

## Color in Scientific Visualization



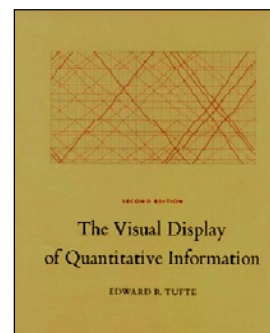
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colorinvis.pptx

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**“The often scant benefits derived from coloring data indicate that even putting a good color in a good place is a complex matter. Indeed, so difficult and subtle that avoiding catastrophe becomes the first principle in bringing color to information. Above all, do no harm.”**

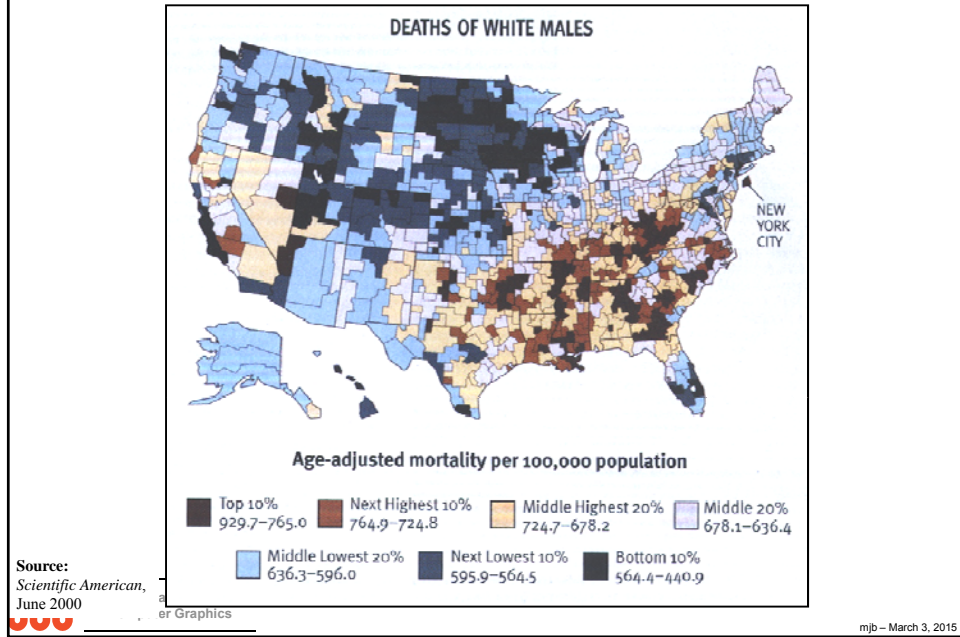
**-- Edward Tufte**



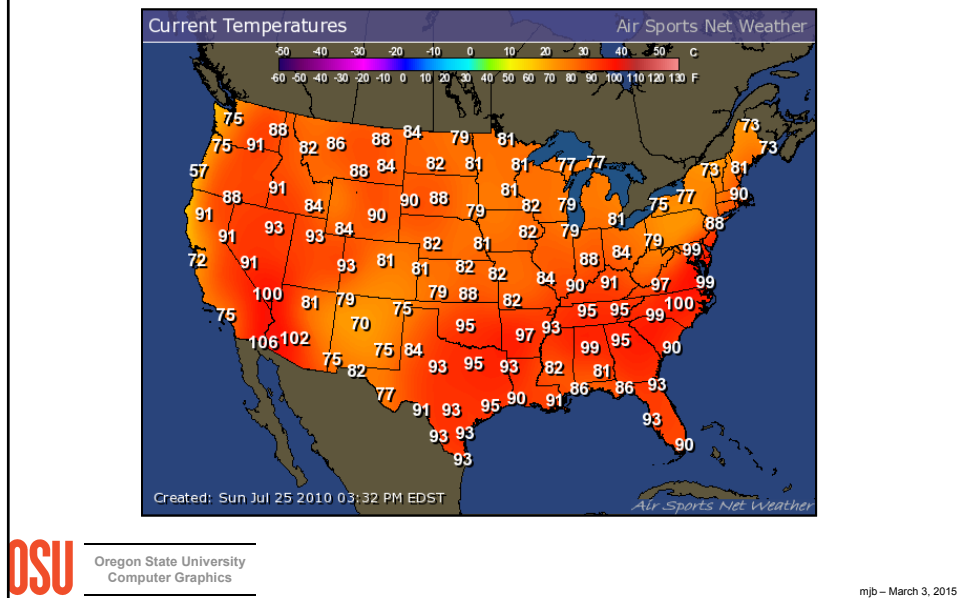
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## What's Wrong with this Color Scale?



## Not a bad choice of color scale, but the Dynamic Range needs some work



**Let's start with the most important component  
in a visualization system – You!**

**How Many Shades of Different Colors  
Are We Able to Detect?**



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## **Sensors in Your Retina**

### **Rods**

- ~115,000,000
- Concentrated on the periphery of the retina
- Sensitive to *intensity*
- Most sensitive at 500 nm (~green)

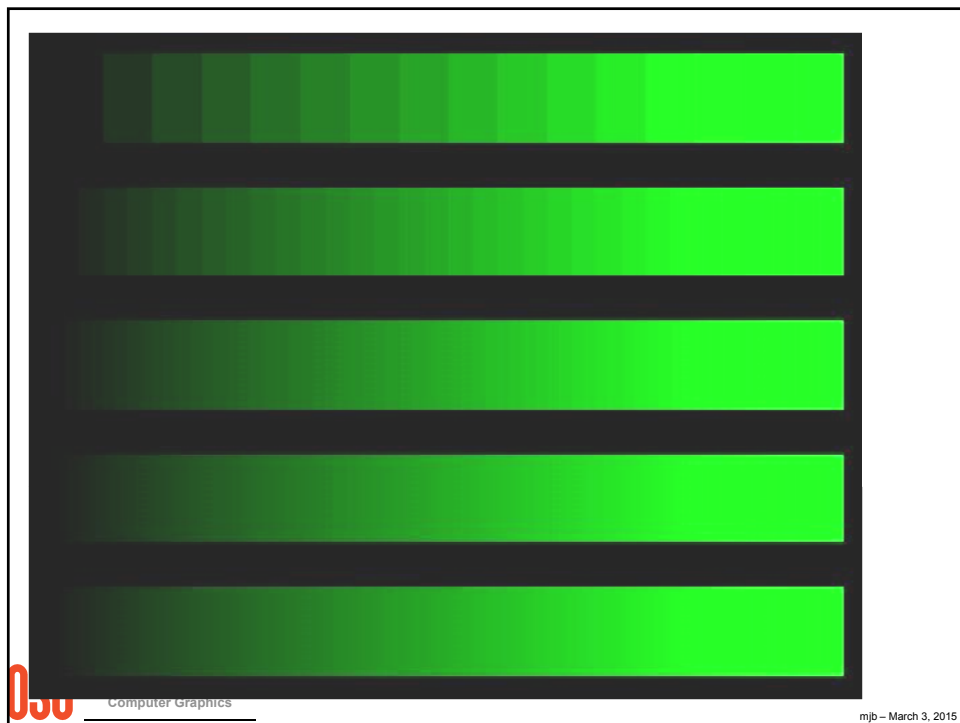
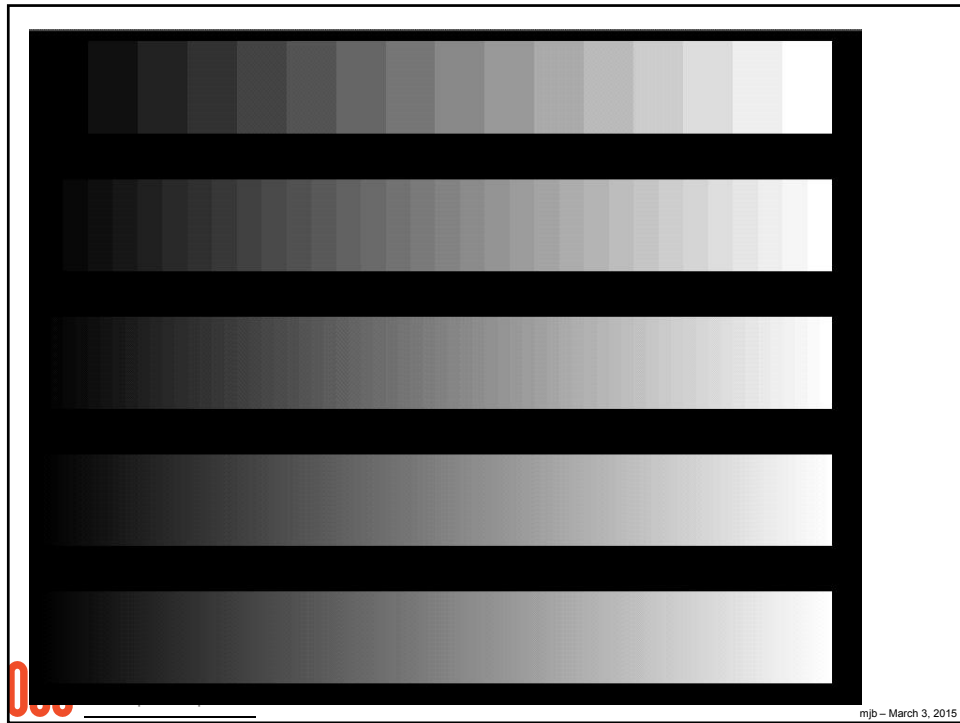
### **Cones**

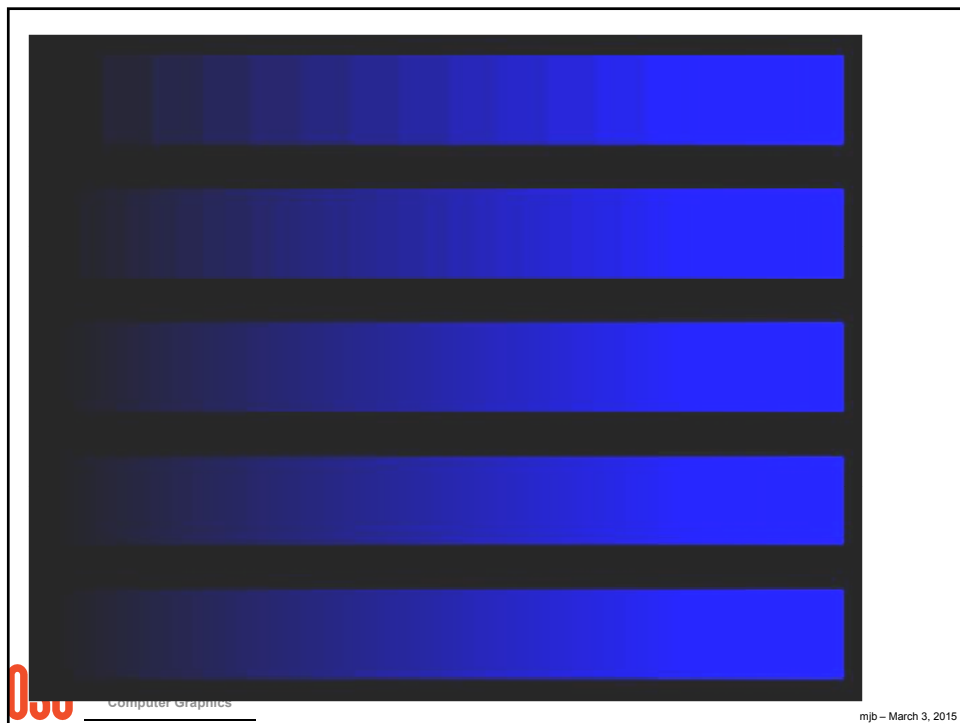
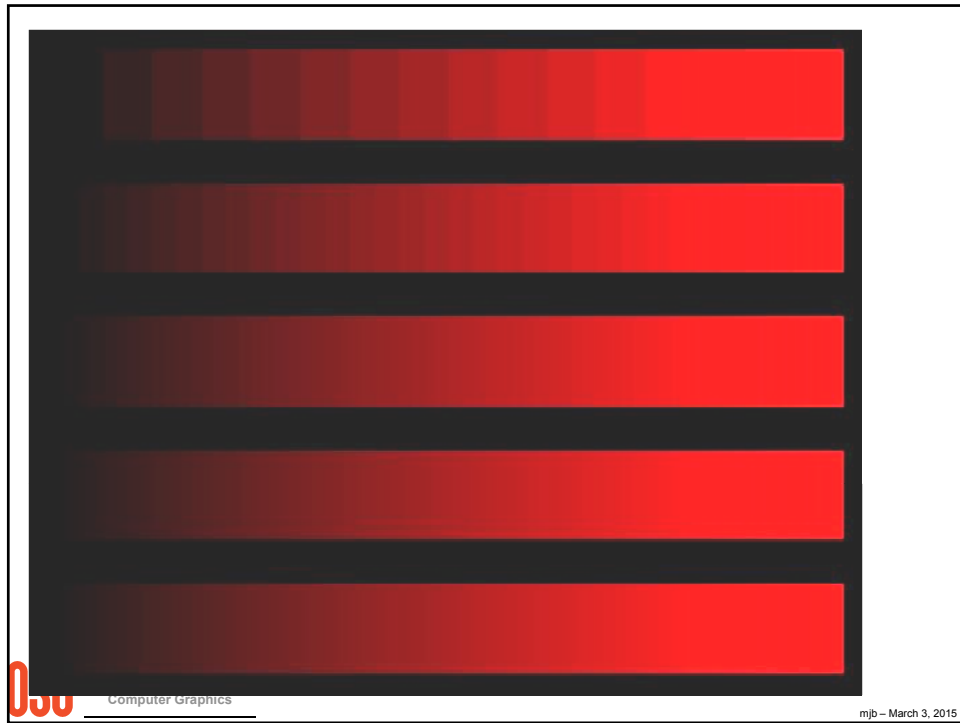
- ~7,000,000
- Concentrated near the center of the retina
- Sensitive to *color*
- Three types of cones: long(~red), medium (~green), and short (~blue) wavelengths



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## Sidebar: How Many Pixels Do You Need?

