

Color in Scientific Visualization

1



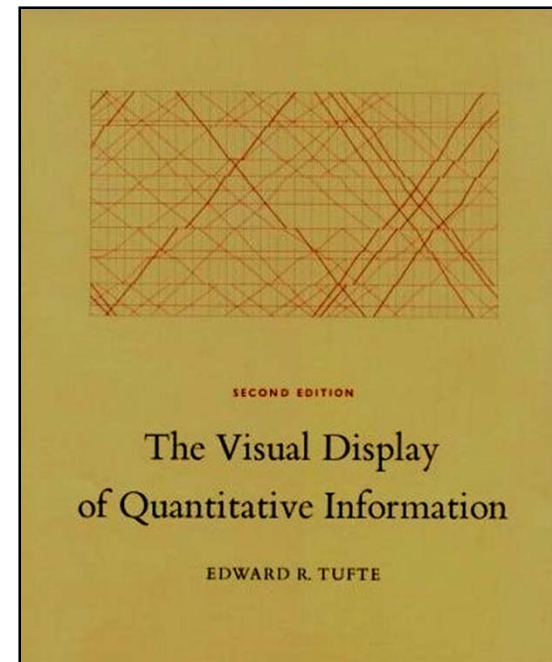
This work is licensed under a [Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License](https://creativecommons.org/licenses/by-nc-nd/4.0/)



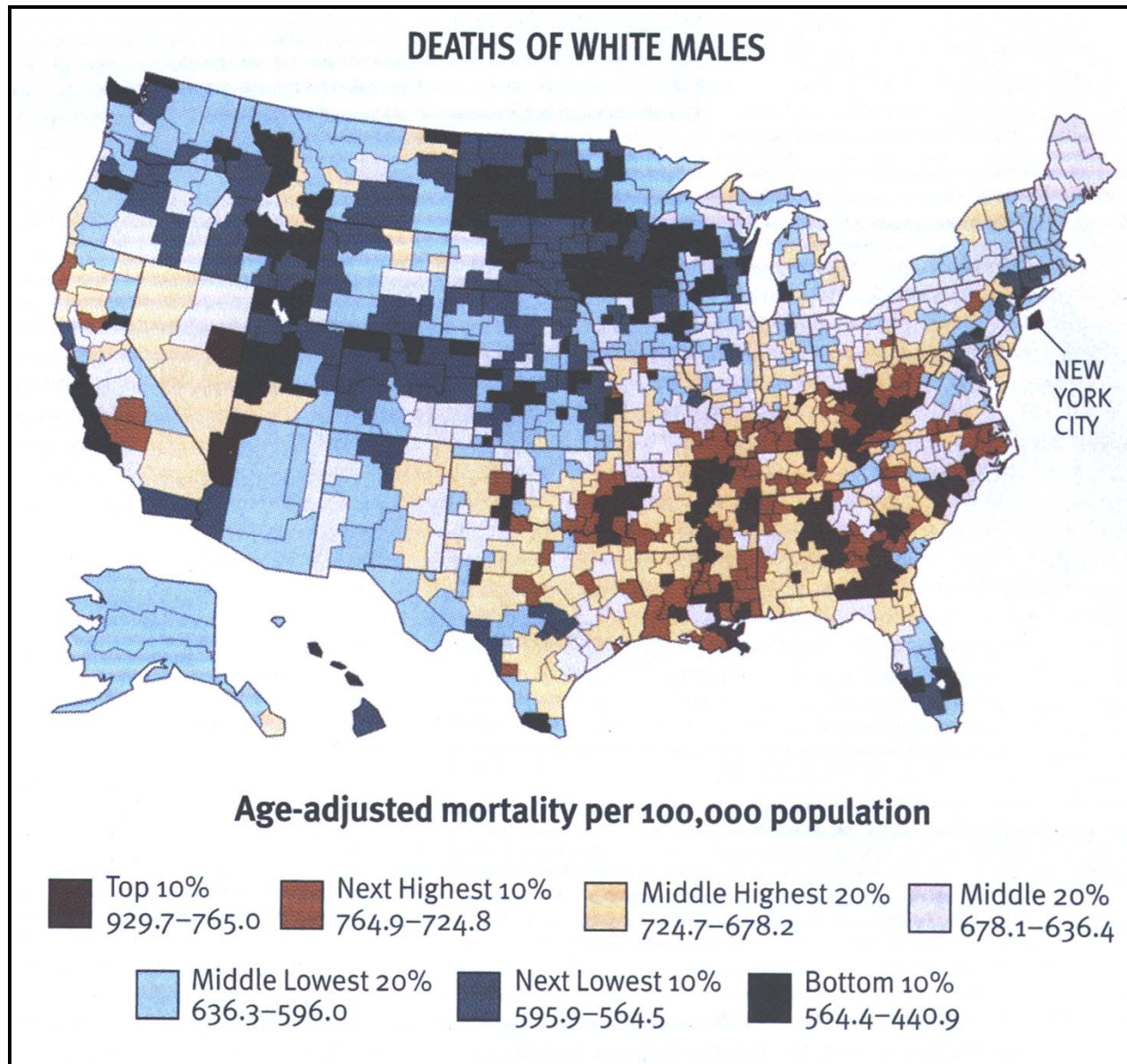
Oregon State
University
Computer Graphics

“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.*”

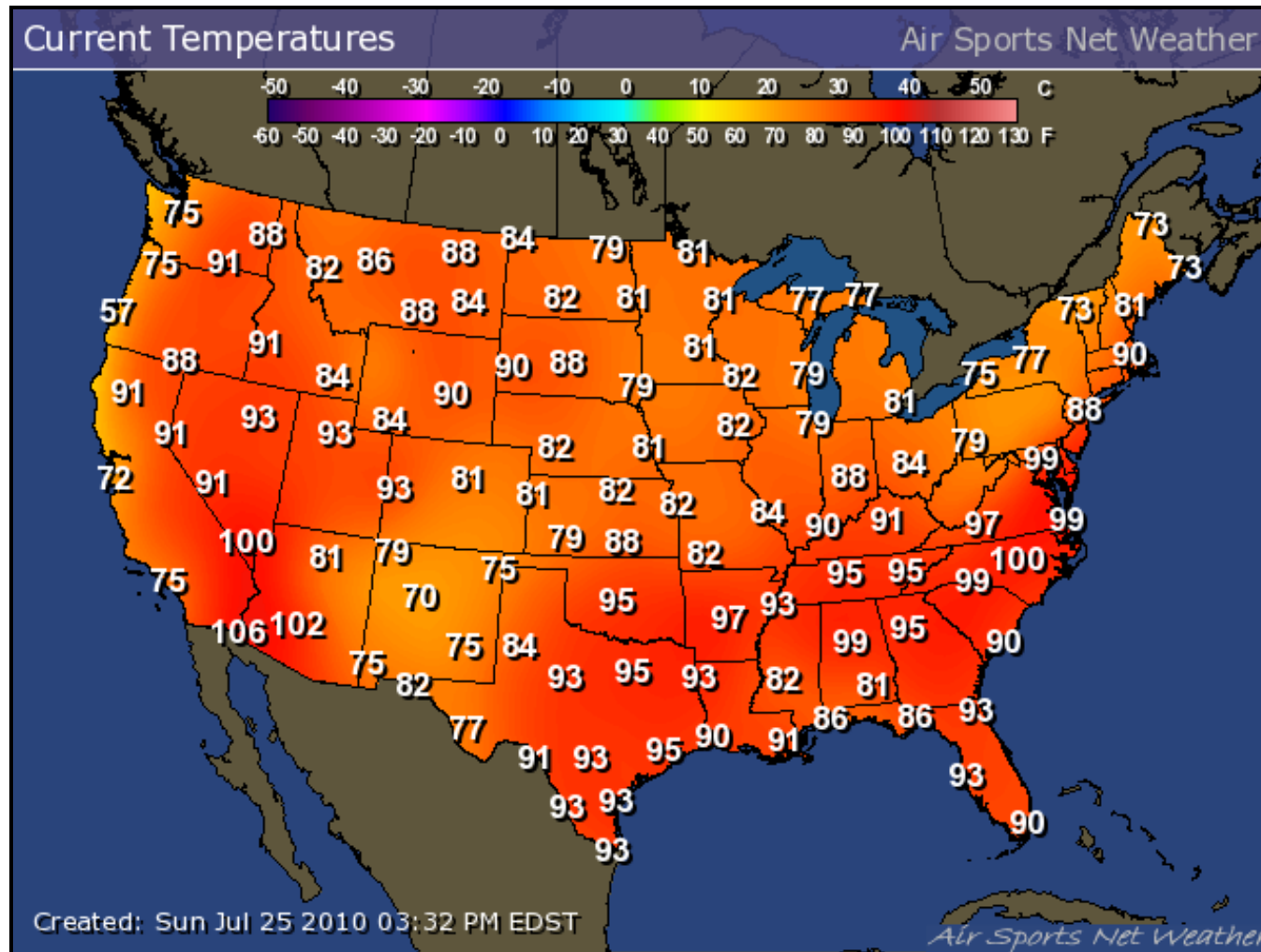
-- Edward Tufte



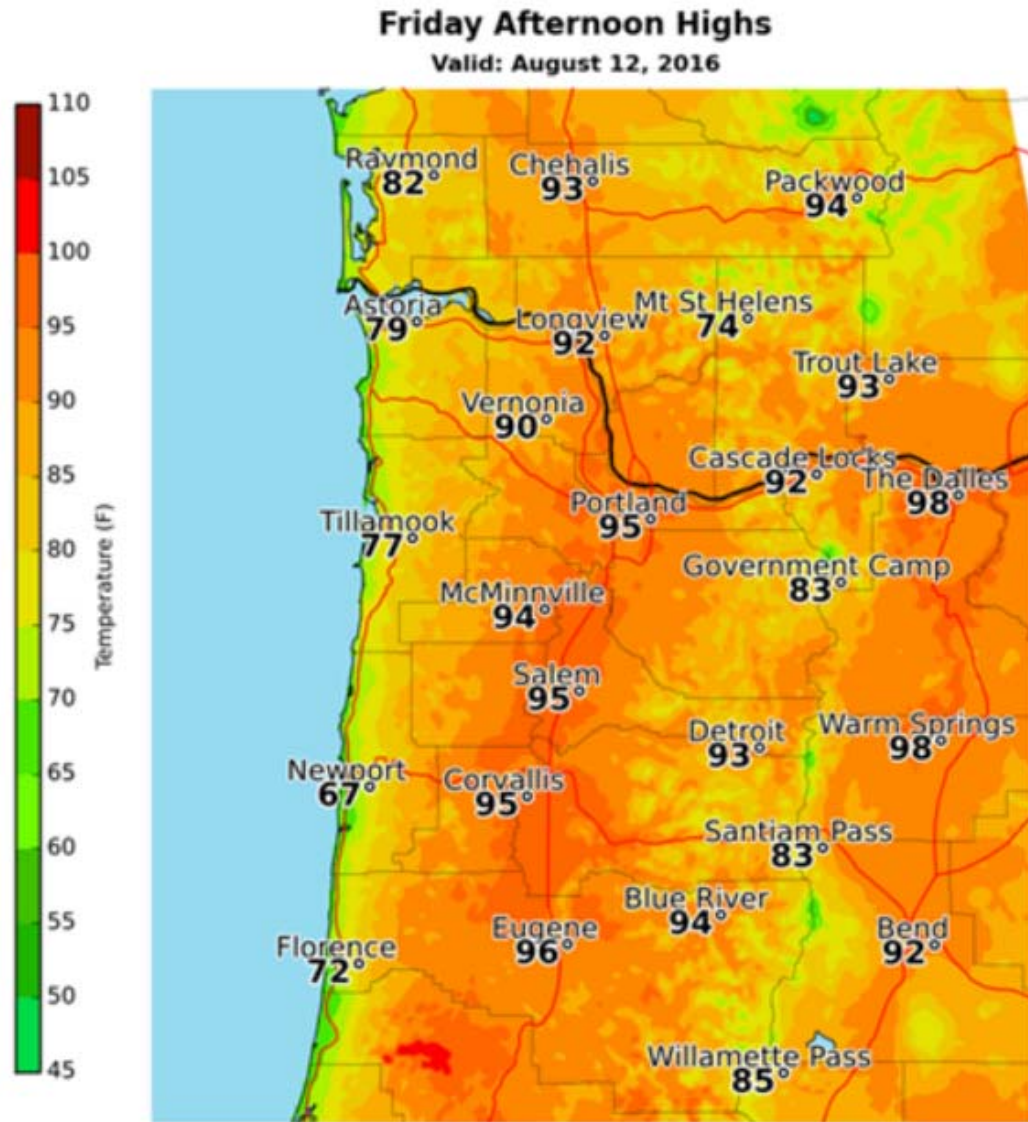
What's Wrong with this Color Scale?



