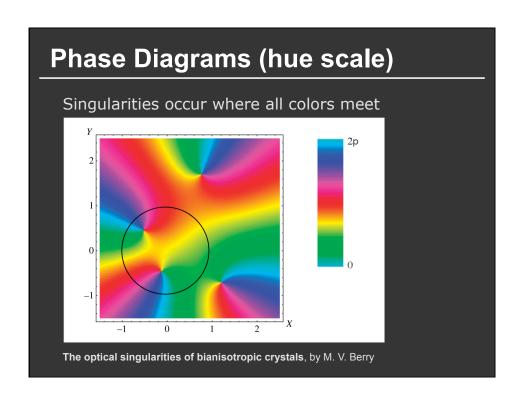


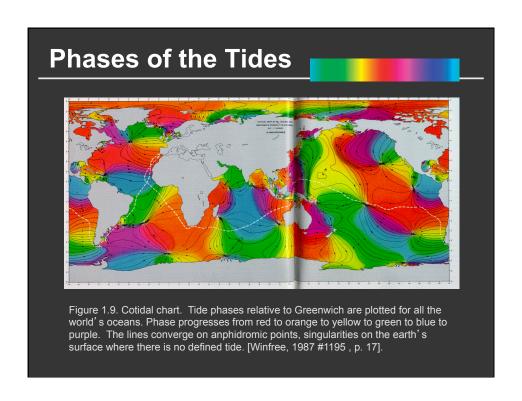


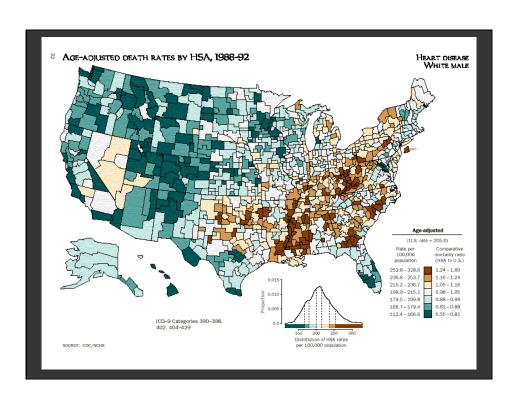


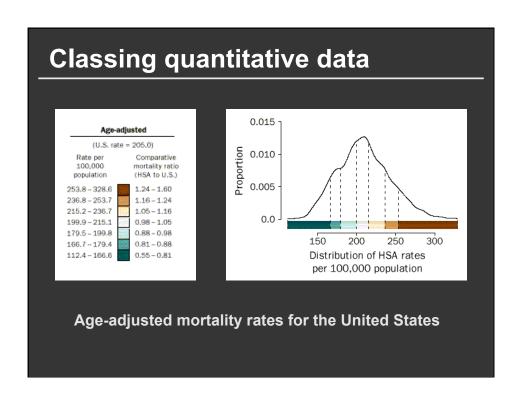


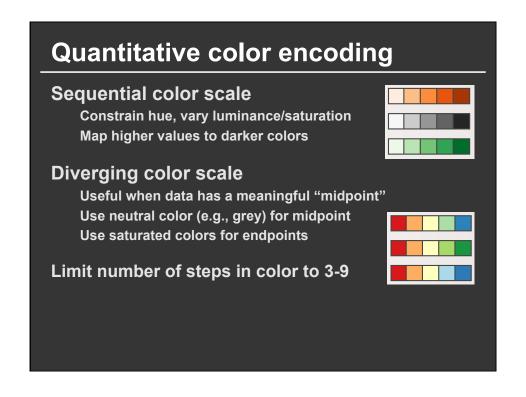


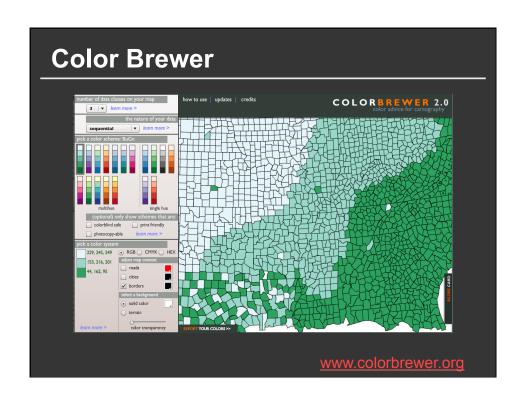


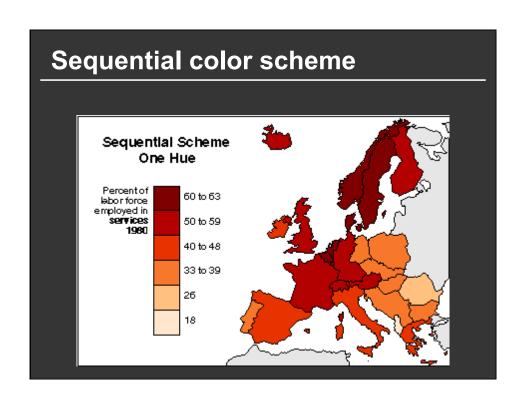


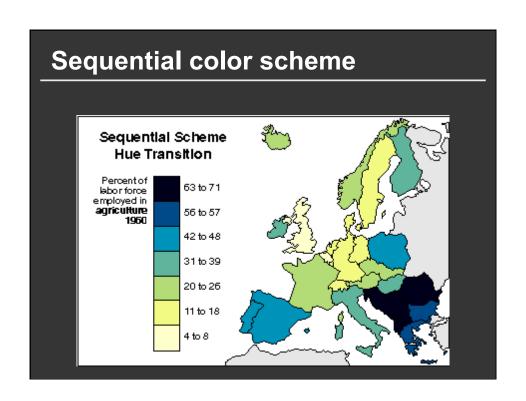












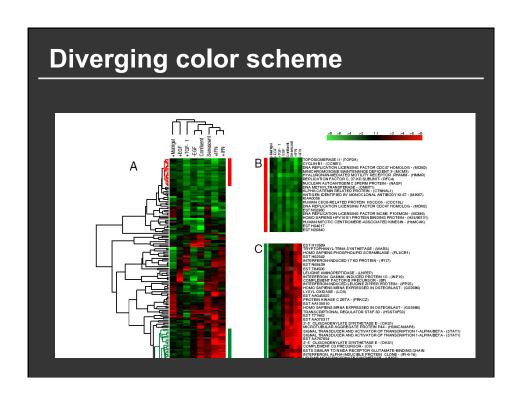
Design of sequential color scales

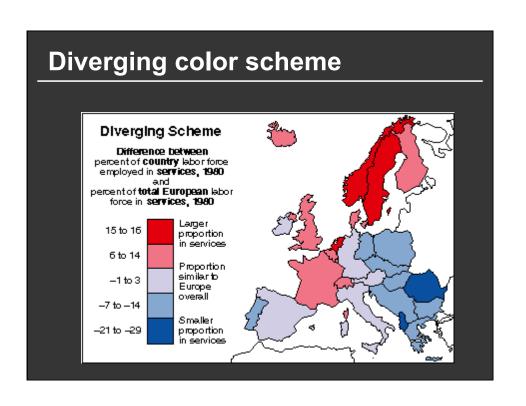
Hue-Lightness (Recommended)
Higher values mapped to darker colors
ColorBrewer schemes have 3-9 steps

Hue Transition

Two hues

Neighboring hues interpolate better Couple with change in lightness





Diverging color scheme

Hue Transition

Carefully handle midpoint

- Critical class
 - Low, Average, High
 - 'Average' should be gray
- Critical breakpoint
 - Defining value e.g. 0
 - Positive & negative should use different hues

Extremes saturated, middle desaturated

Hints for the colorist

Use only a few colors (~6 ideal)
Colors should be distinctive and namable
Get it right in black and white
Respect the color blind