A person with 20/20 vision has a visual acuity of:  
1 arc-minute =  $1/60^\circ$

$$\Theta = 1/60^\circ = .00029^R$$

$$\text{Density} = \frac{1}{D\Theta}$$

Viewing Distance (inches)	Required Pixel Density (ppi)
36	95
31	111
24	143
12	286
9	400
6	600

If the monitor's  
resolution is 1600  
x 1200, then its  
diagonal size  
would need to be:

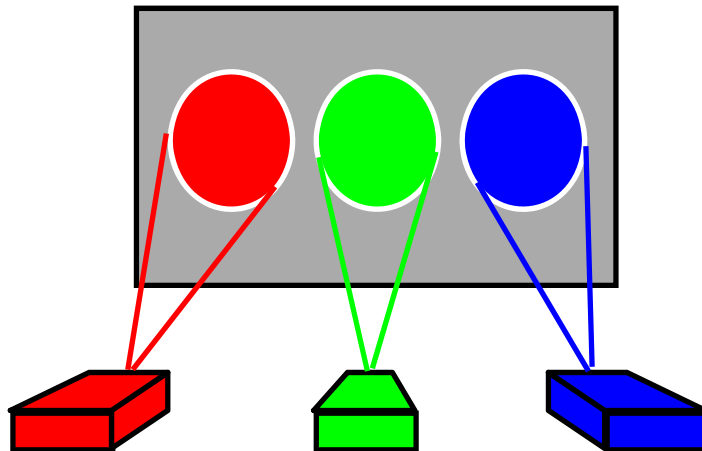
21"  
18"  
14"  
7"  
5"  
3"



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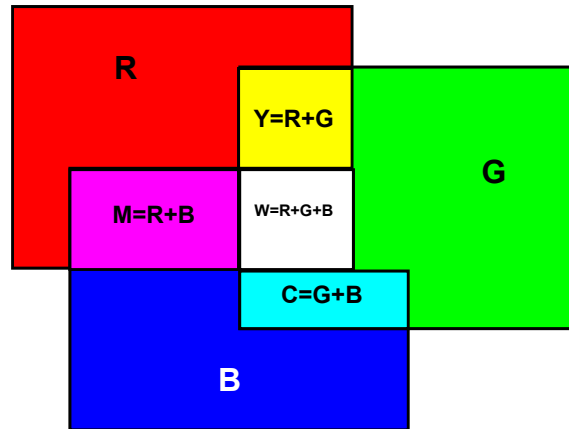
## Monitors: Additive Colors



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## Additive Color (RGB)



OpenGL:  $\rightarrow$  `glColor3f( r, g, b );`

$0. \leq r, g, b \leq 1.$

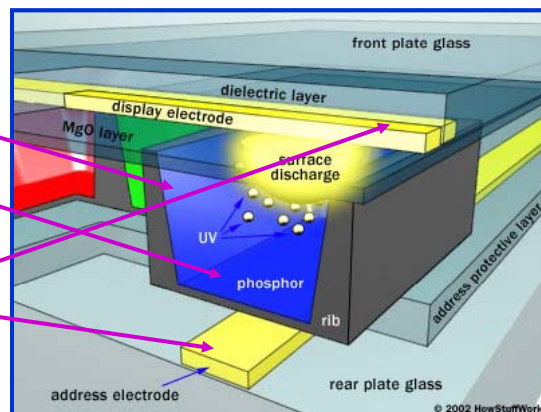


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## Plasma Displays use Additive Color

- Gas cell
- Phosphor
- Grid of electrodes



<http://electronics.howstuffworks.com>



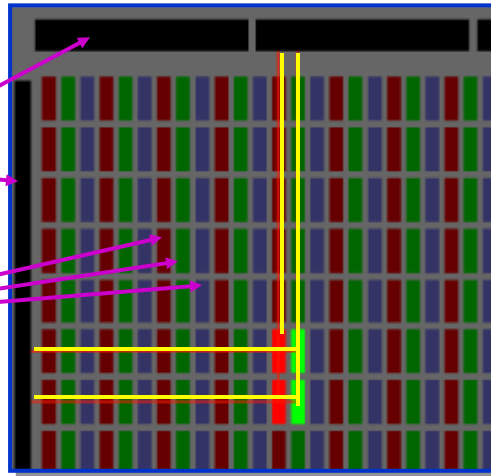
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## LCD Displays use Additive Color

- Grid of electrodes

- Color filters



<http://electronics.howstuffworks.com>

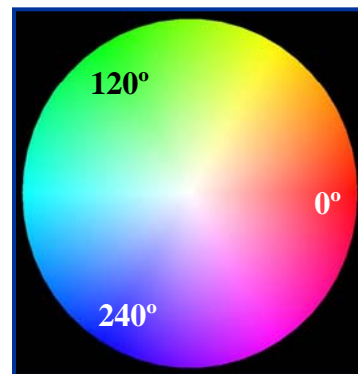
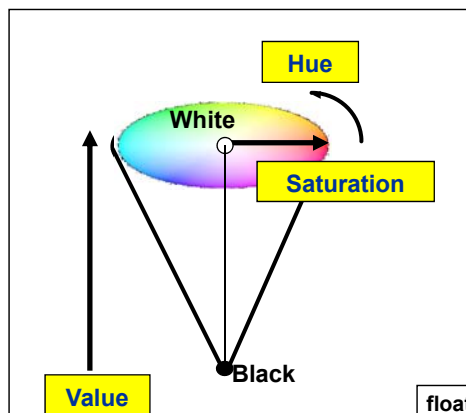


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## Hue-Saturation-Value (HSV):

For many vis applications, a simpler way to specify additive color



```
float hsv[3], rgb[3];
HsvRgb( hsv, rgb );
glColor3fv( rgb );
```

The HsvRgb function is  
in your sample code

$0 \leq s, v, r, g, b \leq 1.$   
 $0 \leq h \leq 360.$

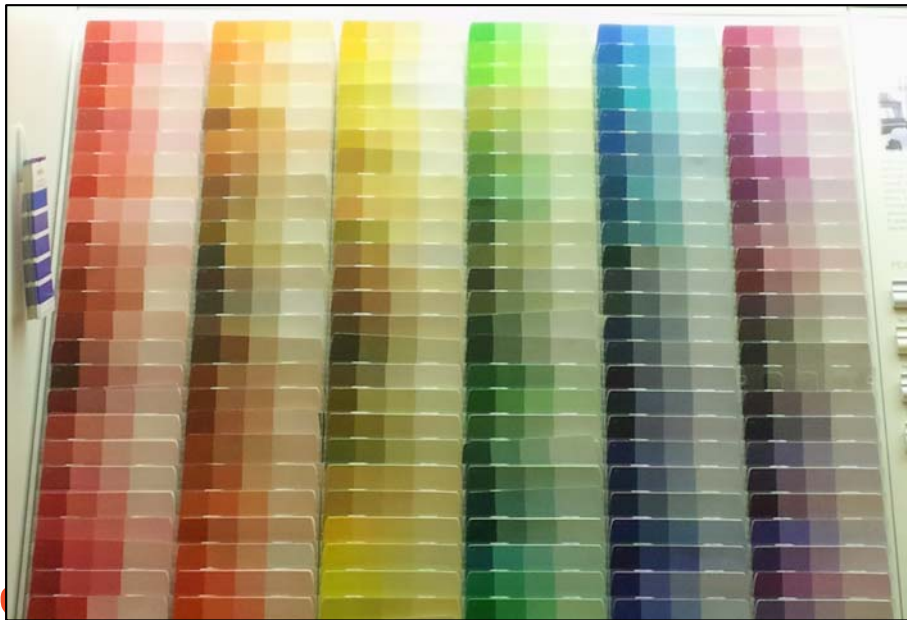


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Home Depot uses a form of HSV :-)



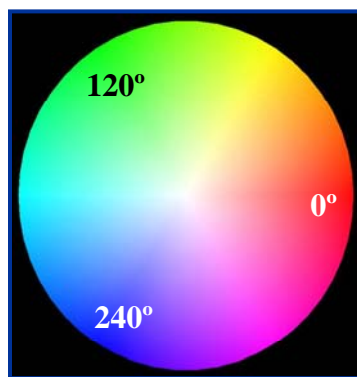
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### Hue-Saturation-Value (HSV):

For many vis applications, a simpler way to specify additive color



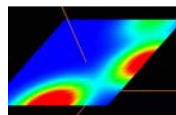
Notice that blue-green-red in HSV space corresponds to the visible portion of the electromagnetic spectrum

Blue: 380 nm      Green: 520 nm      Red: 780 nm



Turning a scalar value into a hue when using the Rainbow Color Scale

$$Hue = 240. - 240. \frac{S - S_{min}}{S_{max} - S_{min}}$$



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## Hue-Saturation-Value: The OSU ColorPicker Program

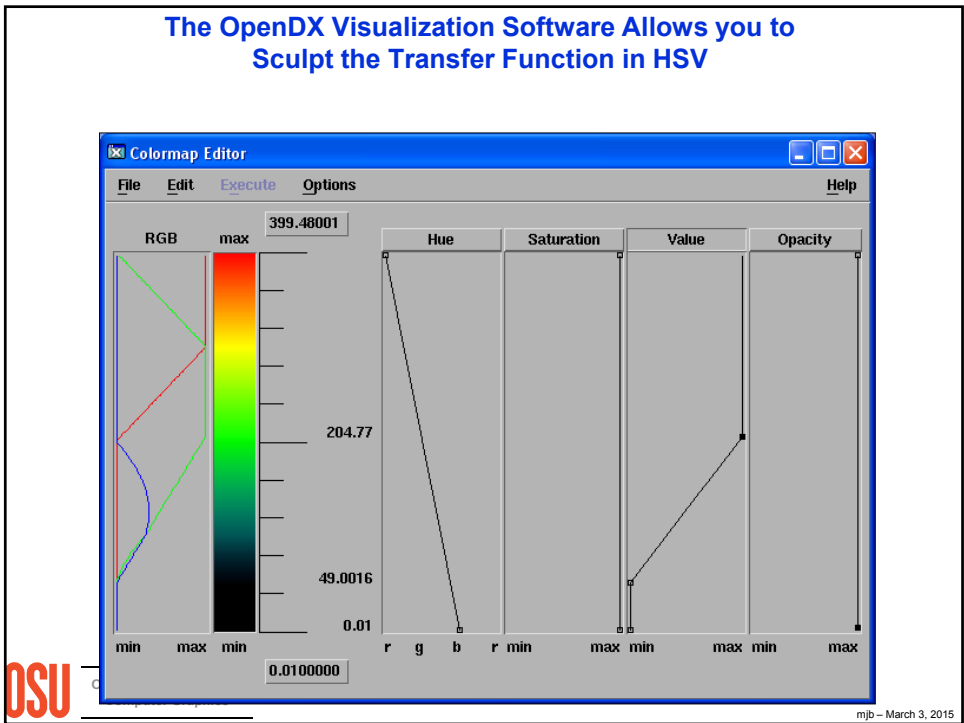
The diagram illustrates the OSU ColorPicker Program interface. It features three vertical sliders on a black background. The first slider is labeled 'Red, Green, Blue' and has a red bar at the bottom (0.00) and a green bar at the top (1.00). The second slider is labeled 'Hue, Saturation, Value' and has a blue bar at the bottom (0.00) and a green bar at the top (1.00). The third slider is labeled 'Hue, Saturation, Value' and has a green bar at the bottom (120) and a white bar at the top (1.00). Arrows point from the labels to the corresponding sliders.