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



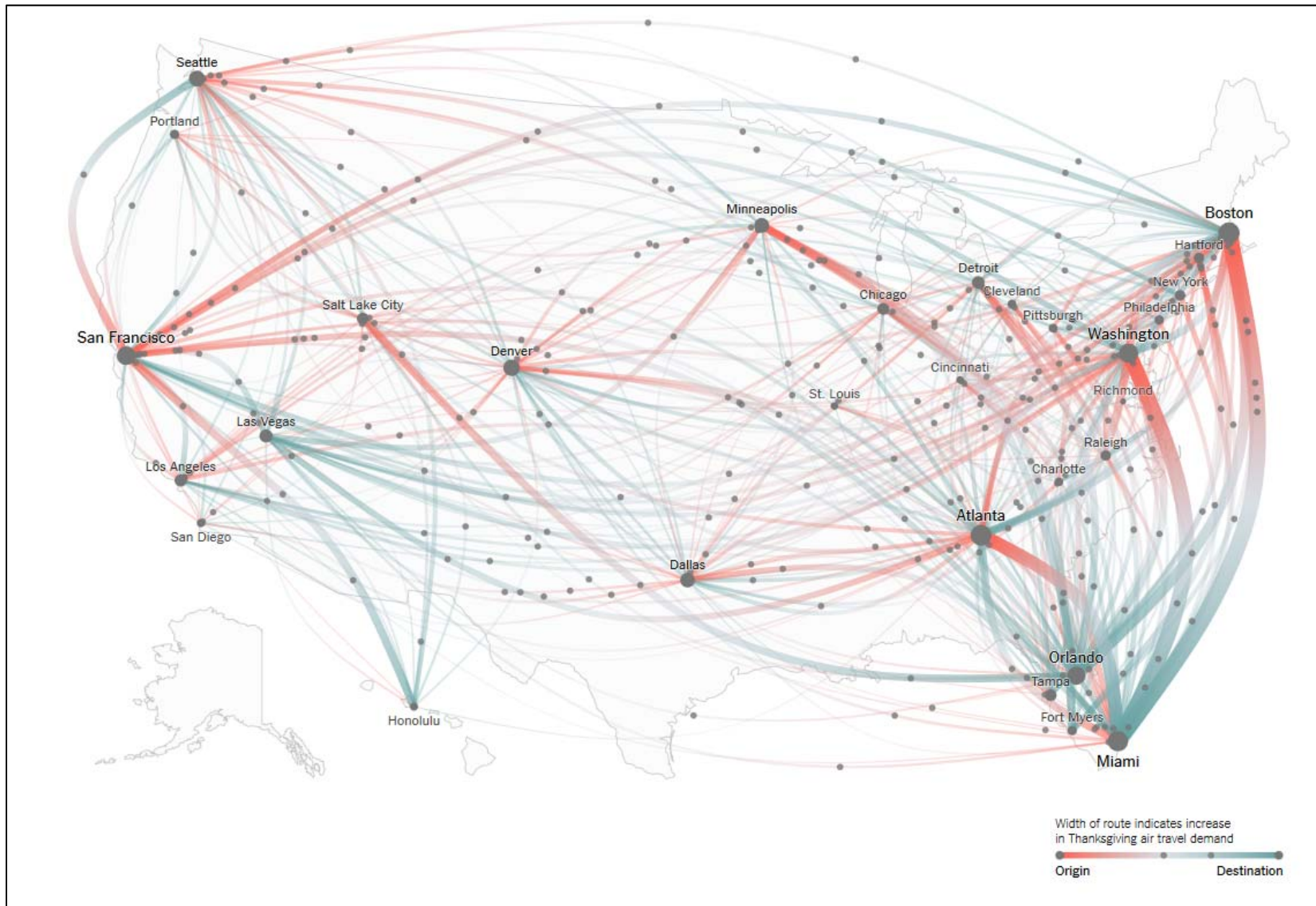
Good choice of color scale and Dynamic Range (probably a summer-only scale)



National Weather Service
Portland Oregon
08/11/2016 10:50 AM PDT

Follow Us:  
weather.gov/Portland

Two-color Scale Showing where Americans travel for Thanksgiving



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

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

Sensors in Your Retina

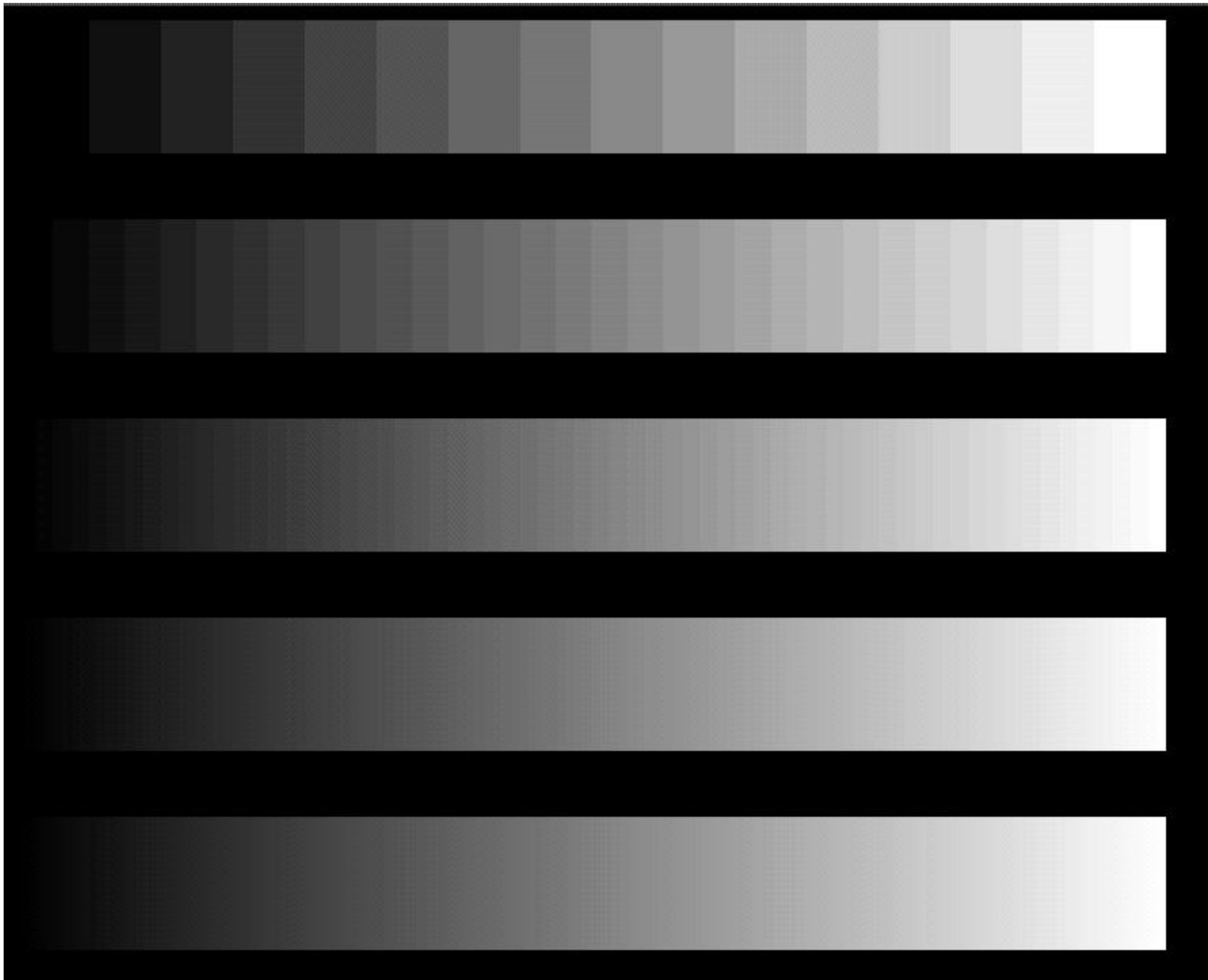
Rods

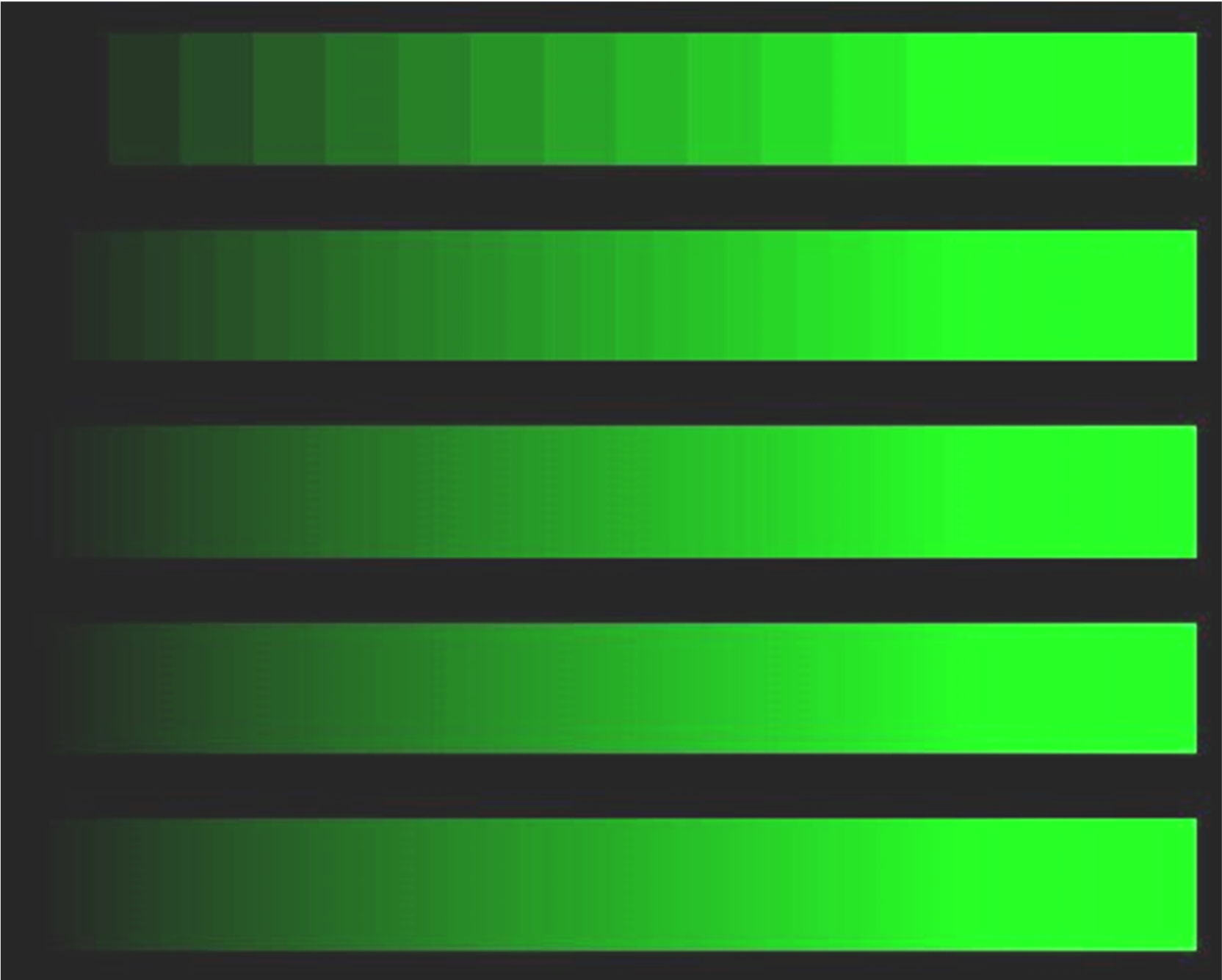
- ~115,000,000
- Concentrated on the periphery of the retina
- Sensitive to *intensity*
- Most sensitive at 500 nm (~green)