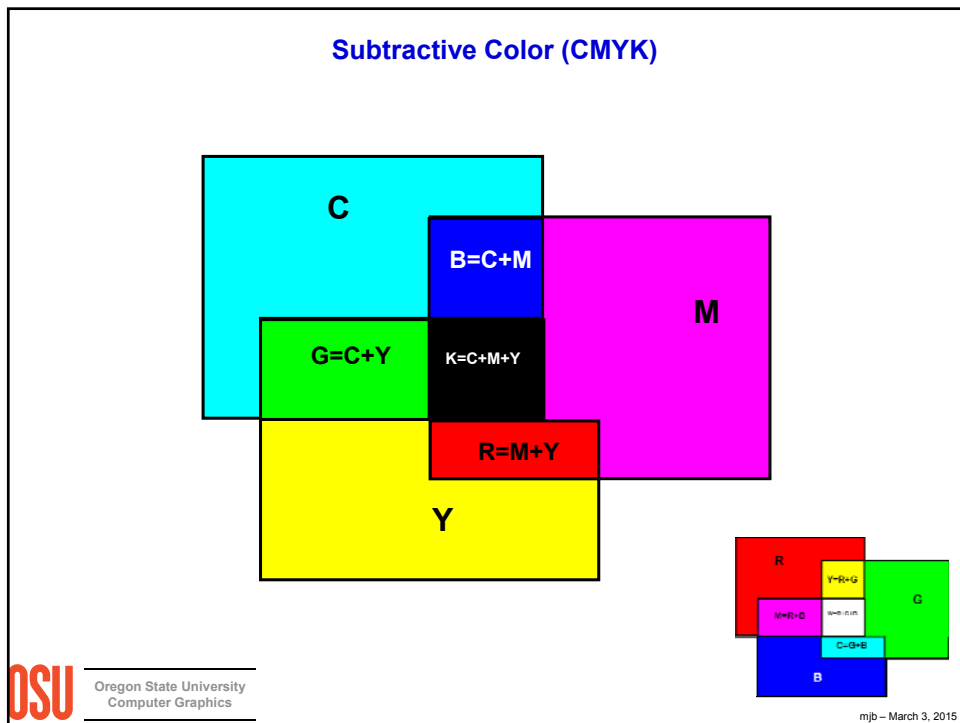
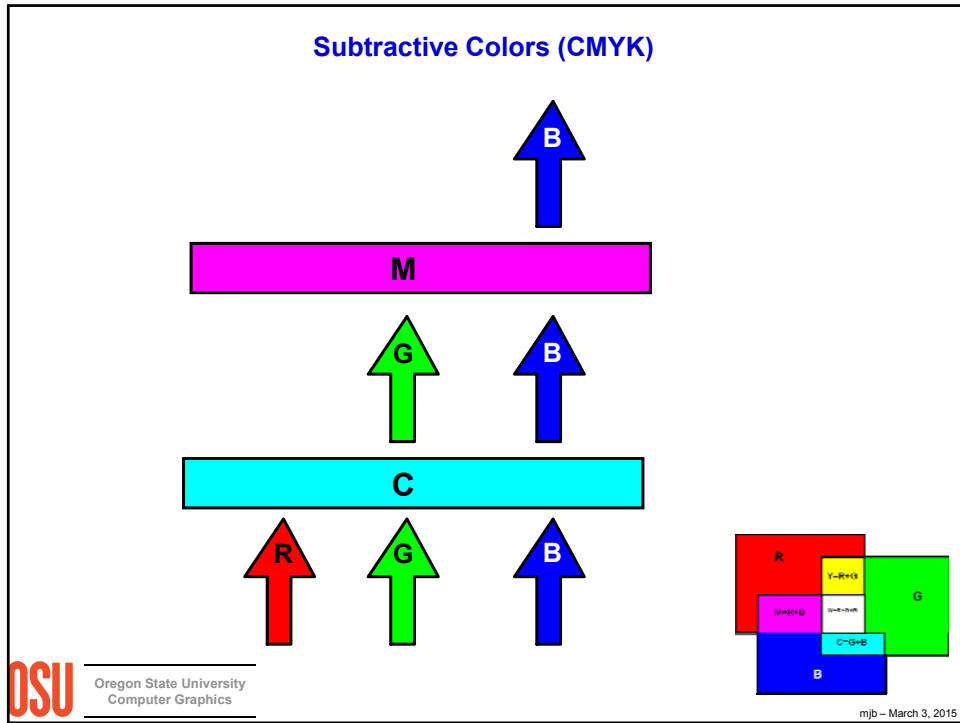
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Red, Green, Blue

Hue, Saturation, Value

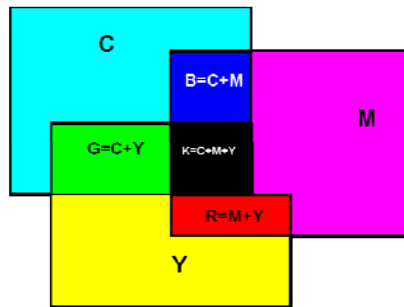
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## Color Printing

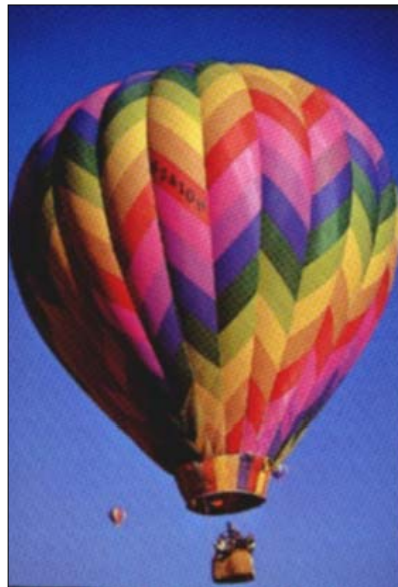
- Uses subtractive colors
- Uses 3 (CMY) or 4 (CMYK) passes
- CMYK printers have a better-looking black
- There is a considerable variation in color *gamut* between products



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## How Do Color Separations Work in Color Printing?

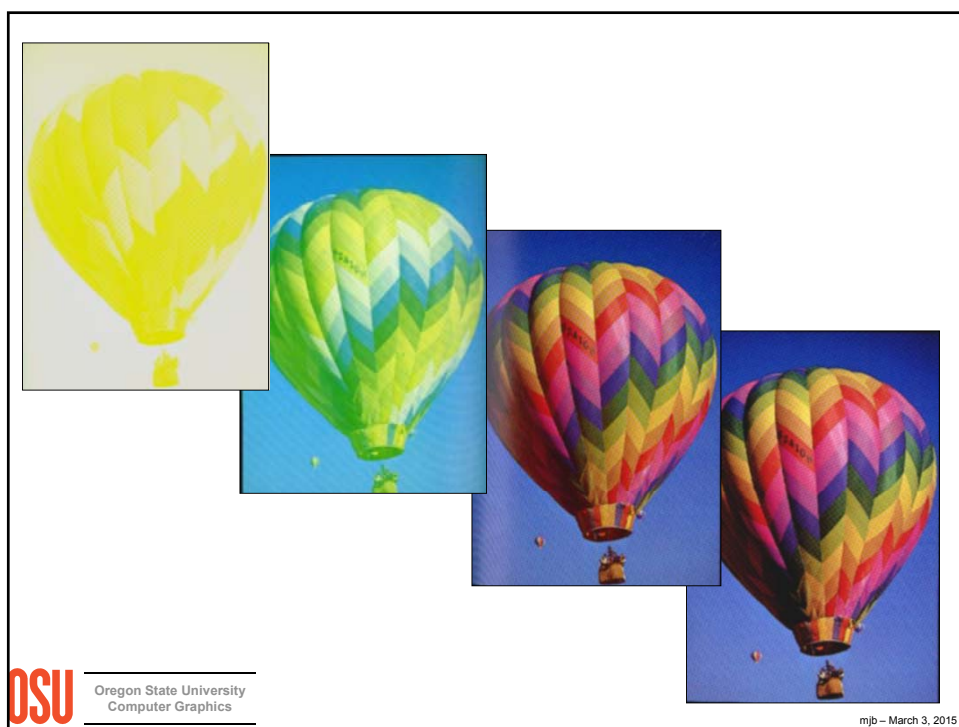


**Source:** R. Daniel Overheim and David Wagner,  
*Light and Color*, John Wiley & Sons, 1982.

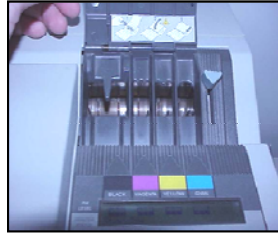


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## Getting the CMYK Colors



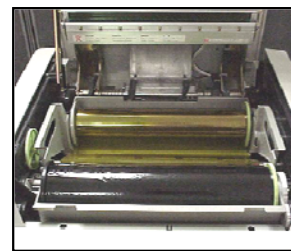
Wax



Toner



Toner



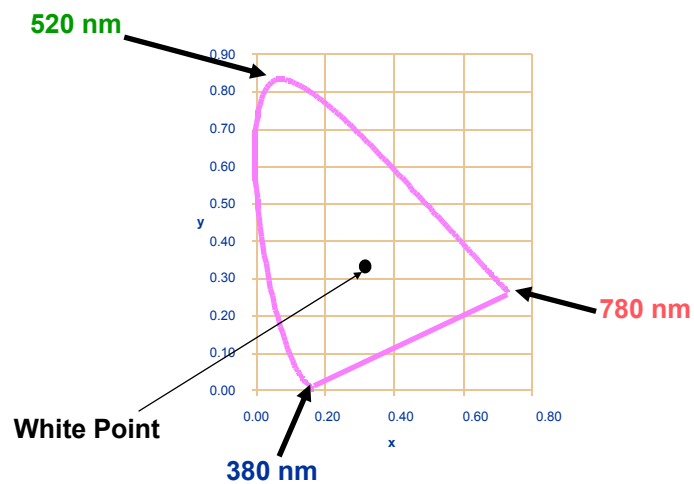
Sheets

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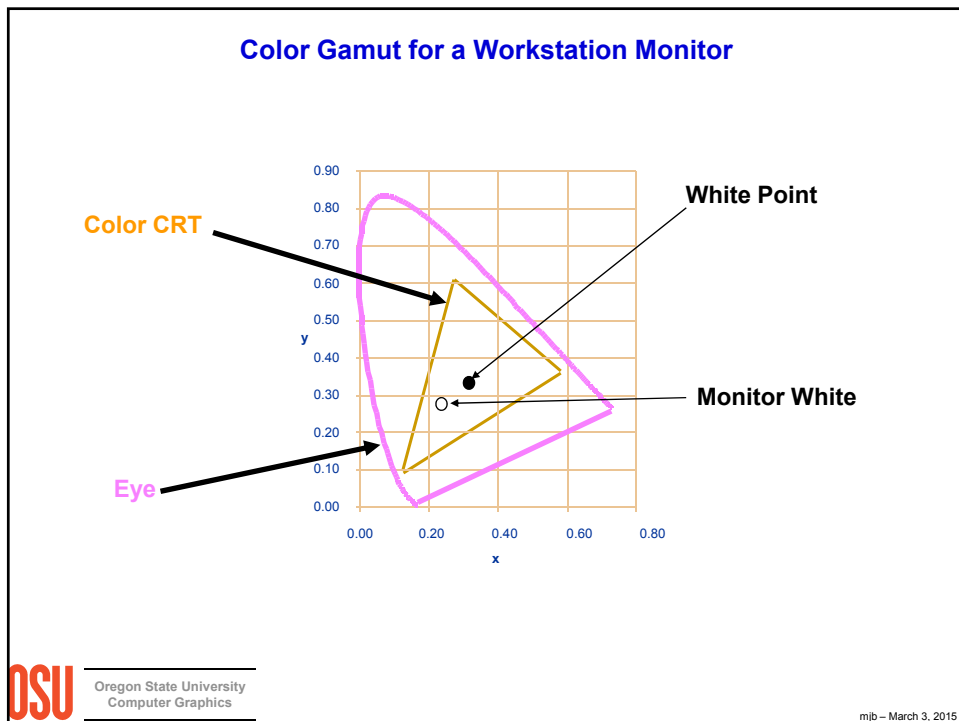
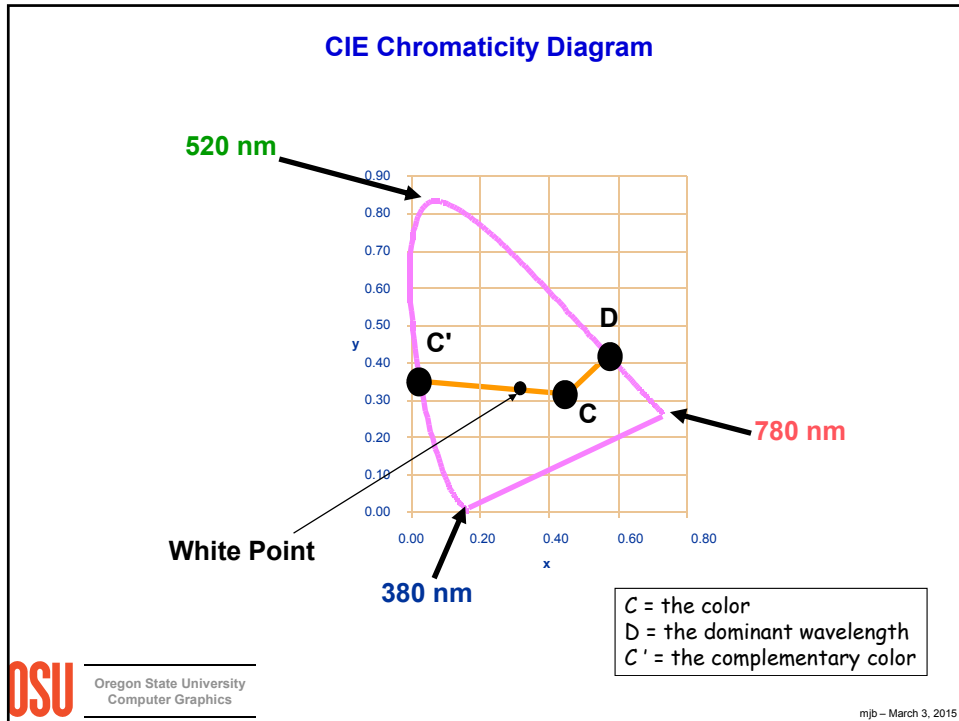
## CIE Chromaticity Diagram



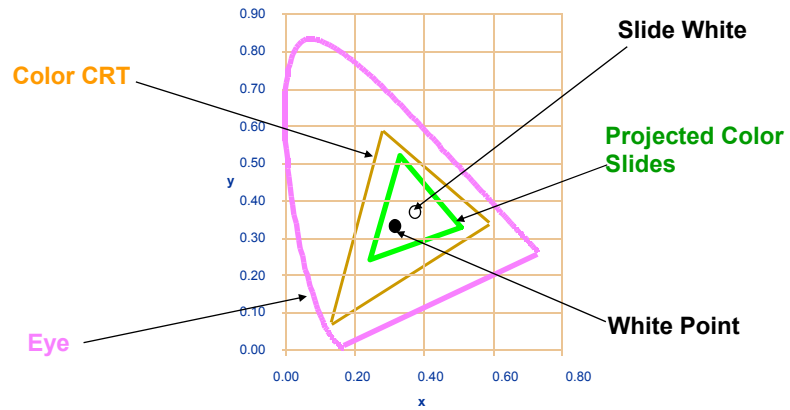
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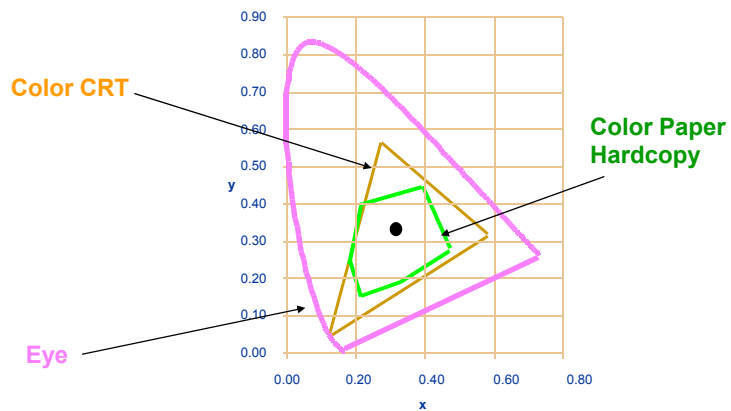
### Color Gamut for a Monitor and Color Slides



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### Color Gamut for a Monitor and Color Printer

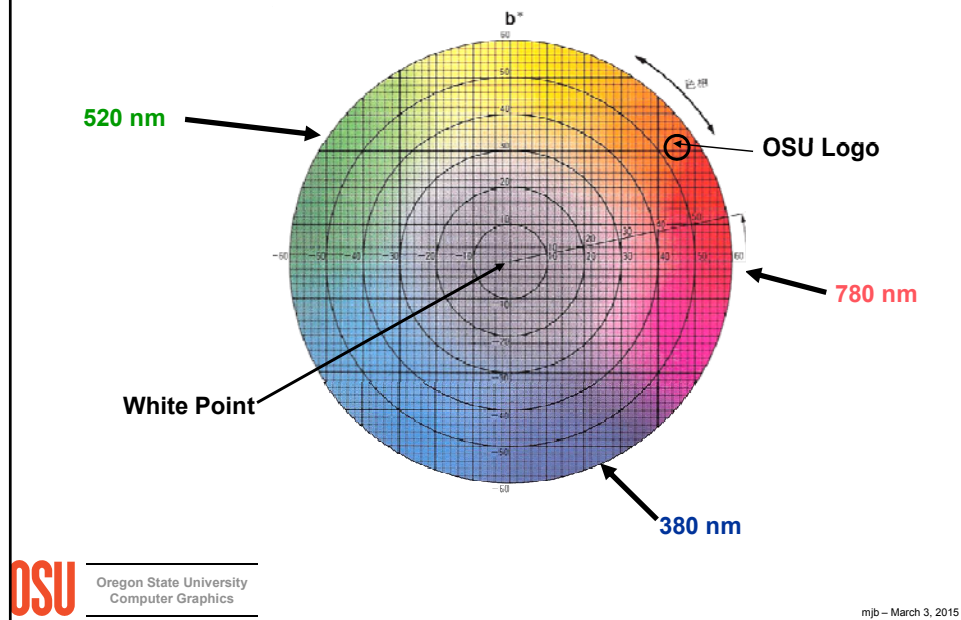


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## The Perceptually Uniform L-a-b Color Space



## Color Meters Are Able to Measure L-a-b Coordinates



## Some Good Rules of Thumb When Using Color for Scientific Visualization



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## What Makes a Good Contrast?

- Many people think simply adding color onto another color makes a good contrast
- In fact, a better measure is the  $\Delta$  Luminance
- Using this also helps if someone makes a grayscale photocopy of your color hardcopy



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**Color Alone Doesn't Cut It !**

**I sure hope that my  
life does not depend  
on being able to read  
this quickly and  
accurately!**



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**Luminance Contrast is Crucial !**

**I would prefer that  
my life depend on  
being able to read *this*  
quickly and  
accurately!**

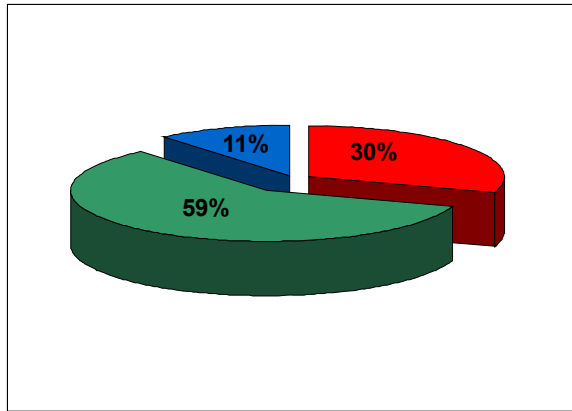


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## The Luminance Equation

$$Y = .30 * \text{Red} + .59 * \text{Green} + .11 * \text{Blue}$$



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## Luminance Table

	R	G	B	Y
Black	0.0	0.0	0.0	0.00
White	1.0	1.0	1.0	1.00
Red	1.0	0.0	0.0	0.30
Green	0.0	1.0	0.0	0.59
Blue	0.0	0.0	1.0	0.11
Cyan	0.0	1.0	1.0	0.70
Magenta	1.0	0.0	1.0	0.41
Orange	1.0	0.5	0.0	0.60
Yellow	1.0	1.0	0.0	0.89



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# ≈ Contrast Table

(I use a  $\Delta L^*$  of about 0.40)

	Black	White	Red	Green	Blue	Cyan	Magenta	Orange	Yellow
Black	0.00	1.00	0.30	0.59	0.11	0.70	0.41	0.60	0.89
White	1.00	0.00	0.70	0.41	0.89	0.30	0.59	0.41	0.11
Red	0.30	0.70	0.00	0.29	0.19	0.40	0.11	0.30	0.59
Green	0.59	0.41	0.29	0.00	0.48	0.11	0.18	0.01	0.30
Blue	0.11	0.89	0.19	0.48	0.00	0.59	0.30	0.49	0.78
Cyan	0.70	0.30	0.40	0.11	0.59	0.00	0.29	0.11	0.19
Magenta	0.41	0.59	0.11	0.18	0.30	0.29	0.00	0.19	0.48
Orange	0.60	0.41	0.30	0.01	0.49	0.11	0.19	0.00	0.30
Yellow	0.89	0.11	0.59	0.30	0.78	0.19	0.48	0.30	0.00



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	Black	Black	Black	Black	Black	Black	Black	Black
White		White	White	White	White	White	White	White
Red	Red		Red	Red	Red	Red	Red	Red
Yellow	Yellow	Yellow		Yellow	Yellow	Yellow	Yellow	Yellow
Green	Green	Green	Green		Green	Green	Green	Green
Blue	Blue	Blue	Blue	Blue		Blue	Blue	Blue



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## Do Not Attempt to Fight Pre-Established Color Meanings



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### Pre-Established Color Meanings

#### Red:

Stop  
On  
Off  
Dangerous  
Hot  
High stress  
Oxygen  
Shallow  
Money loss

#### Green:

On  
Plants  
Carbon  
Moving  
Money

#### Blue:

Cool  
Safe  
Deep  
Nitrogen

#### White:

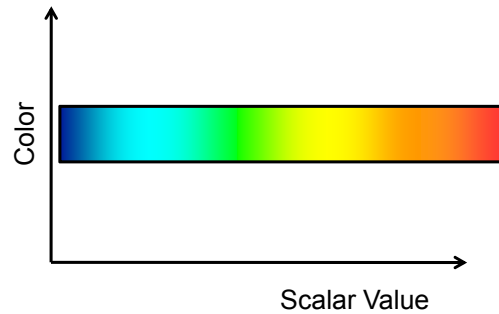
Neutral  
Hydrogen



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In Visualization, we Use the Concept of a *Transfer Function* to set Color and Opacity as a Function of Scalar Value



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Use the Right Transfer Function Color Scale to Represent a Range of Scalar Values

- Gray scale
- Intensity Interpolation
- Saturation interpolation
- Two-color interpolation
- Rainbow scale
- Heated object interpolation
- Blue-White-Red



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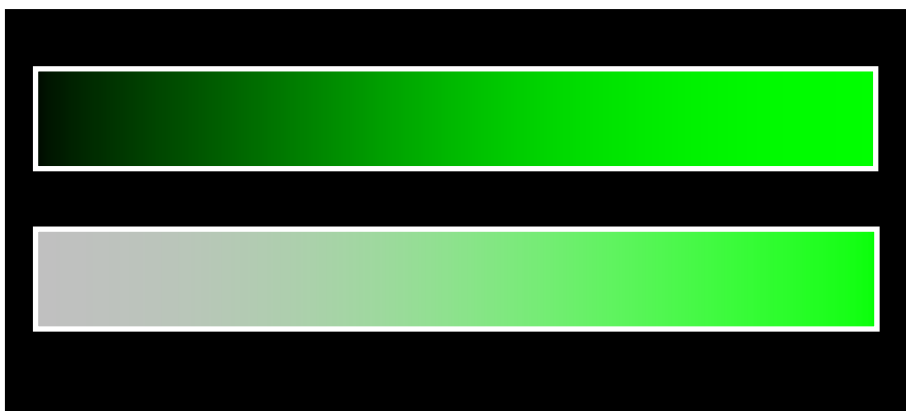
## Gray Scale



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## Intensity and Saturation Color Scales

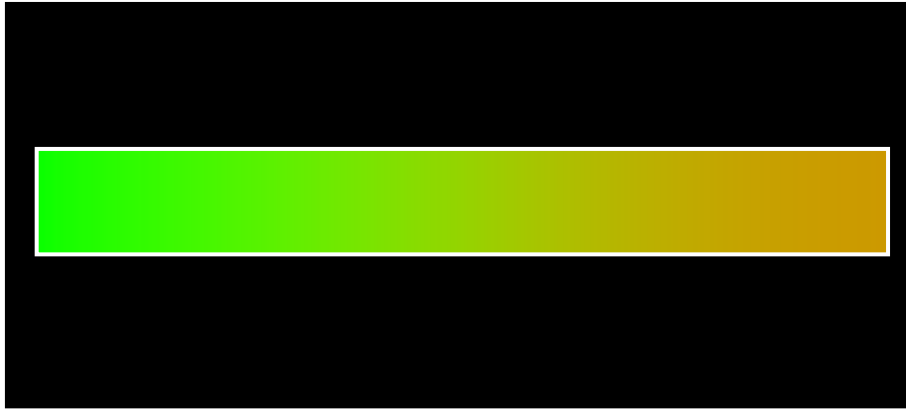


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## Two-Color Interpolation

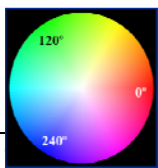
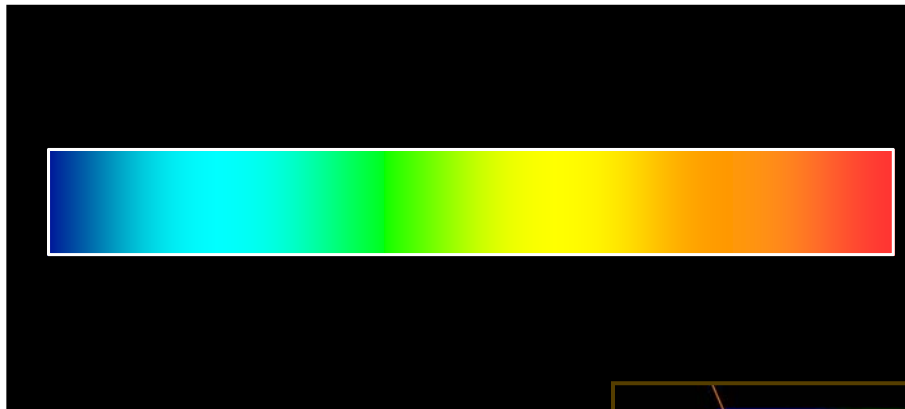


OSU

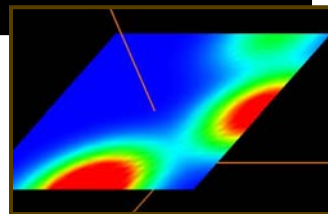
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## Rainbow Color Scale