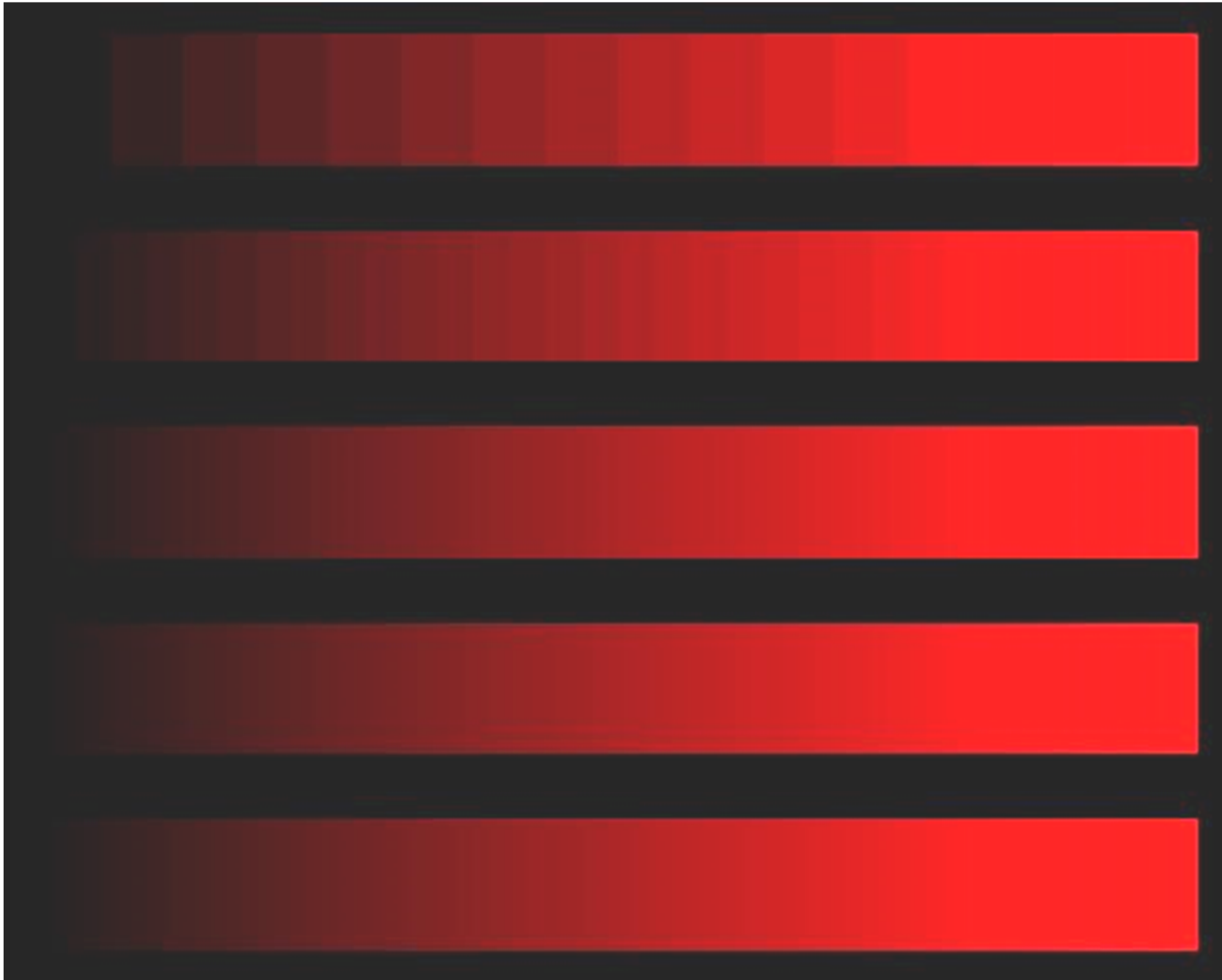
Cones

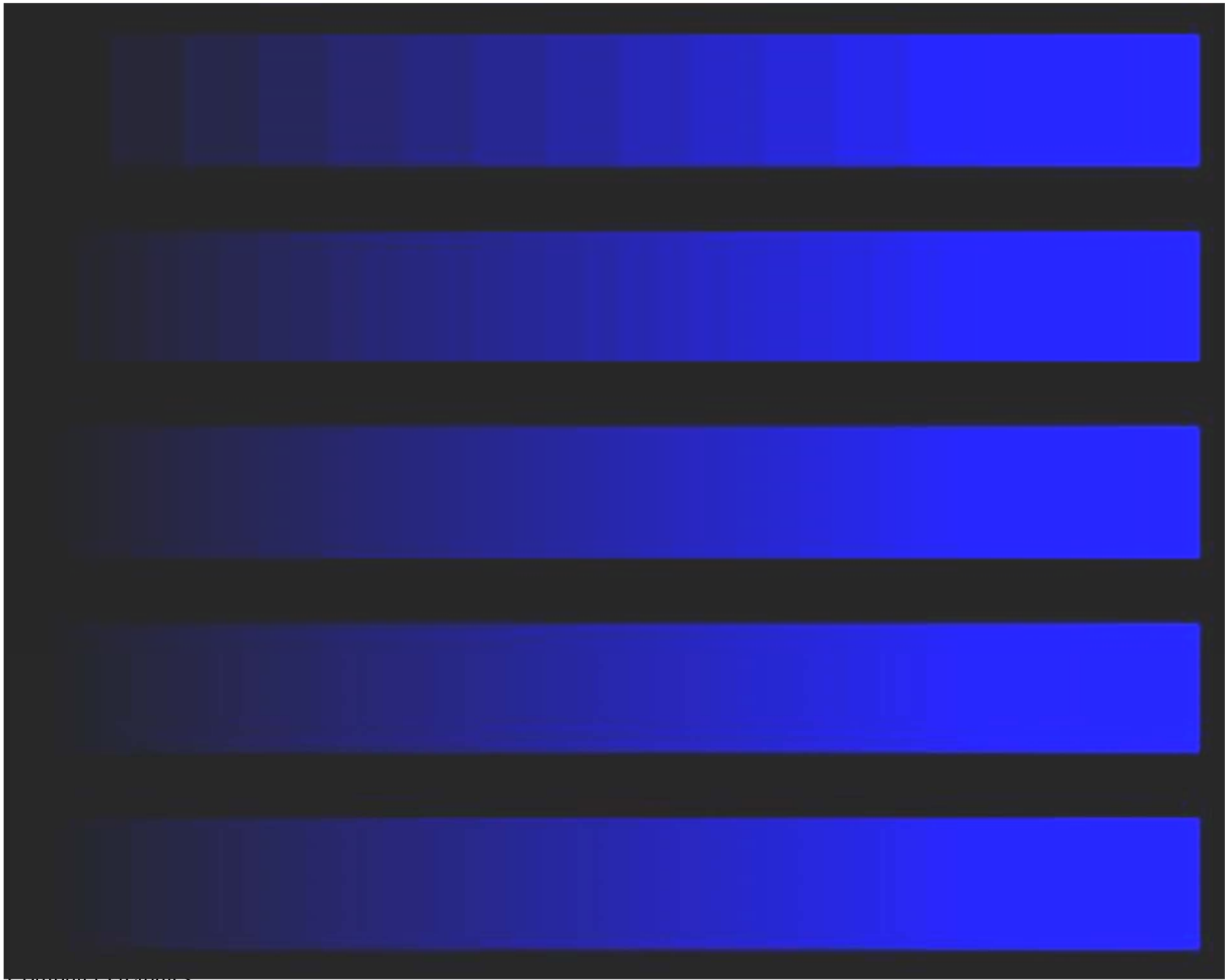
- ~7,000,000
- Concentrated near the center of the retina
- Sensitive to *color*
- Three types of cones: long(~red), medium (~green), and short (~blue) wavelengths











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"

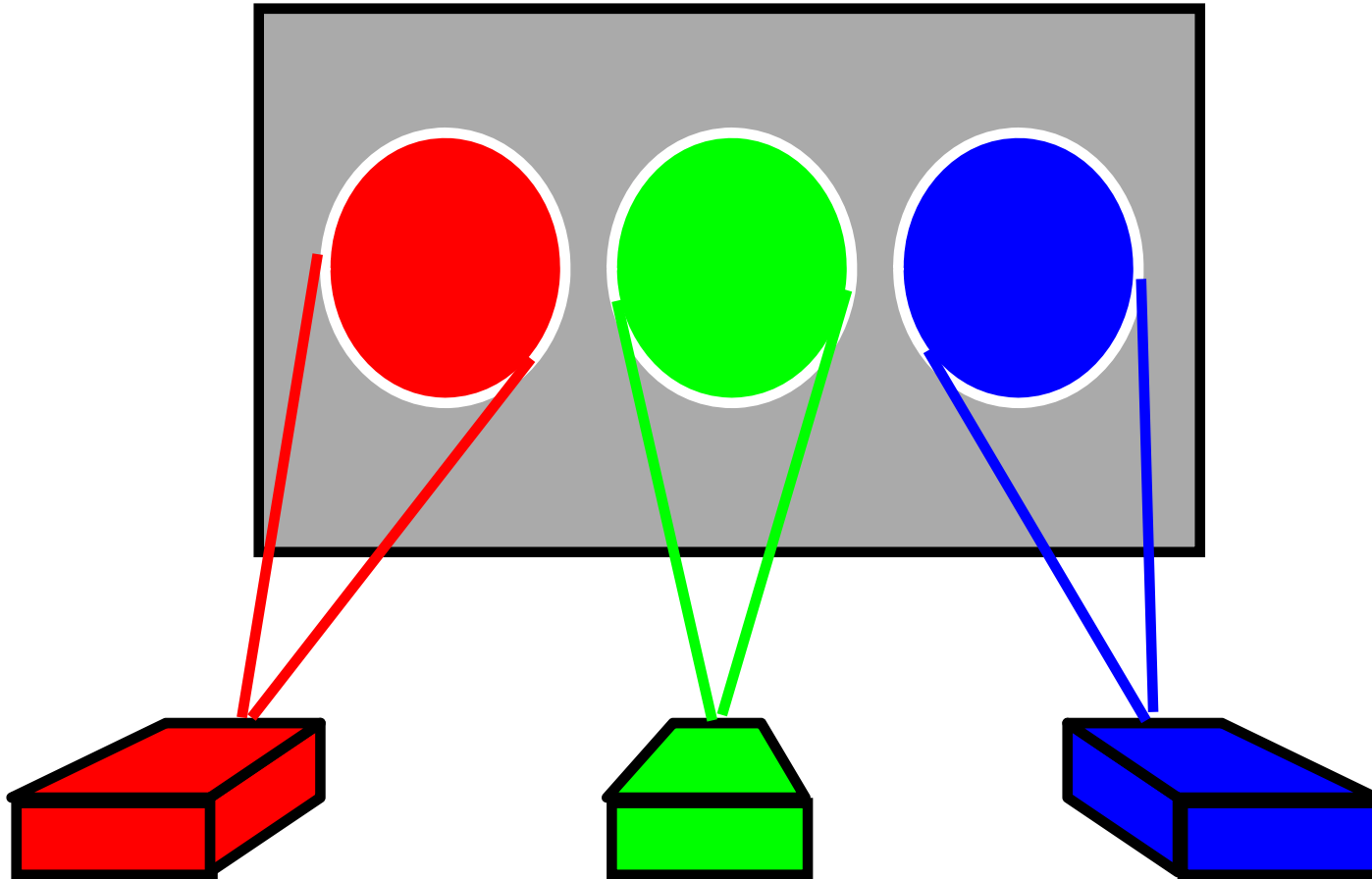
7"

5"

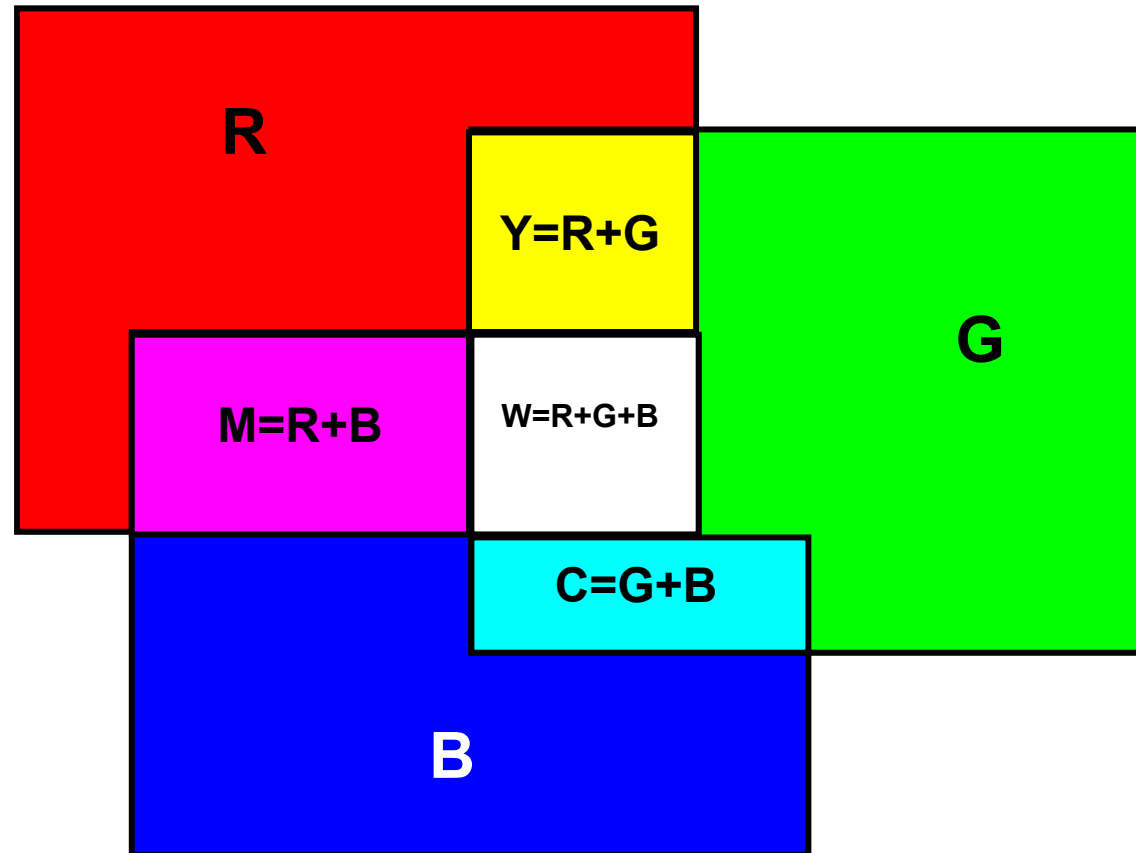
3"