Implementation:  
 $240^\circ \rightarrow 120^\circ \rightarrow 0^\circ$

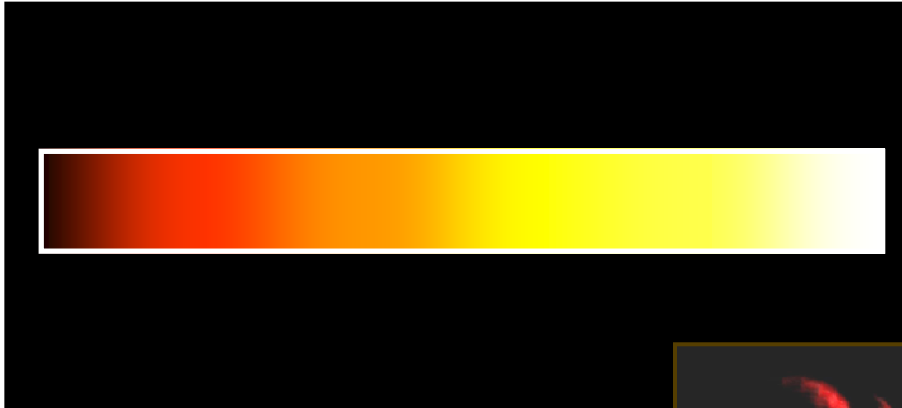


OSU

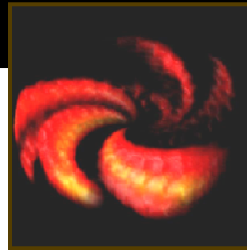
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## Heated Object Color Scale



Implementation: add one color component at a time

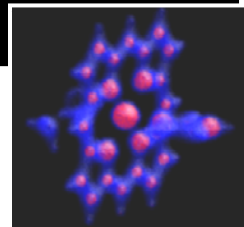
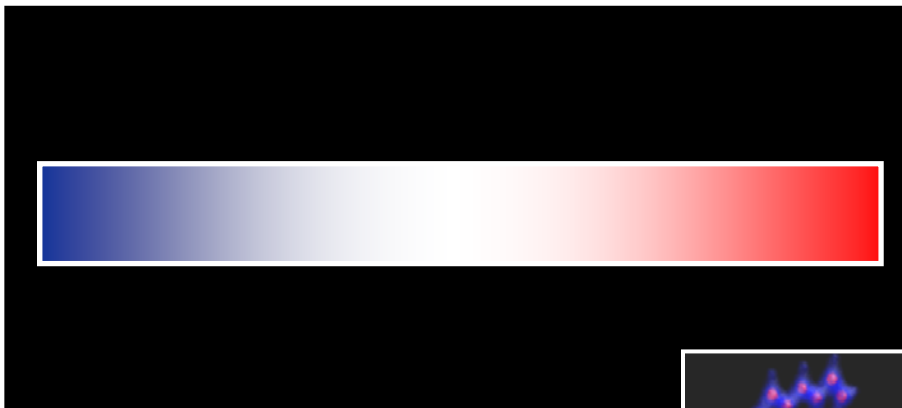


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## Blue-White-Red Color Scale

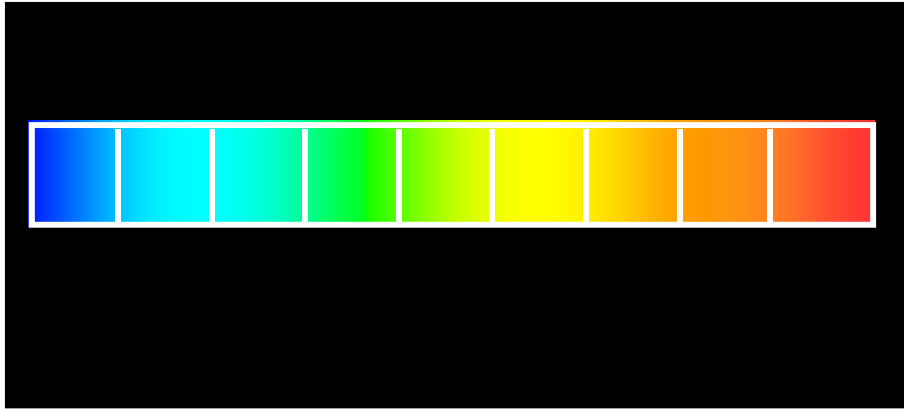


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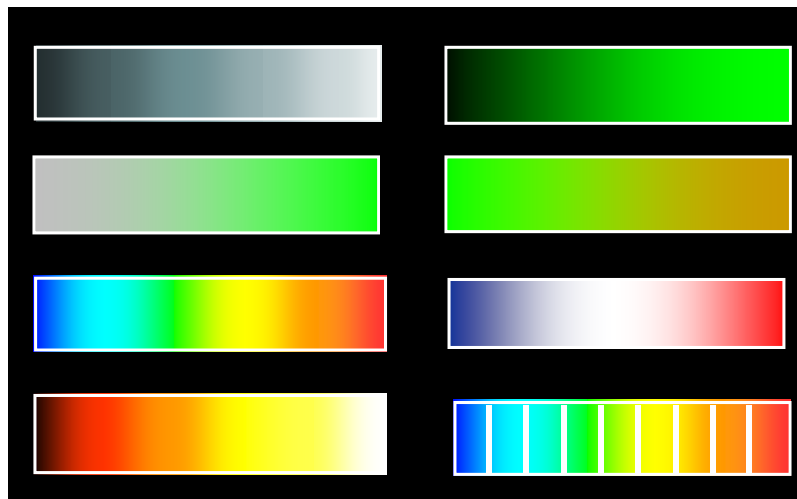
### Color Scale Contours



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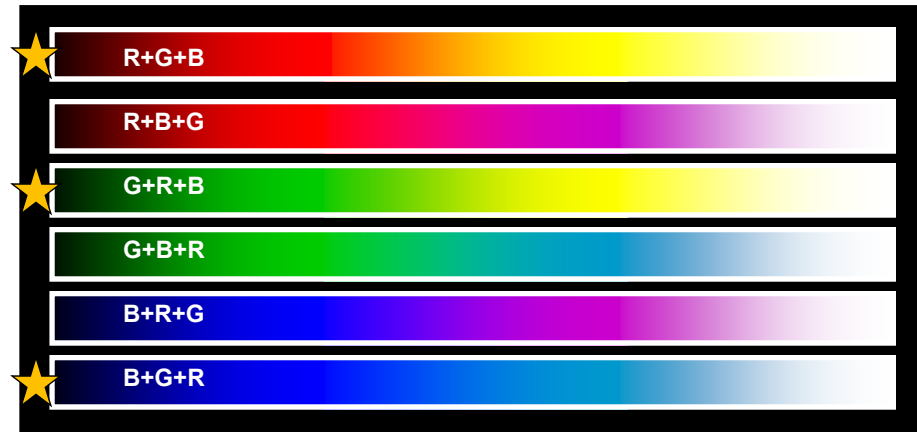
### A Gallery of Color Scales



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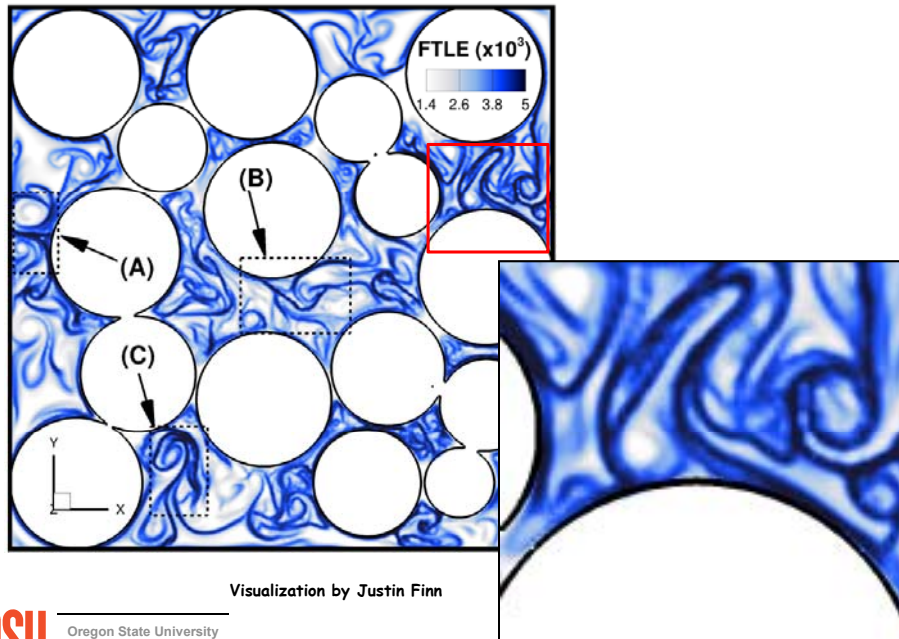
# Something Different: A Gallery of Add-One-Component-at-a-Time Color Scales



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## Something Different – Adding Black Beyond Blue



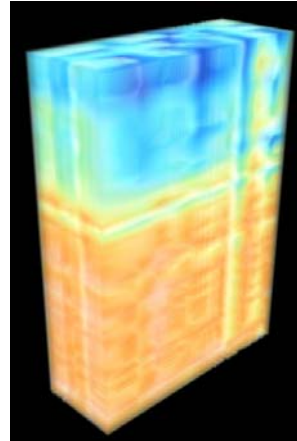
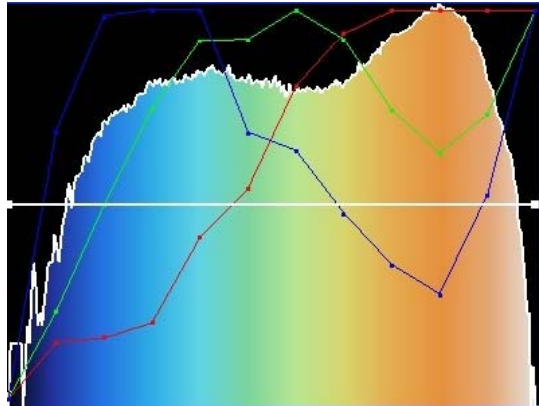
Visualization by Justin Finn



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## Something *Really* Different – The Haxby Color Scale

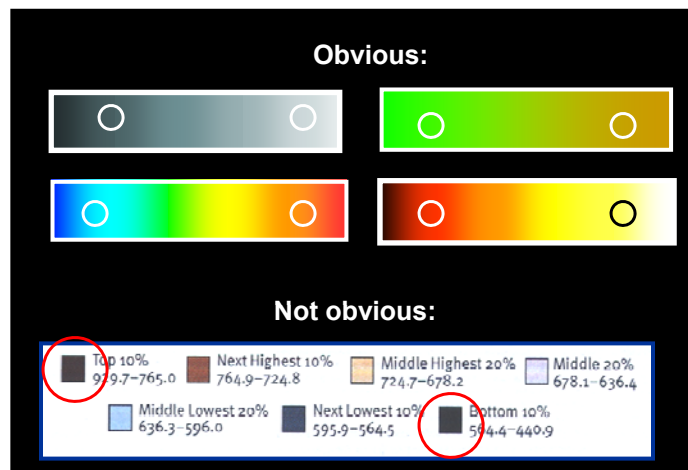


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## But, Here's What's Really Important:

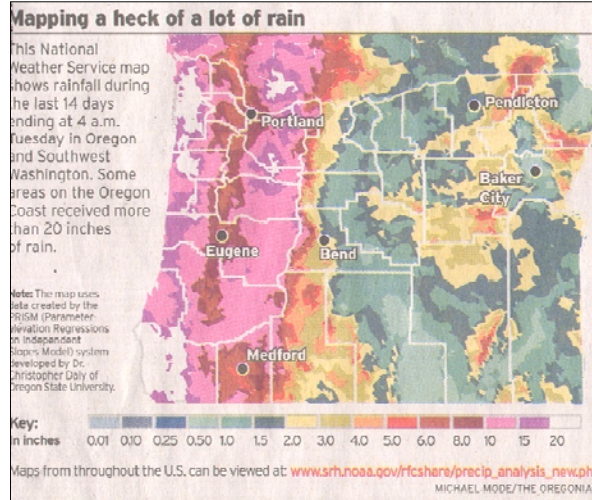
Given any 2 colors, make it *intuitively obvious*  
which represents “higher” and which represents “lower”



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## What in the World was *The Oregonian* Thinking When They Chose This Color Scale?



**Source:**  
*The Oregonian*,  
January 11, 2006

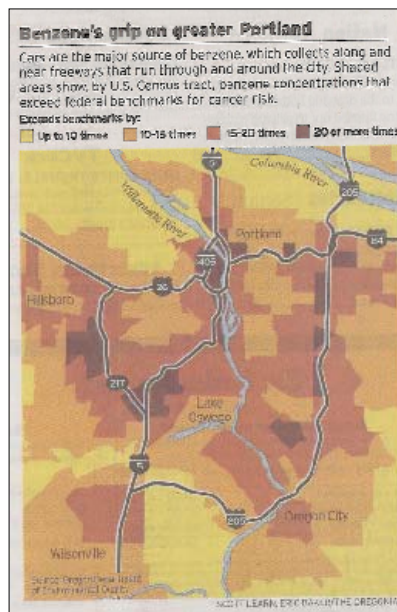
Shouldn't lush-green colors represent wet and sand-colors represent dry?

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## This is Better ...