Monitors: Additive Colors



Additive Color (RGB)

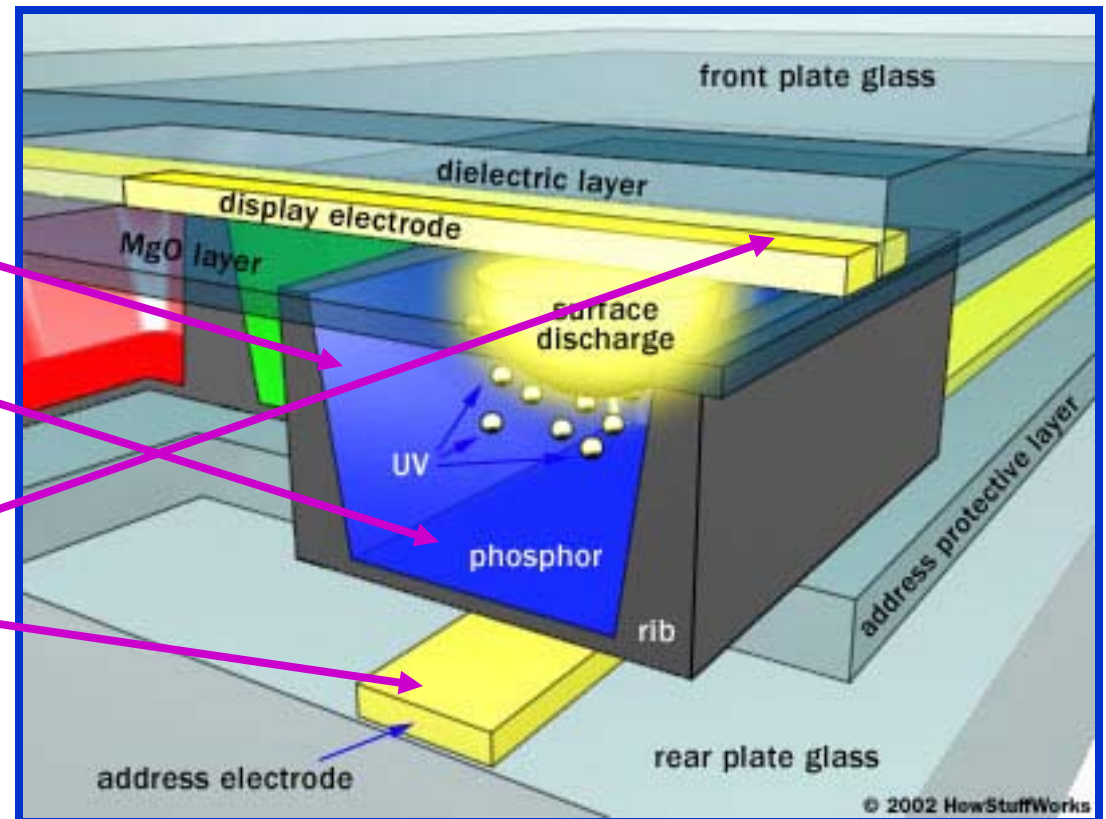


OpenGL: \longrightarrow `glColor3f(r, g, b);`

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

Plasma Displays use Additive Color

- Gas cell
- Phosphor
- Grid of electrodes

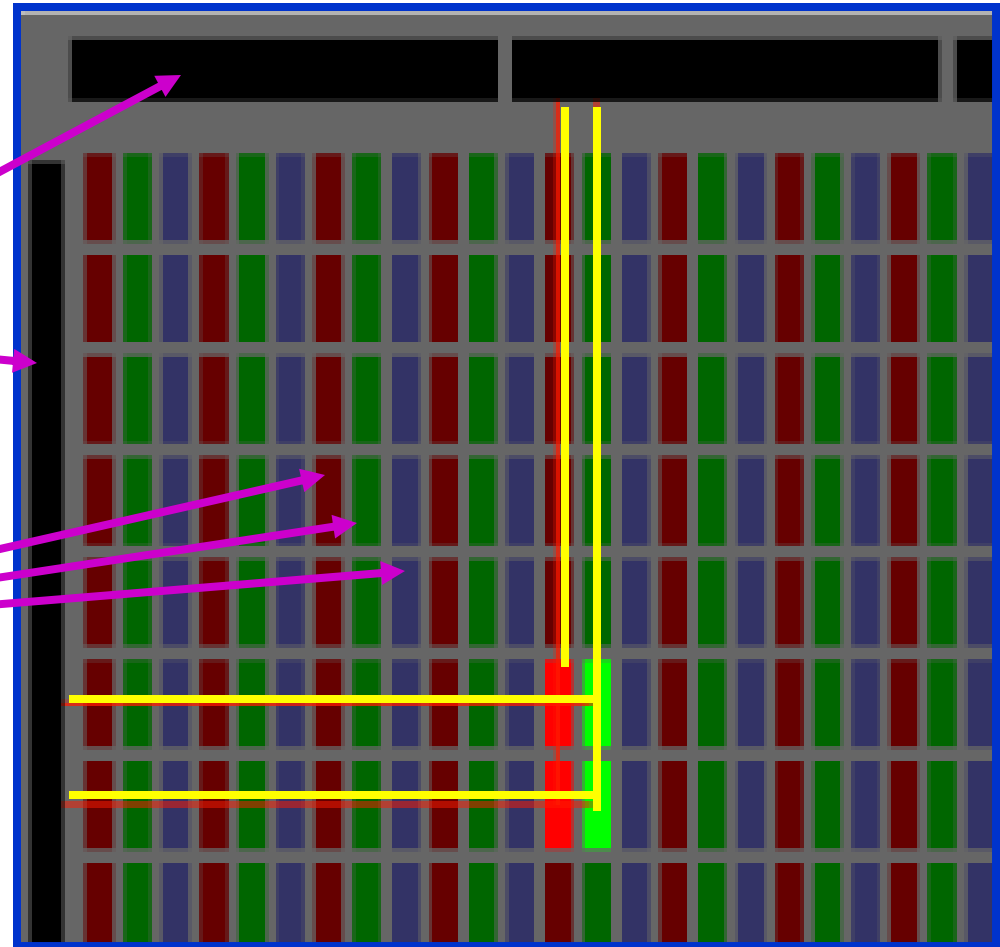


<http://electronics.howstuffworks.com>

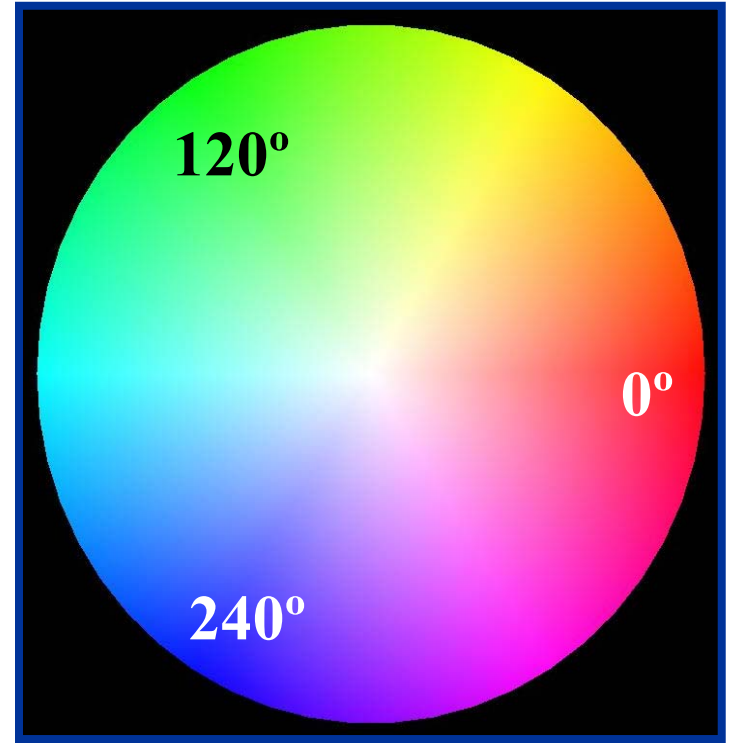
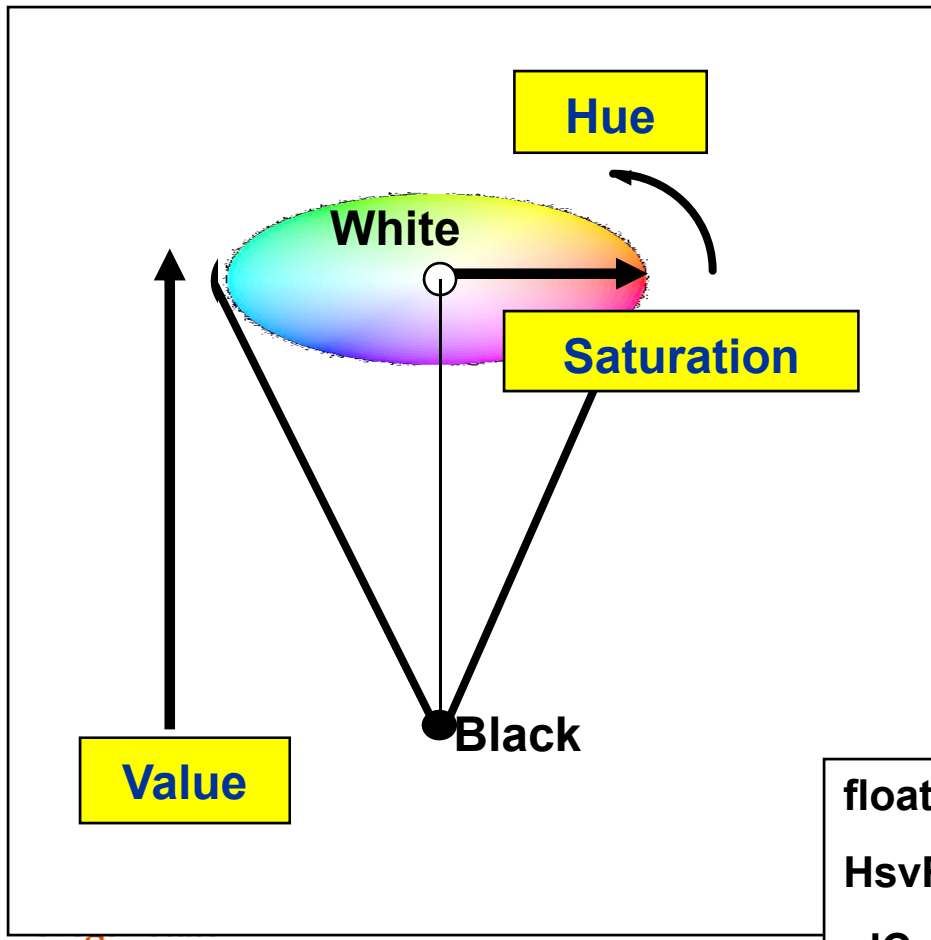
LCD Displays use Additive Color

- Grid of electrodes

- Color filters



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 on the web site

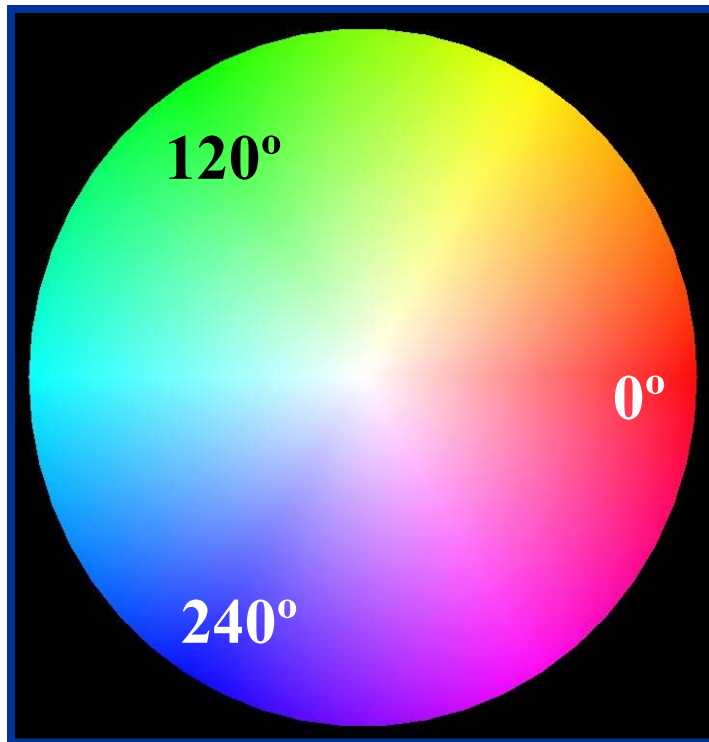
$0. \leq s, v, r, g, b \leq 1.$
 $0. \leq h \leq 360.$

Home Depot uses a form of HSV :-)

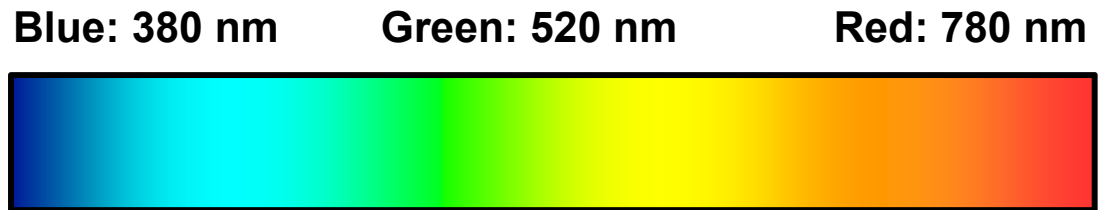


Hue-Saturation-Value (HSV):

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

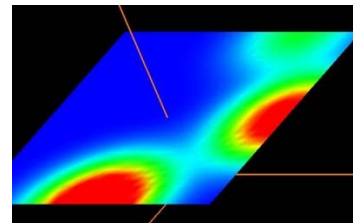


Notice that blue-green-red in HSV space corresponds to the visible portion of the electromagnetic spectrum

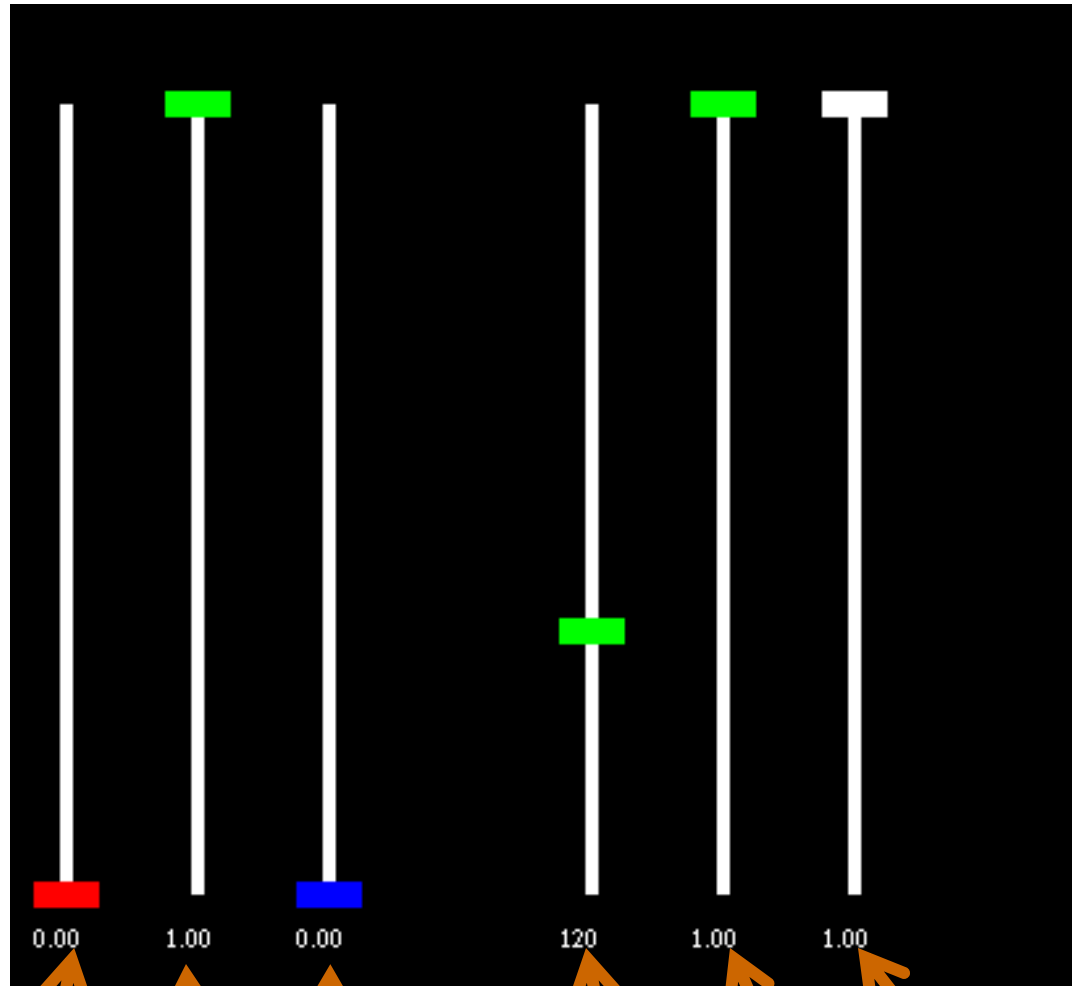


$$Hue = 240. - 240. \frac{S - S_{min}}{S_{max} - S_{min}}$$

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



Hue-Saturation-Value: The OSU ColorPicker Program



















Red, Green, Blue

Hue, Saturation, Value

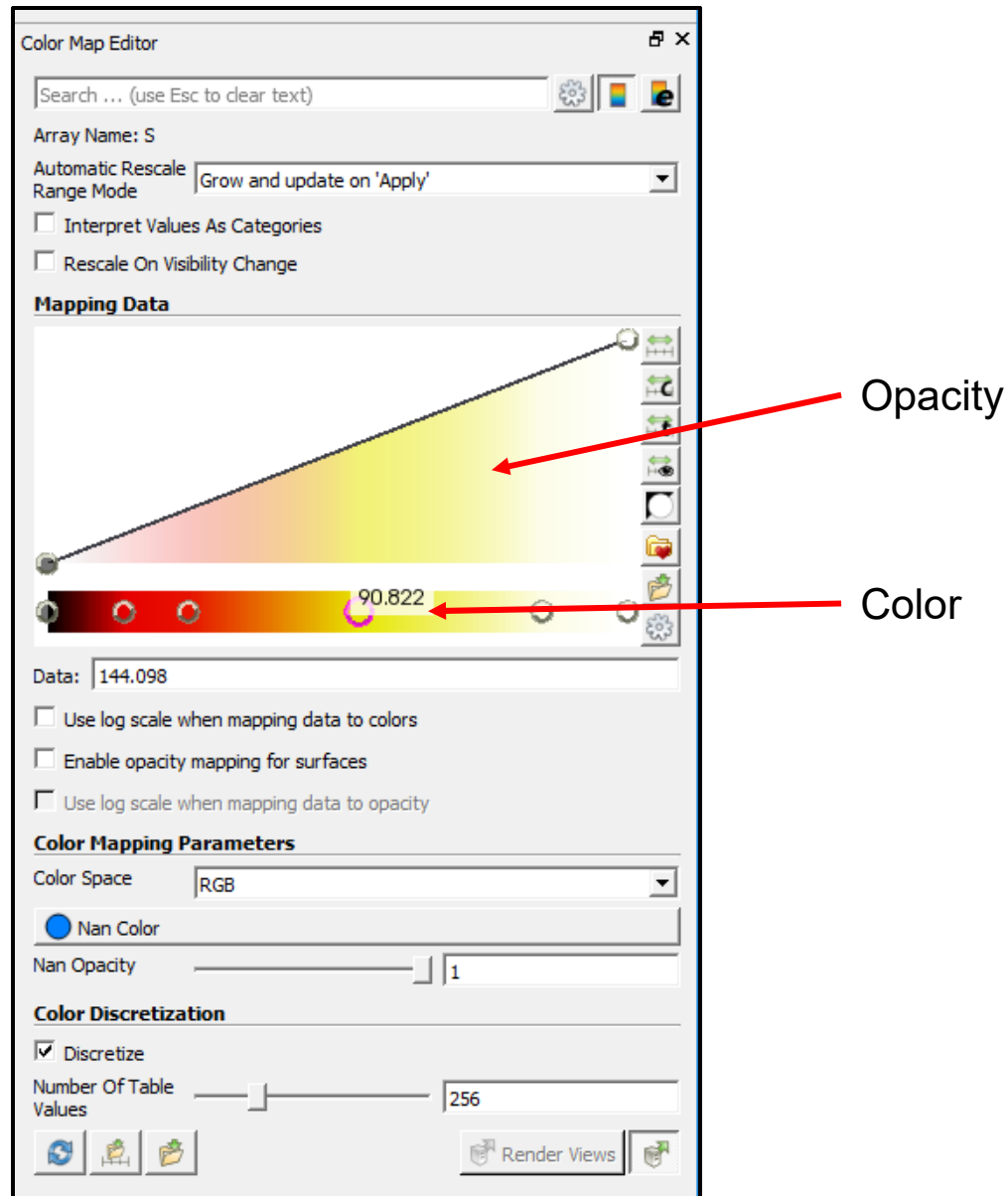


ParaView Allows You to Pick Among Several Preset Color Ranges²²

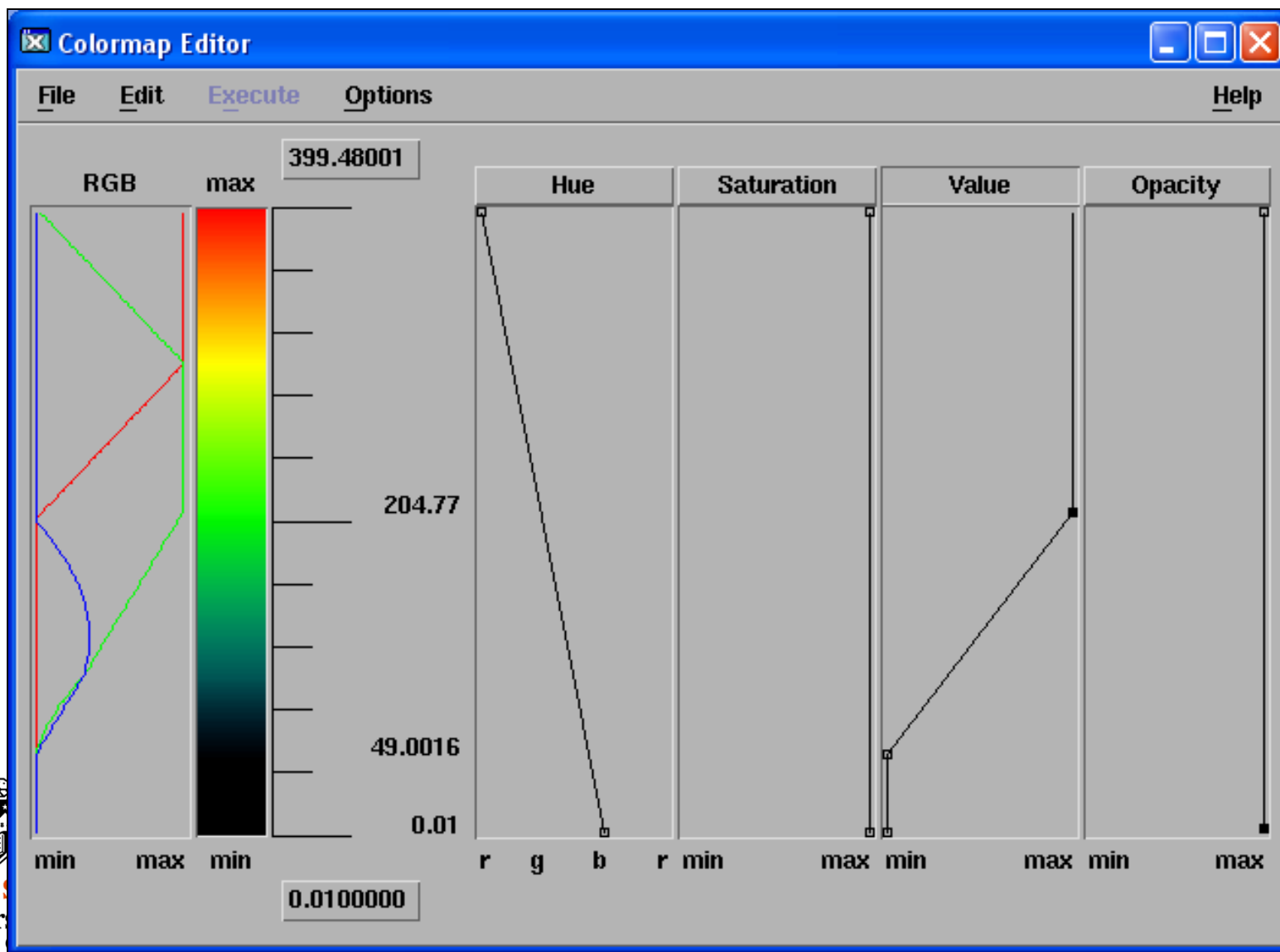
The 'Choose Preset' dialog box displays a grid of 16 color presets. The 'Cool to Warm' preset is selected, indicated by a dotted border around its color bar and name. The right-hand panel contains 'Options to load' with 'Colors' and 'Opacities' checked, and 'Use preset range' unchecked. Under 'Actions on selected', 'Show current preset in default mode' is unchecked. At the bottom right are buttons for 'Apply', 'Import', 'Export', 'Remove', and 'Close'. A tip at the bottom left reads: 'Tip: <click> to select, <double-click> to apply a preset.'