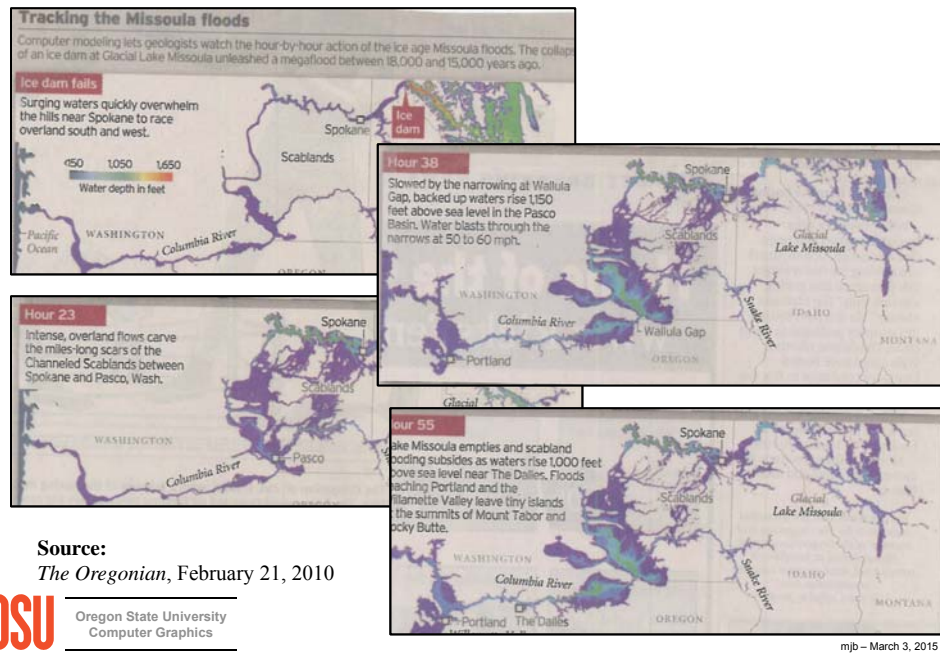
**Source:**  
*The Oregonian*, October 31, 2006

**OSU**

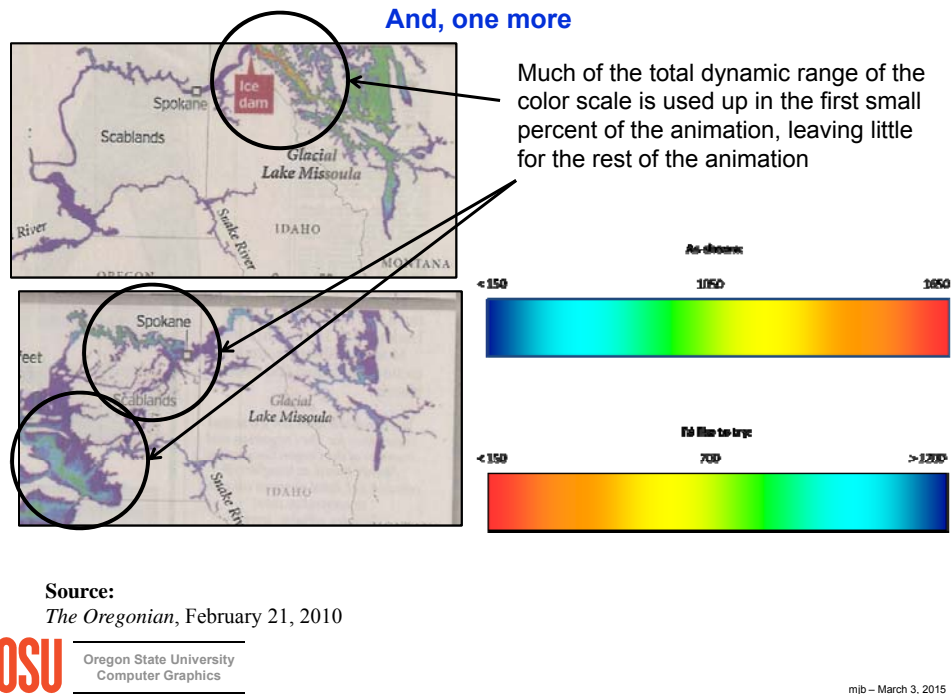
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## And, one more



## And, one more



**Limit the Total Number of Colors if  
Viewers are to Discern Information Quickly**

**Instructions:**

1. Press red to logoff normally
2. Press light red to delete all your files, change your password to something random, and logoff

**You have 2 seconds •••**



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**?**



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## Color Rules

In visualization applications, we must be aware that our perception of color changes with:

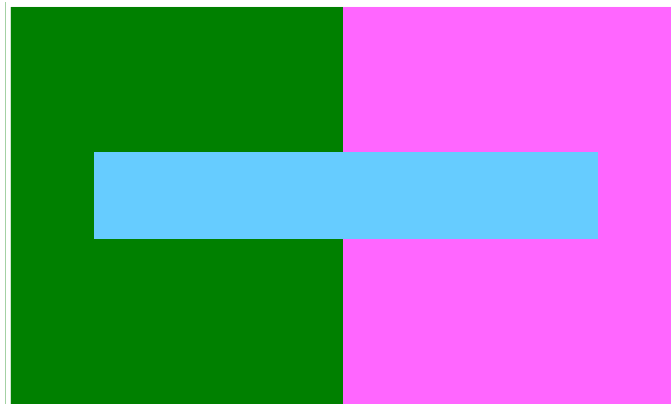
- The surrounding color
- How close two objects are
- How long you have been staring at the color
- Sudden changes in the color intensity



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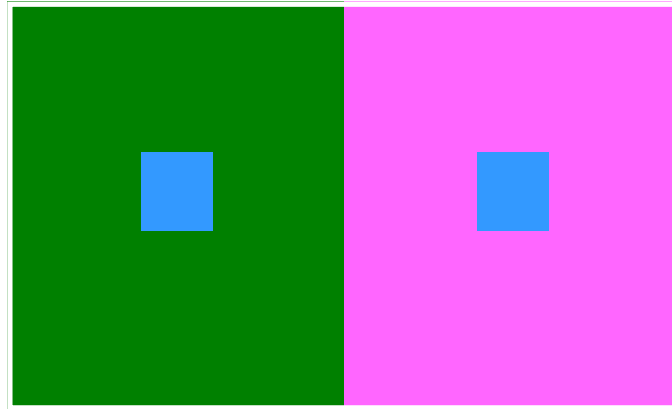
## The Ability to Discriminate Colors Changes with Surrounding Color: "Simultaneous Contrast"



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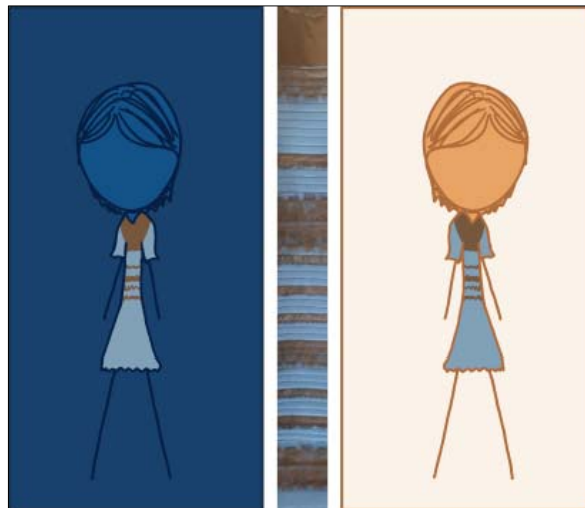
**The Ability to Discriminate Colors Changes with Surrounding Color:  
“Simultaneous Contrast”**



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**The Ability to Discriminate Colors Changes with Surrounding Color:  
“Simultaneous Contrast”**



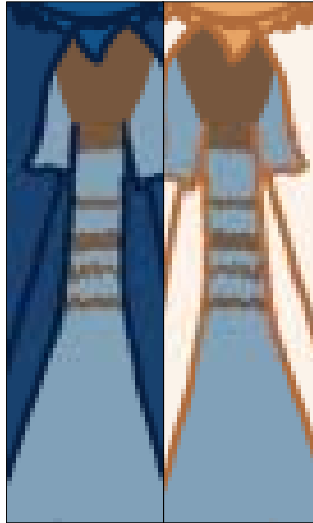
<http://xkcd.com>



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The Ability to Discriminate Colors Changes with Surrounding Color:  
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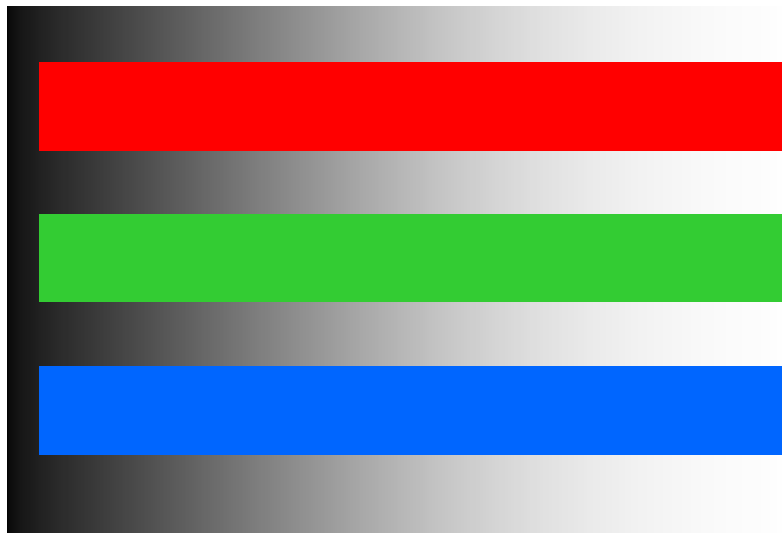


<http://xkcd.com>

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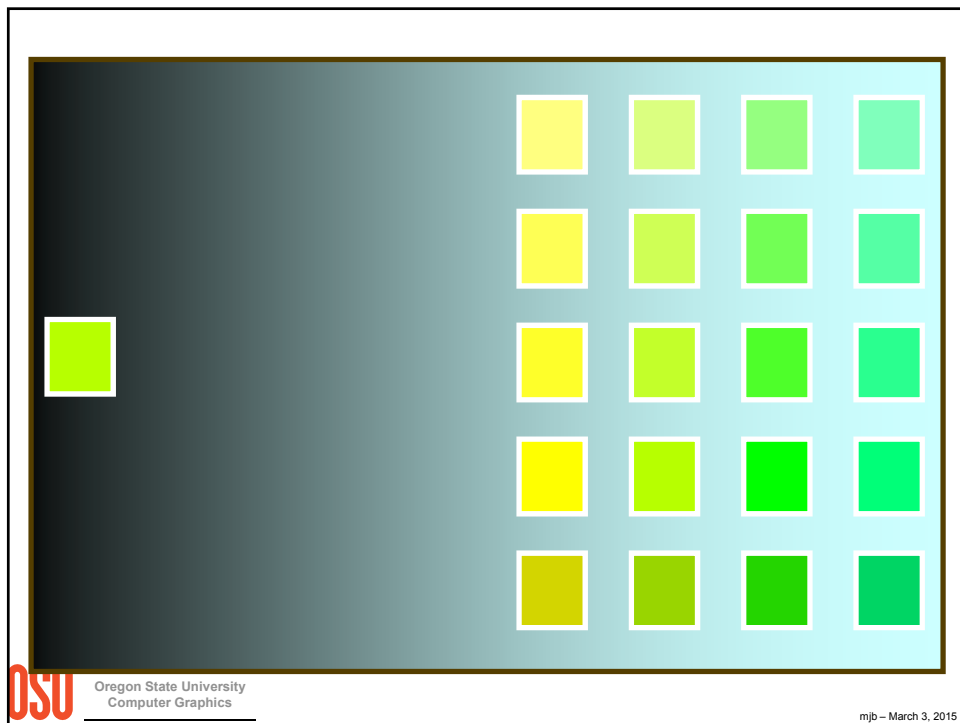
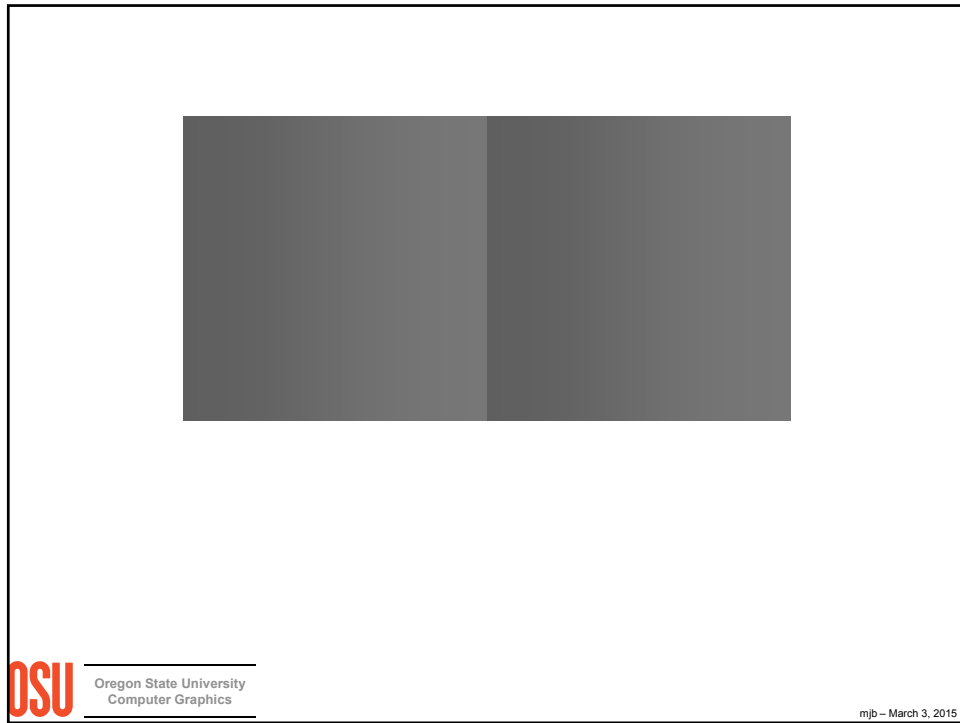
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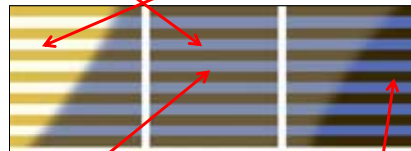
## So, What's Up with the "Blue Dress" Debate?