Presets	Presets
 <u>Cool to Warm</u>	 <u>Cool to Warm (Extended)</u>
 <u>Black-Body Radiation</u>	 <u>X Ray</u>
 <u>Inferno (matplotlib)</u>	 <u>Black, Blue and White</u>
 <u>Blue Orange (divergent)</u>	 <u>Viridis (matplotlib)</u>
 <u>Gray and Red</u>	 <u>Linear Green (Gr4L)</u>
 <u>Cold and Hot</u>	 <u>Blue - Green - Orange</u>
 <u>Rainbow Desaturated</u>	 <u>Yellow - Gray - Blue</u>
 <u>Rainbow Uniform</u>	 <u>jet</u>

ParaView Allows You to Sculpt Your Own Color Range



OpenDX Allows you to Sculpt the Transfer Function in HSV



Number of data classes: 5

Nature of your data: sequential diverging qualitative

Pick a color scheme:

Multi-hue: [Color swatches]

Single hue: [Color swatches]

Only show: colorblind safe print friendly photocopy safe

Context: roads cities borders

Background: solid color terrain

5-class GnBu

HEX

- #f0f9e8
- #bae4bc
- #7bccc4
- #43a2ca
- #0868ac

EXPORT

COLORBREWER 2.0
color advice for cartography

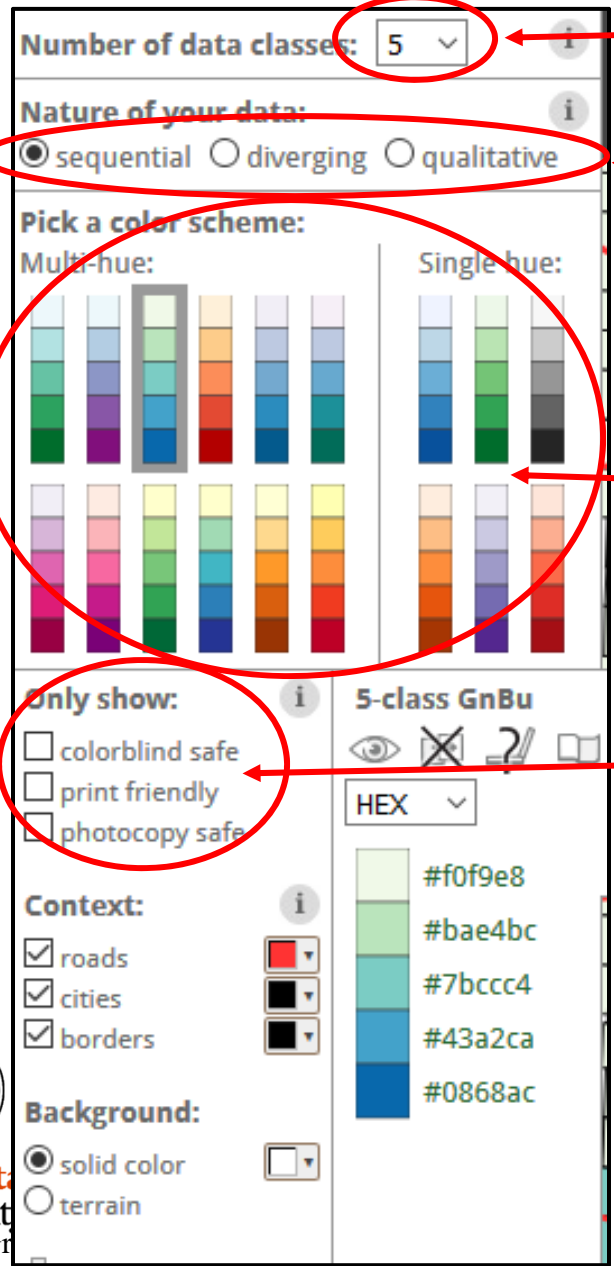
how to use | updates | downloads | credits

Lincoln, Kansas City, Indianapolis, Nashville, Charlotte, Memphis, Atlanta, Dallas, Tulsa, Savannah, Jacksonville, Tallahassee, Mobile, Shreveport

70, 44, 81, 40, 55, 20, 10, 95

© Cynthia Brewer, Mark Harrower and The Pennsylvania State University
[Source code and feedback](#)
[Back to Flash version](#)
[Back to ColorBrewer 1.0](#)

axismaps



Number of discrete colors needed

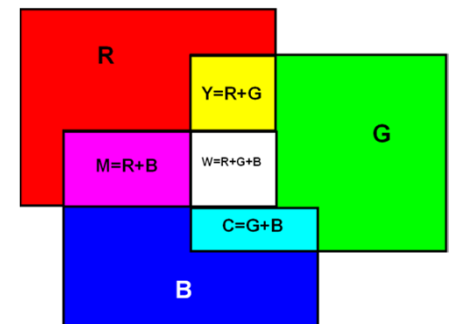
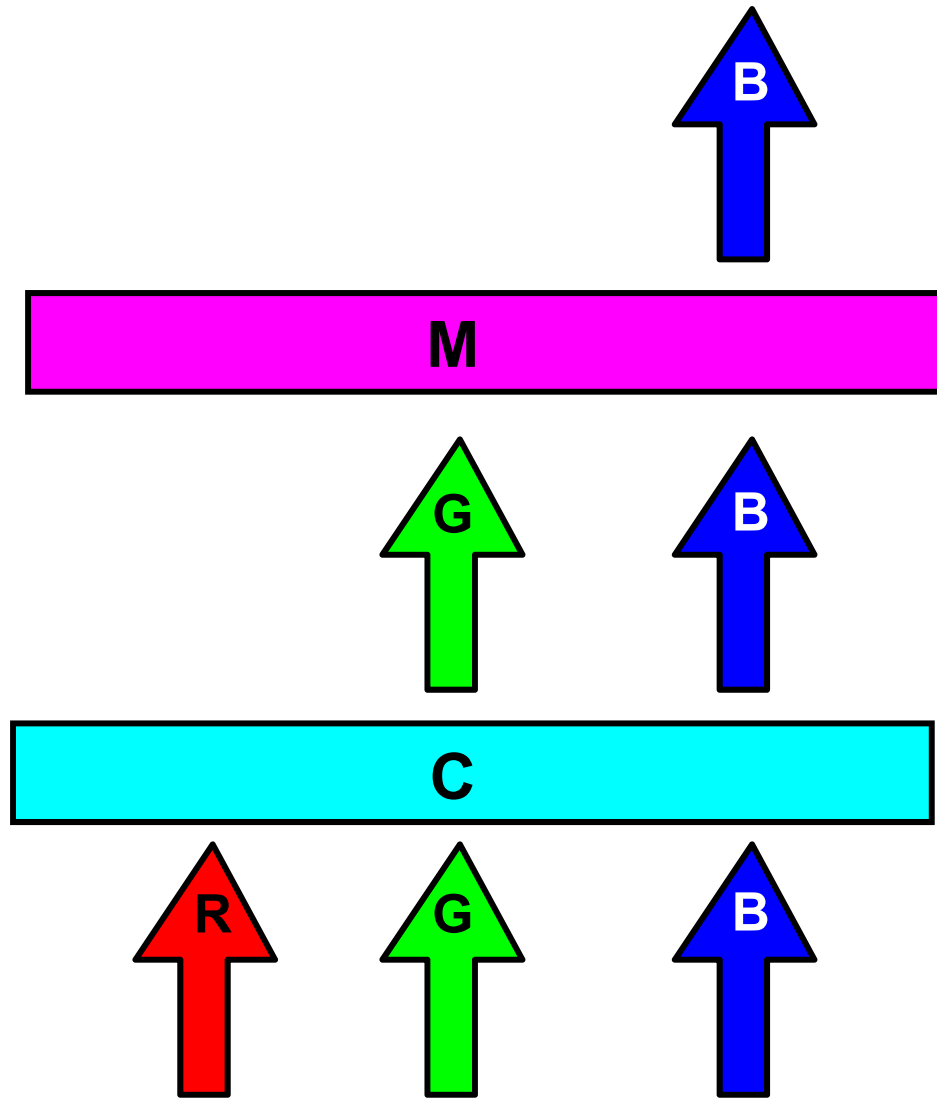
Type of data

Color schemes

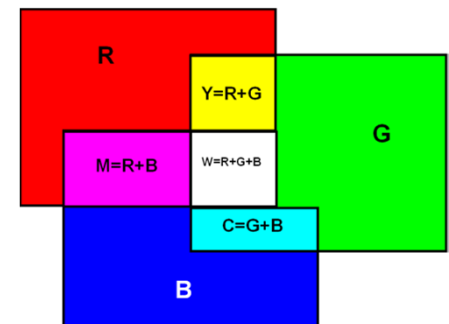
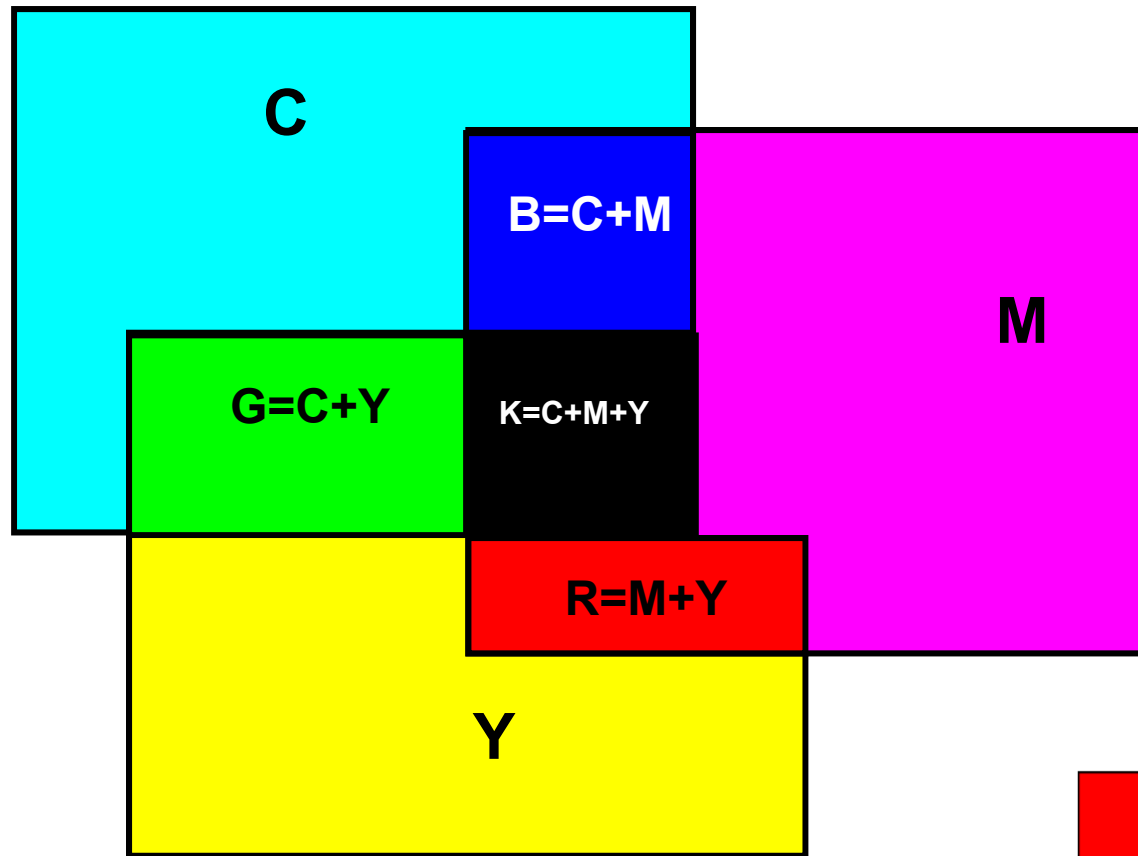
Ways of restricting the color schemes

A good way to explore discrete color spaces

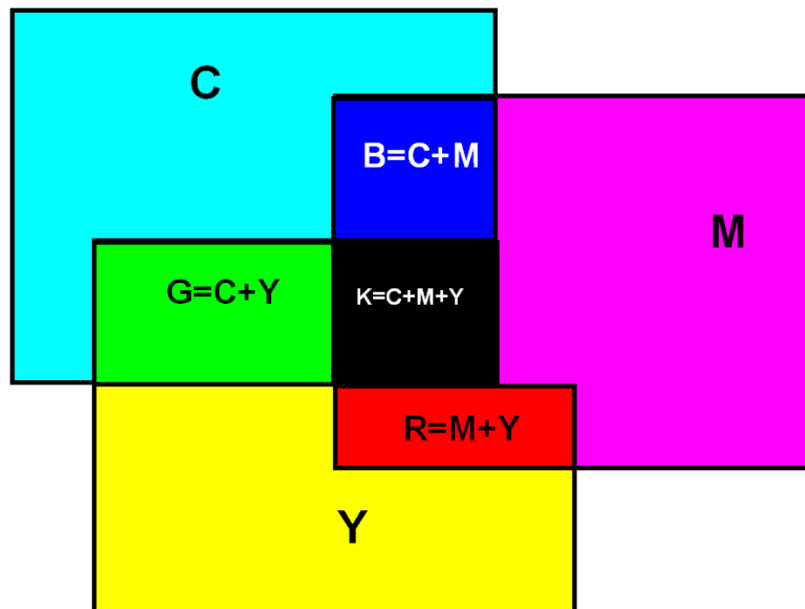
Subtractive Colors (CMYK)



Subtractive Color (CMYK)



- 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

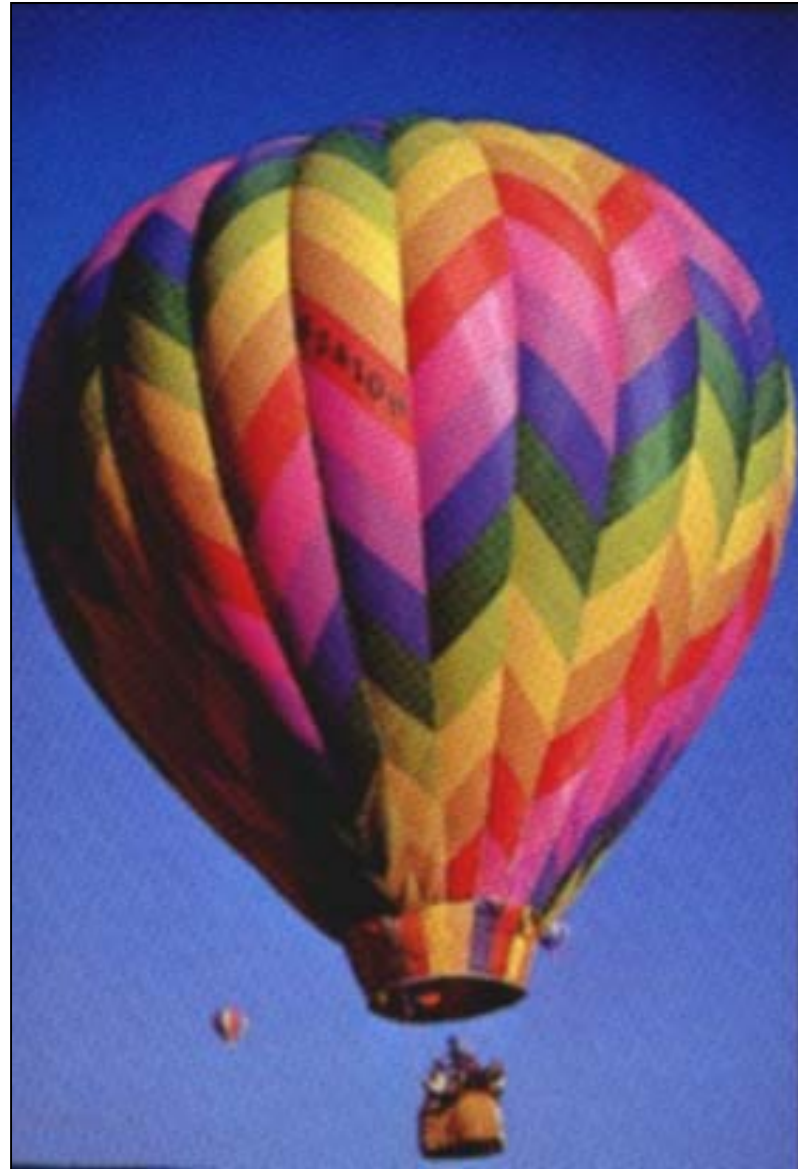


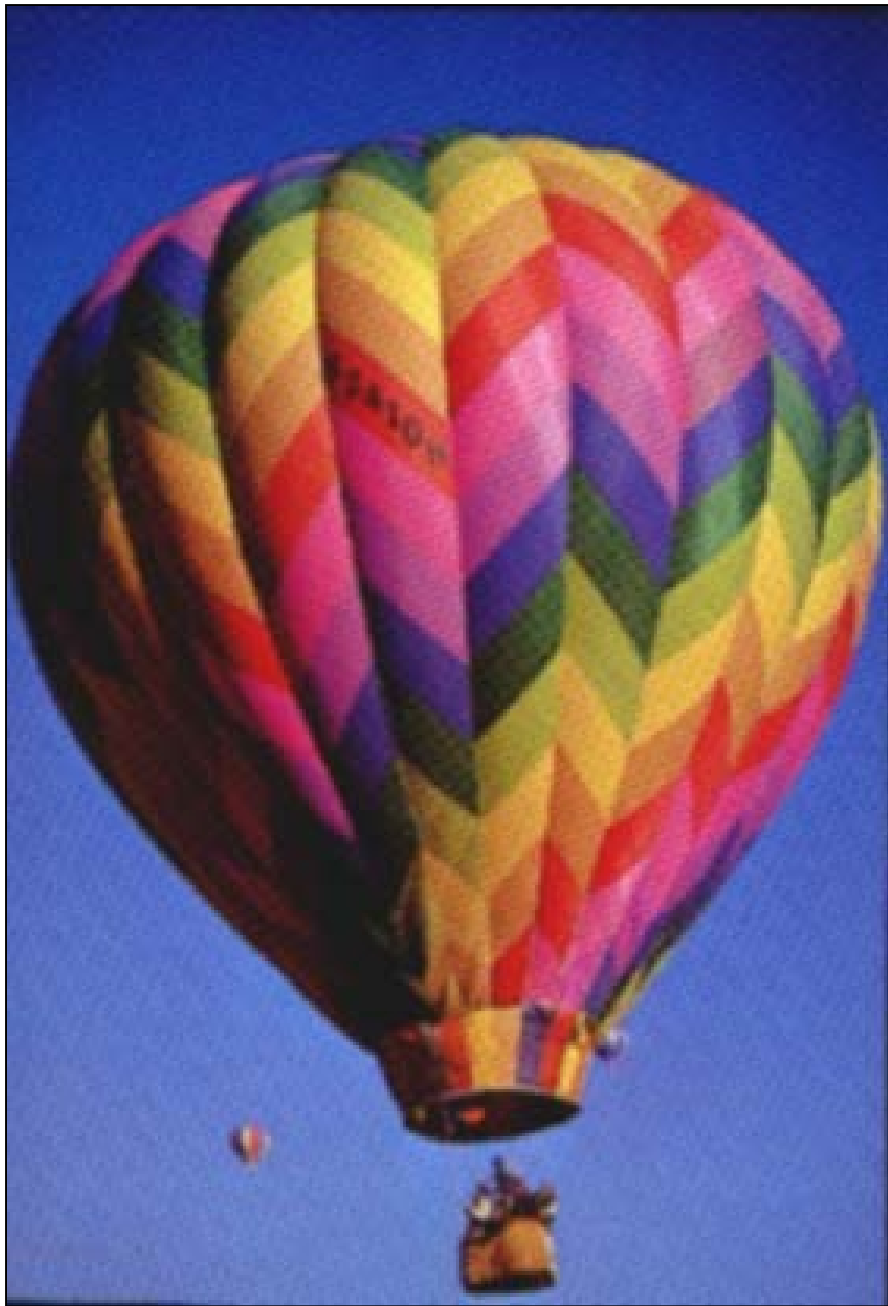
How Do Color Separations Work in Color Printing?

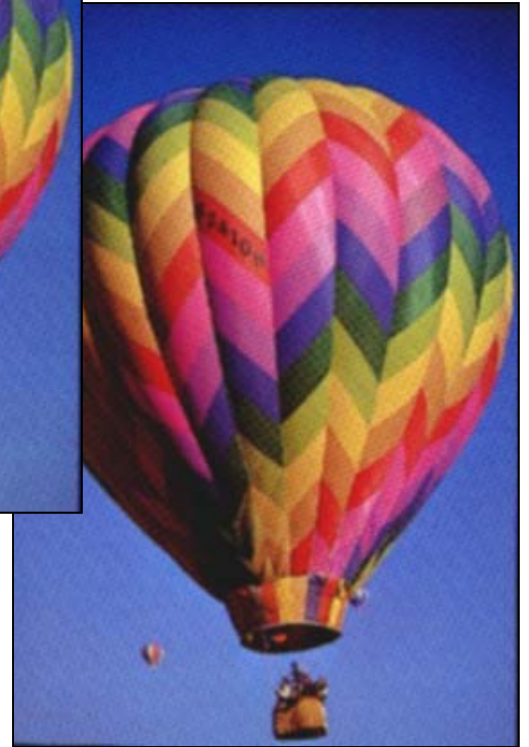
Source: R. Daniel Overheim and David Wagner,
Light and Color, John Wiley & Sons, 1982.