New York Times

It's part of the **Color Constancy** effect

If you see this color, but you expect that the dress is currently in a shadow, you "know" that it must really be this color.



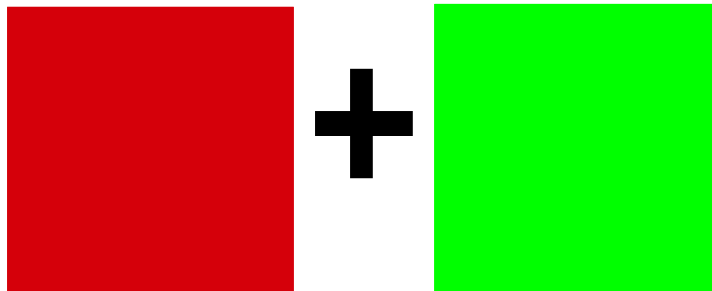
If you see this color, but you expect the dress is currently in bright light, you "know" that it must really be this color.



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## Afterimages



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## Afterimages



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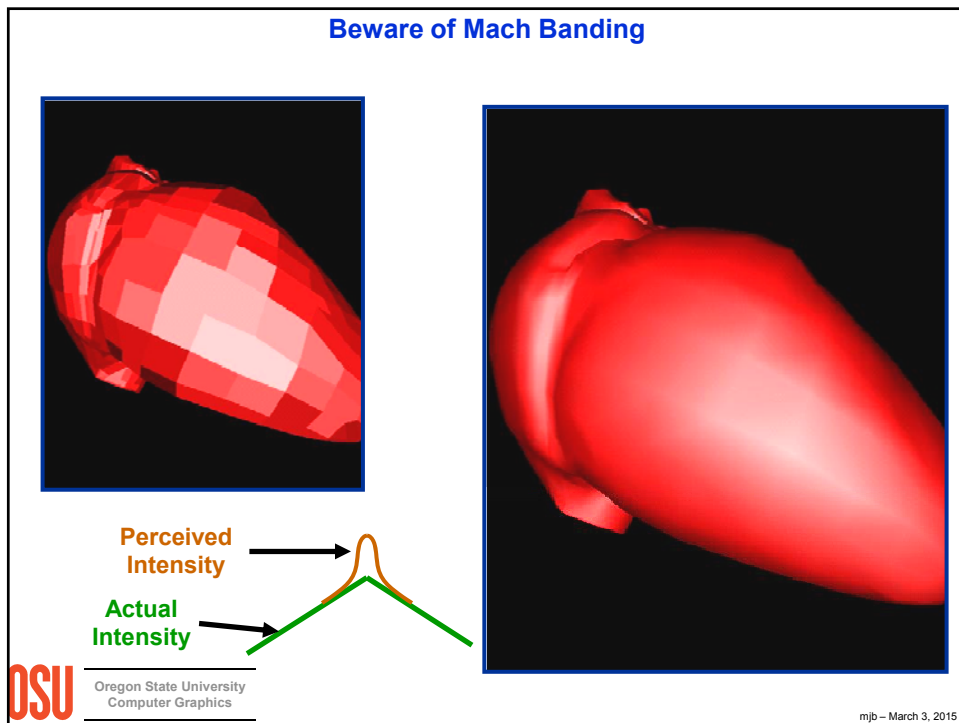
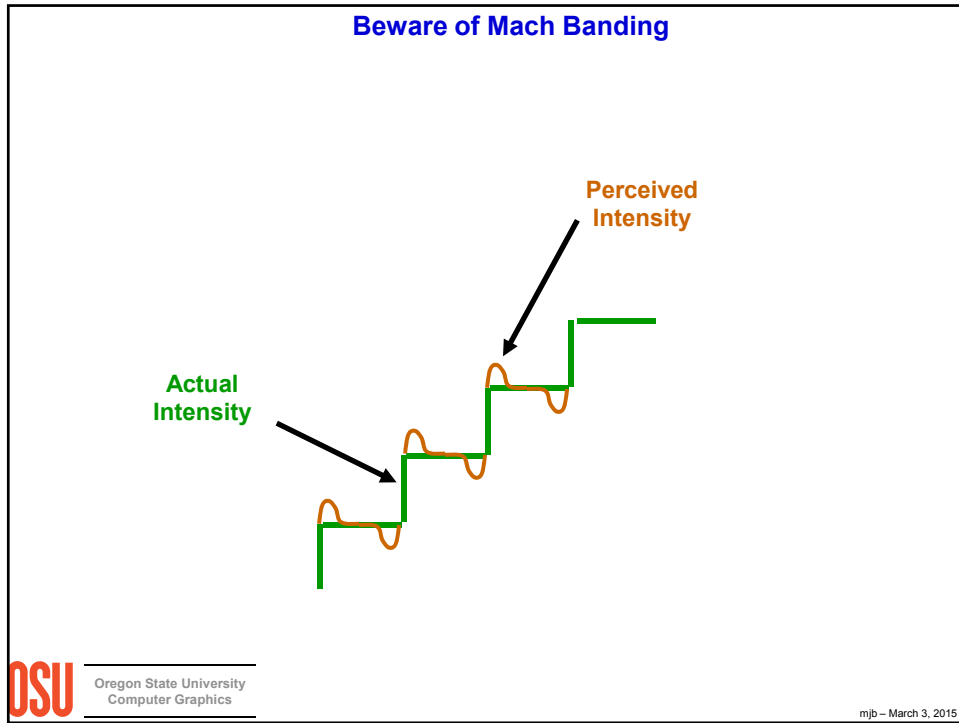
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## Beware of Mach Banding



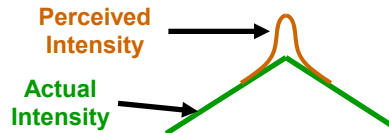
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## Beware of Mach Banding

Think of the Mach Banding problem as being similar to trying to round second base at a 90° angle.



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## The Ability to Discriminate Colors Changes with the Size of the Colored Area

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## **The Ability to Discriminate Colors Changes with the Ambient Light**



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## **The Ability to Discriminate Colors Changes with the Age of the Viewer**



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## Be Aware of Color Vision Deficiencies (CVD)

- There is actually no such thing as “color blindness”
- CVD affects ~10% of Caucasian men
- CVD affects ~4% of non-Caucasian men
- CVD affects ~0.5% of women
- The most common type of CVD is red-green
- Blue-yellow also exists

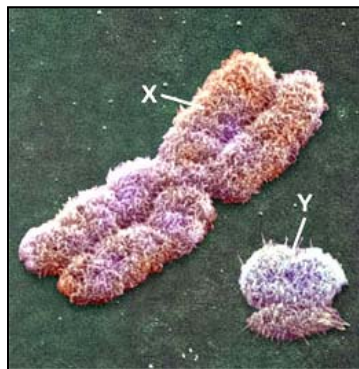


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## Why are more men affected by CVD than women?

It's because the red-green CVD defect is carried on the X Chromosome



<http://www.bio.miami.edu/~cmallery/150/mendel/c7.15.X.Y.jpg>

A woman with the defective gene on one X chromosome probably has a dominant non-defective gene on the other. A man with a defect gene on his one X chromosome has no other gene to “fix” it.



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**Be Aware of CVD:  
Code Information Redundantly**

Four score and  
seven years ago,  
our forefathers  
brought forth  
**upon** this  
continent a new  
nation...

Four score and  
seven years ago,  
our forefathers  
brought forth  
**upon** this  
continent a new  
nation...

Four score and  
seven years ago,  
our forefathers  
brought forth  
**upon** this  
continent a new  
nation...



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**Be Aware of CVD:  
Code Information Redundantly: Color + ...**

- Different fonts
- Symbols
- Fill pattern
- Outline pattern
- Outline thickness

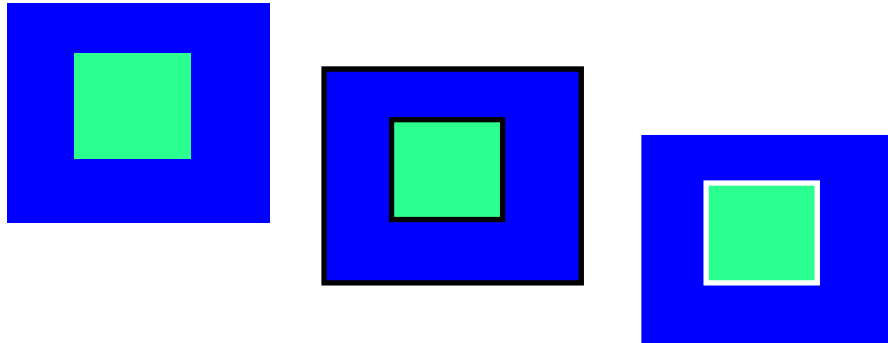
This also helps if someone makes a grayscale photocopy of your color hardcopy



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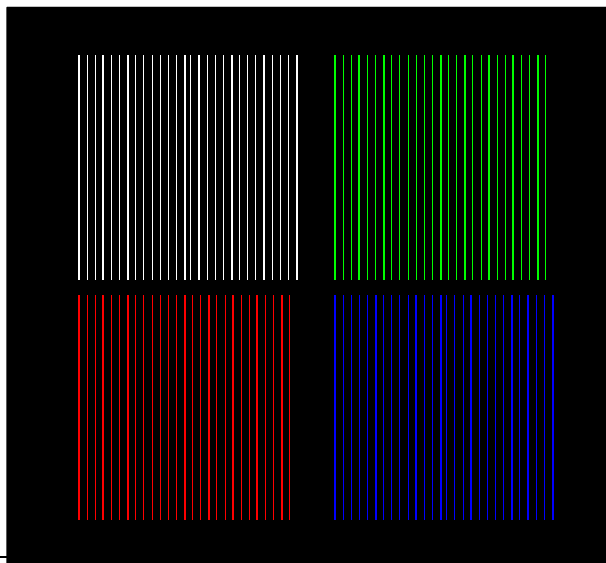
**Use a Black or White Line as the Boundary Between Colored Regions**



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**Do Not Display Fast-moving or High-detail Items  
in Color, Especially Blue**



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**Watch the Use of Saturated Reds and Blues Together**

**Reds and Blues are  
on opposite ends of  
the color spectrum.  
It is hard for your  
eyes to focus on  
both.**



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**Be Aware of the Differences Between  
Color Gamuts –**

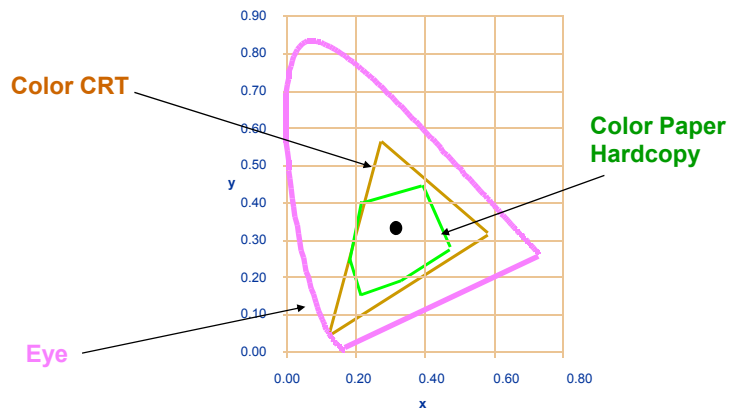
**Adapt by Deciding What is Most Important  
for Your Visualization**



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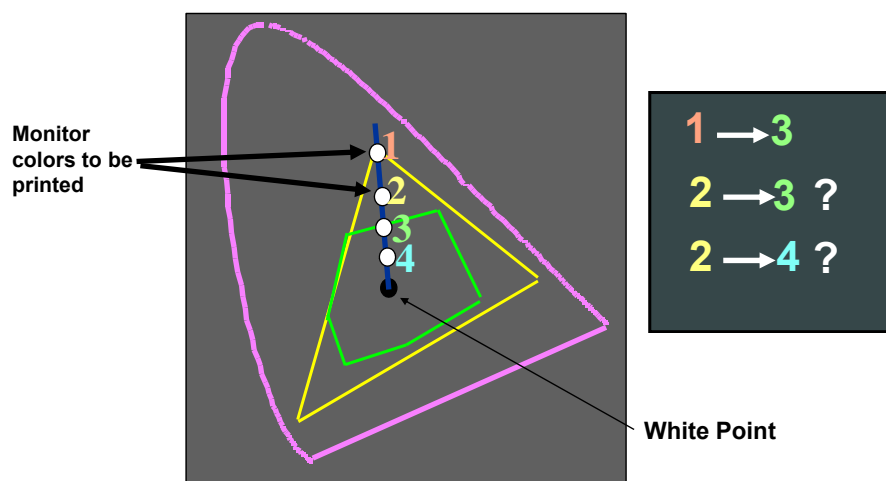
## Color Gamut for a Monitor and a Color Printer



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## Color-Preserving vs. Contrast-Preserving Gamut Mappings



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## **Some Basic Rules for Using NTSC (Analog) Video**

**or, Why I'm So Glad We Are in the Twilight of Analog TV...**



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### **Understand the Limitations of going from Monitors to NTSC Video**

- **Use less saturated colors due to color gamut considerations**
- **Expect an effective resolution of (at best) ~640x480**
- **Do not use single-pixel thick lines**
- **Stay away from the edges of the screen**
- **Some colors have better video resolution than others**



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### NTSC Cycles-of-Encoding per Scanline

What:	Cycles/Scanline:
Intensity	267
Orange-Blue	96
Purple-Green	35



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### Beware of Gratuitous Color Pollution

**Just because you have millions of colors to choose from,**

**doesn't mean you must use them all ...**



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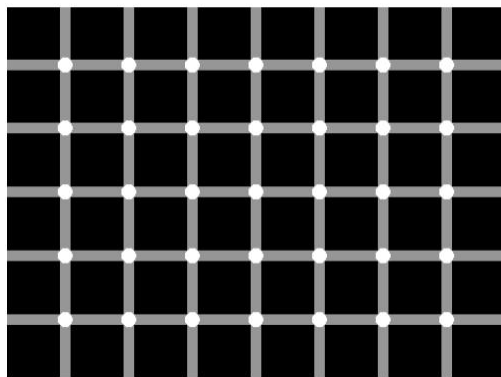


## Beware of Lots of Other Stuff



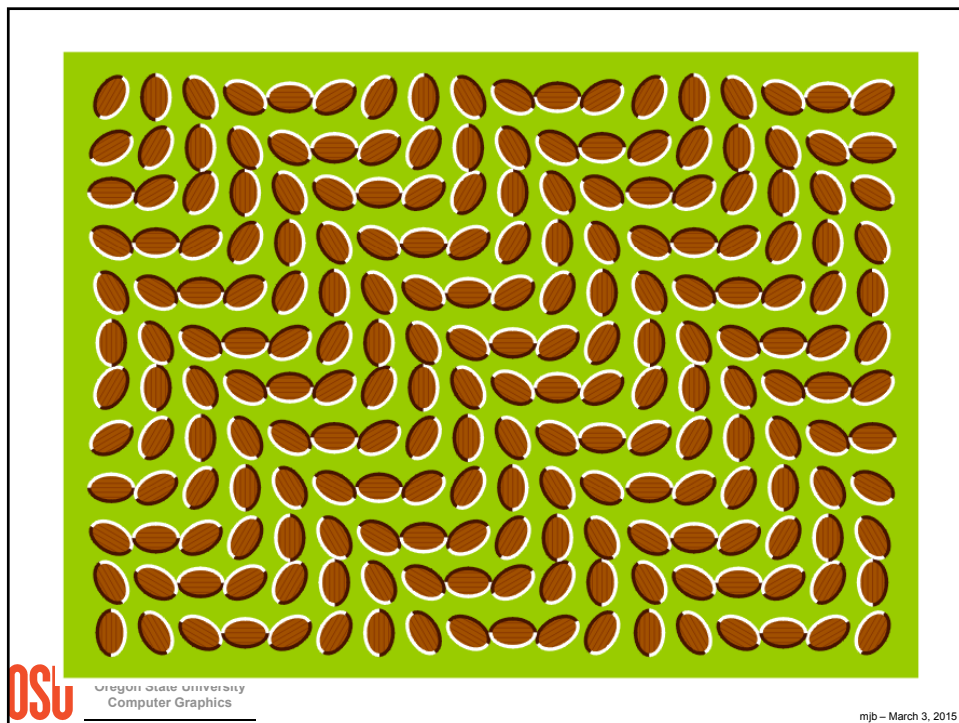
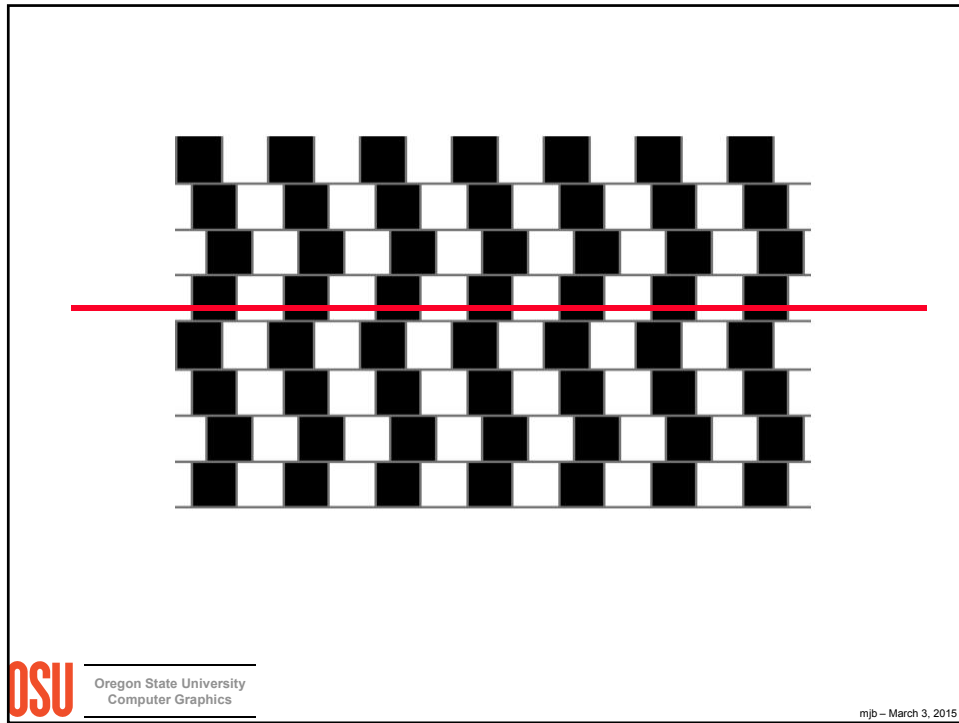
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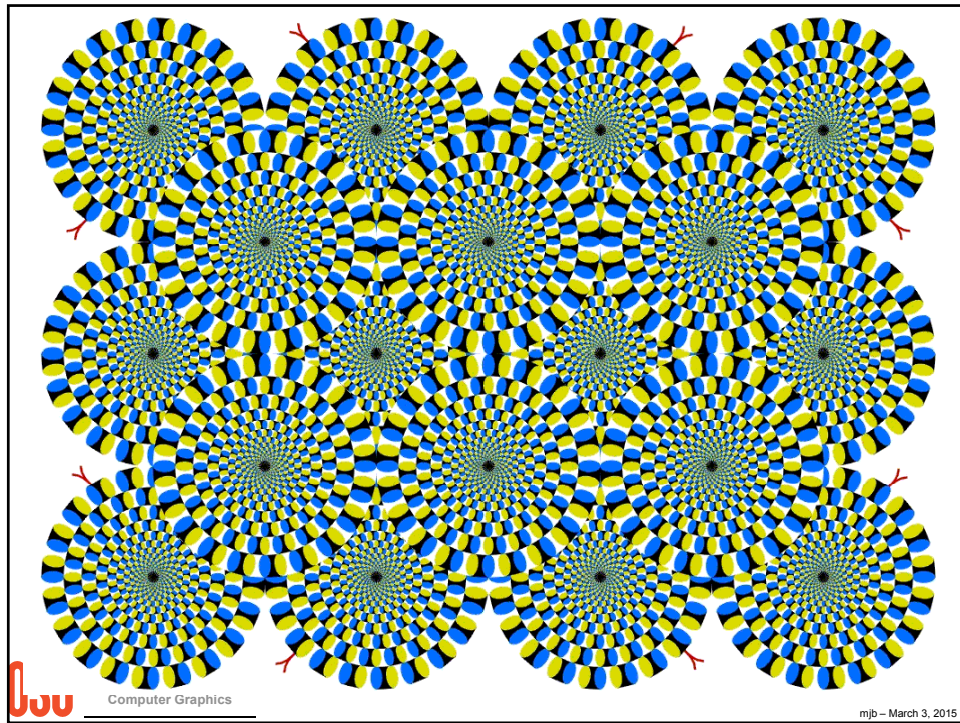
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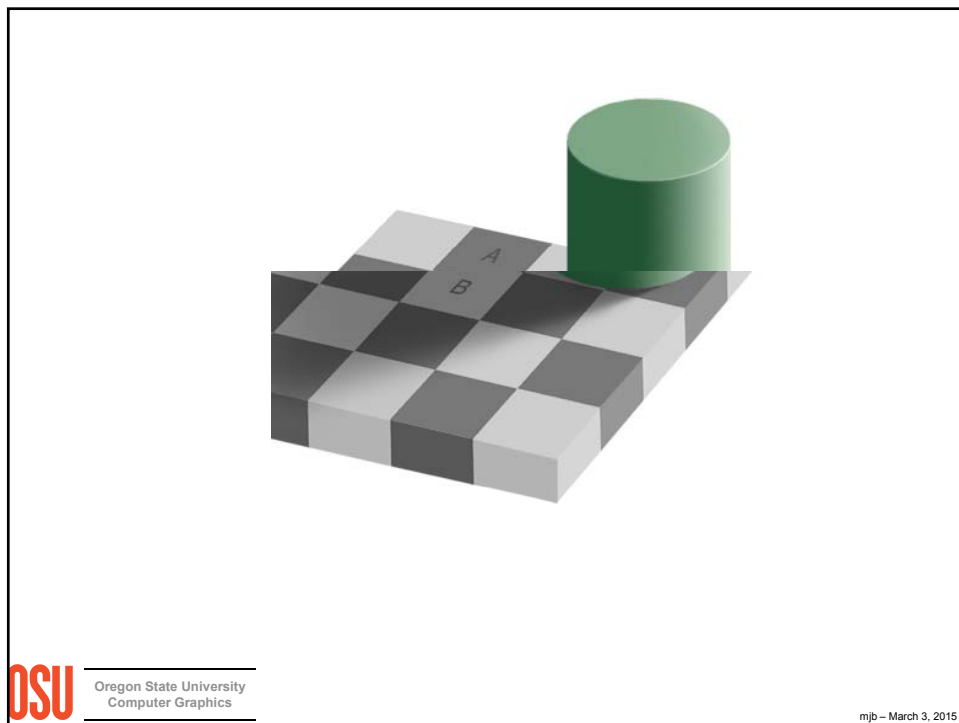
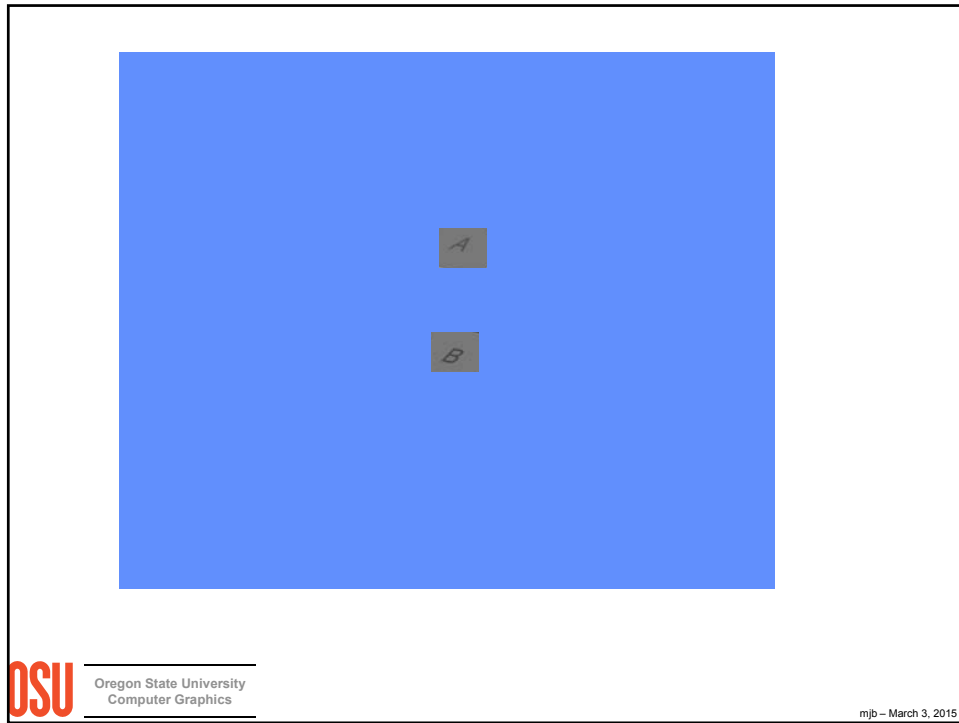


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## Good Color and Perception References

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