Oregon State
University
Computer Graphics



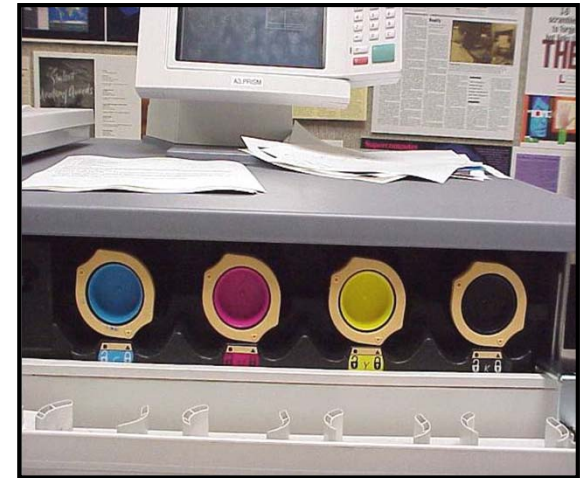




Getting the CMYK Colors



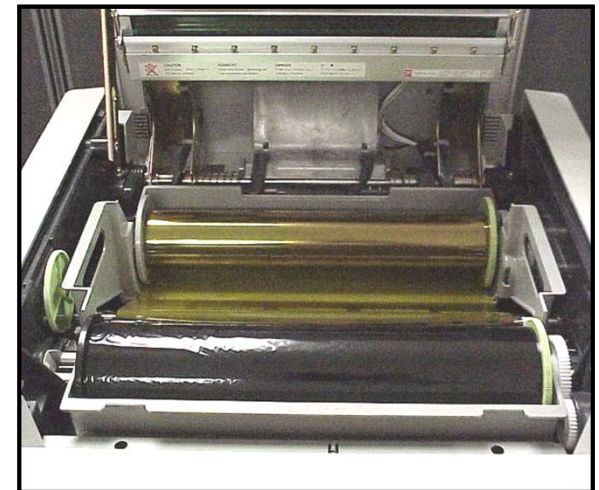
Wax



Toner

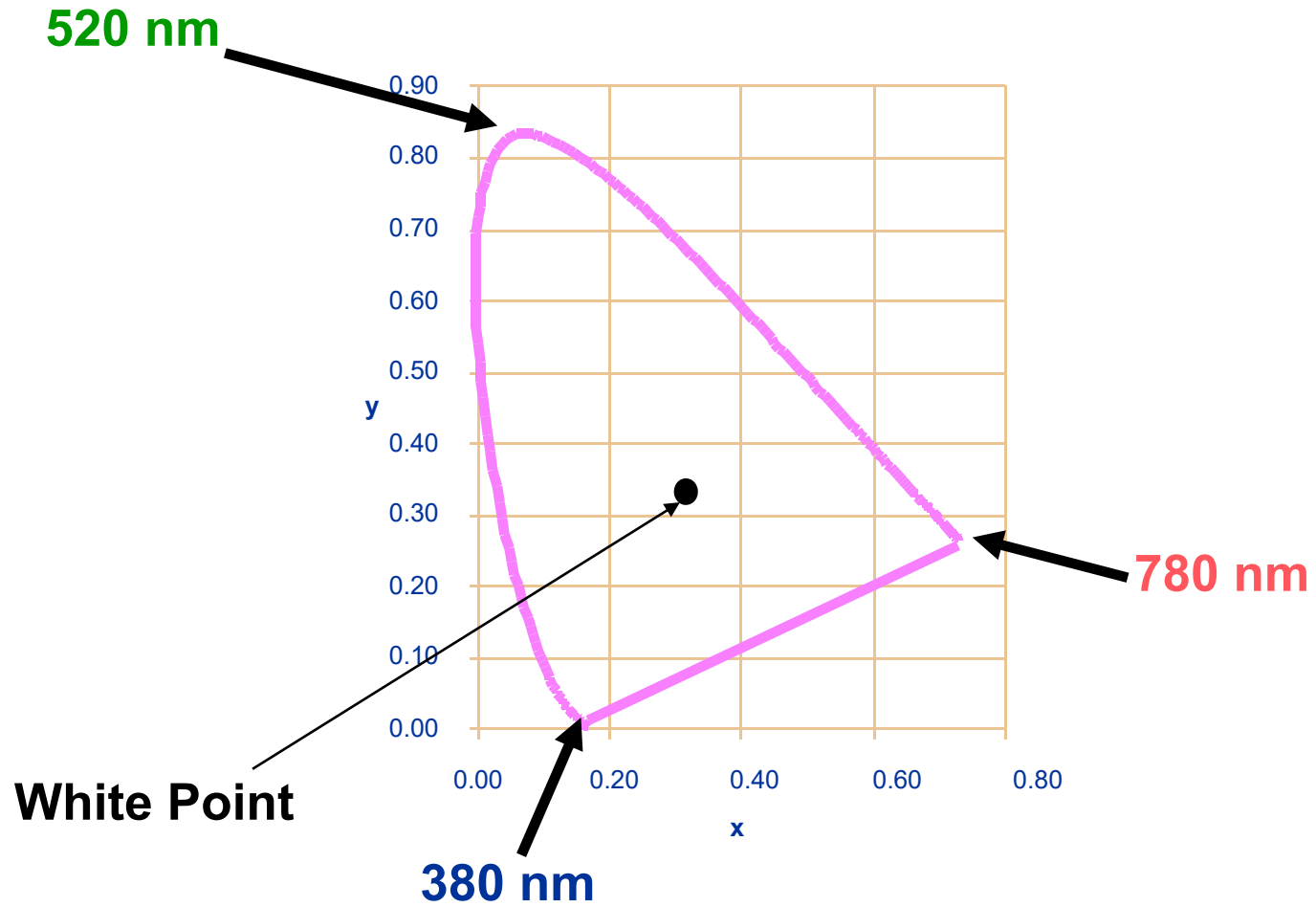


Toner

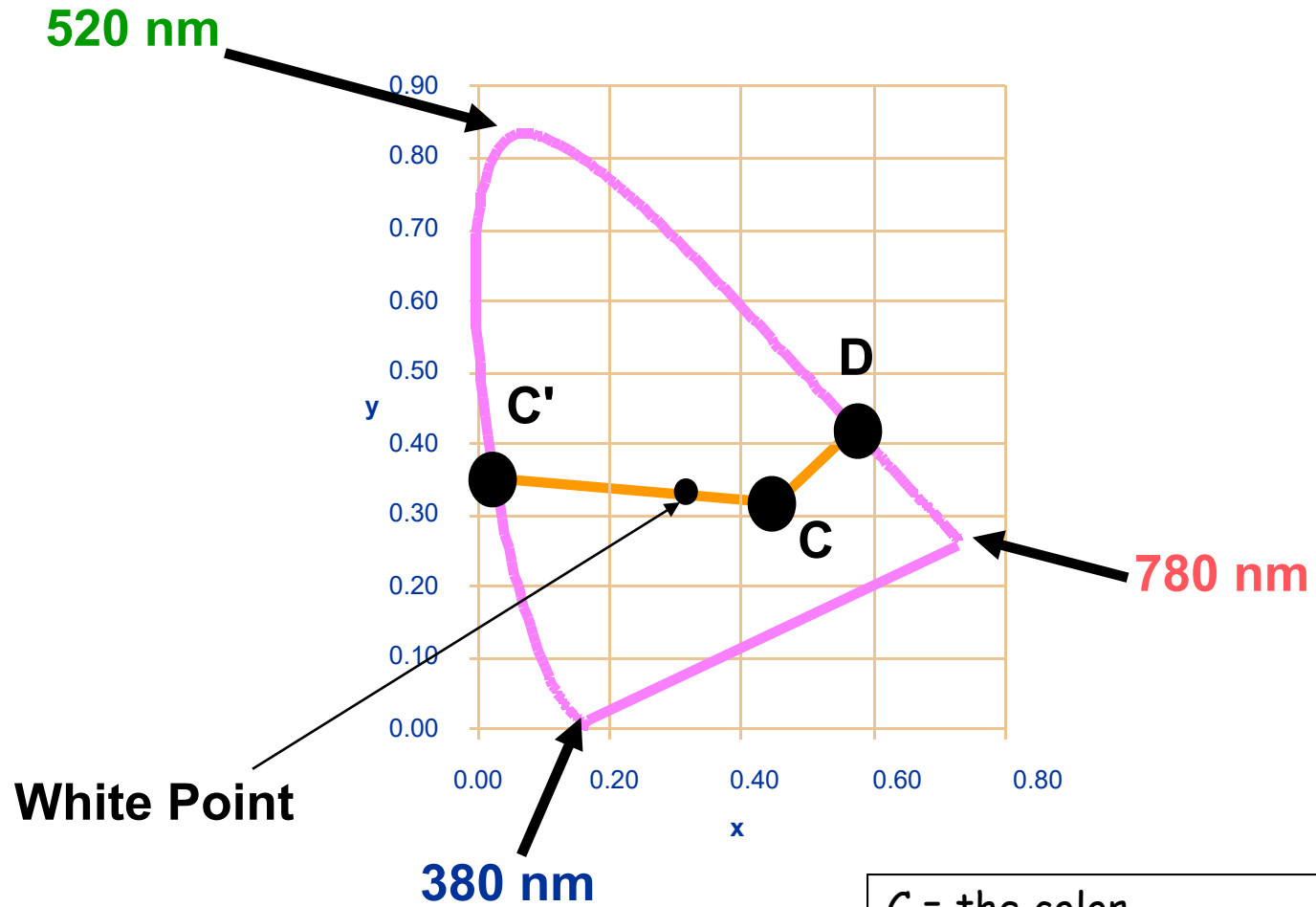


Sheets

CIE Chromaticity Diagram

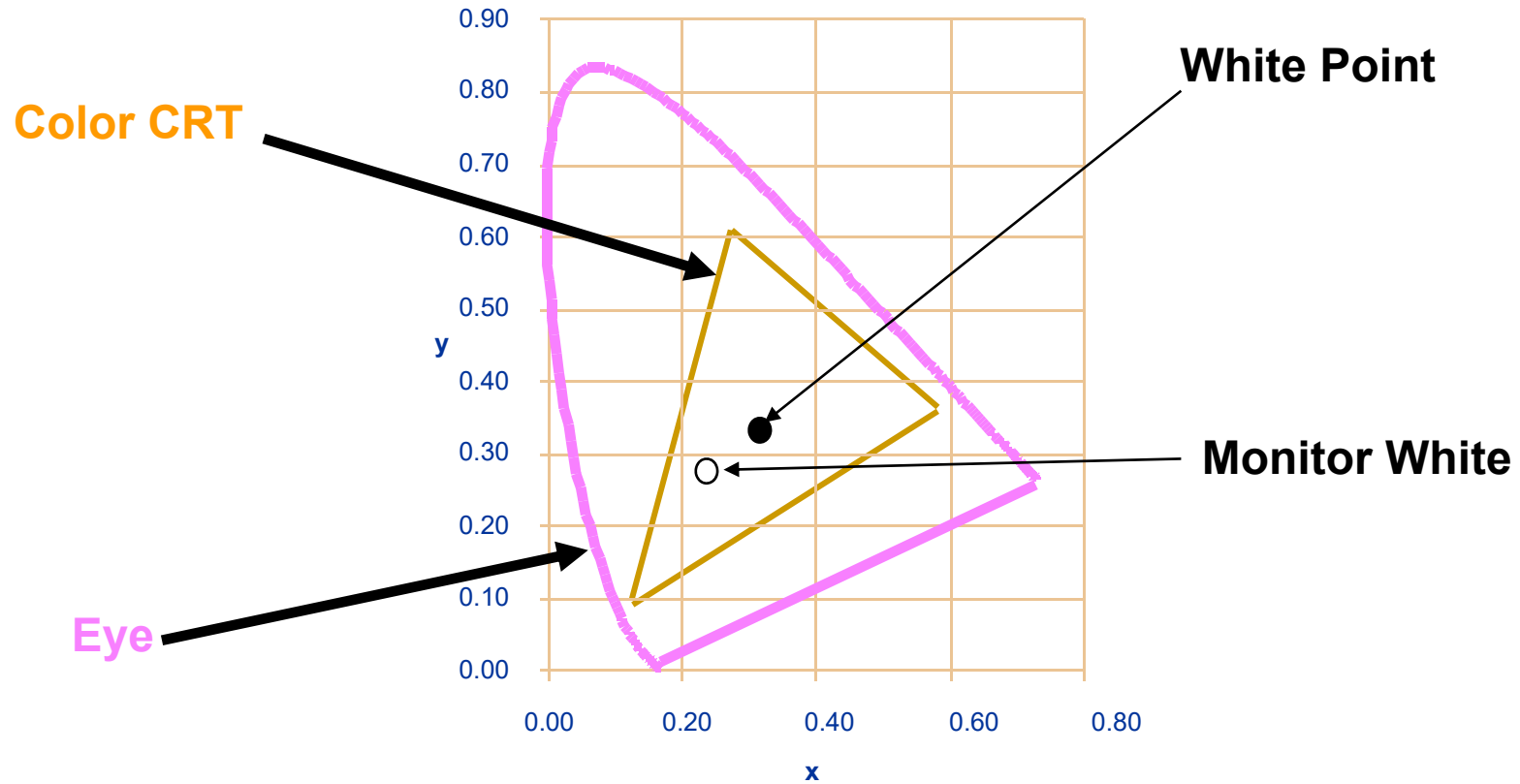


CIE Chromaticity Diagram

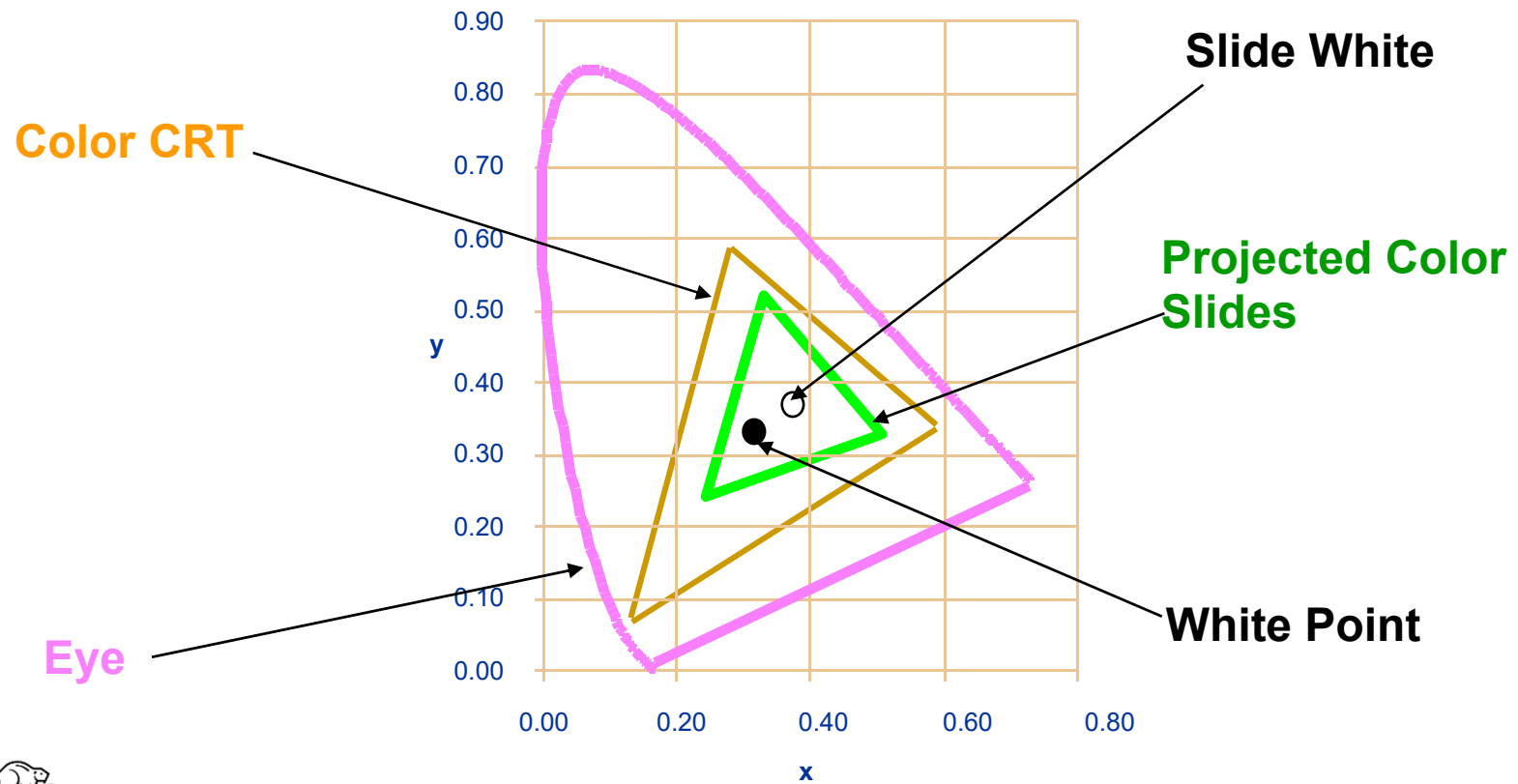


C = the color
D = the dominant wavelength
C' = the complementary color

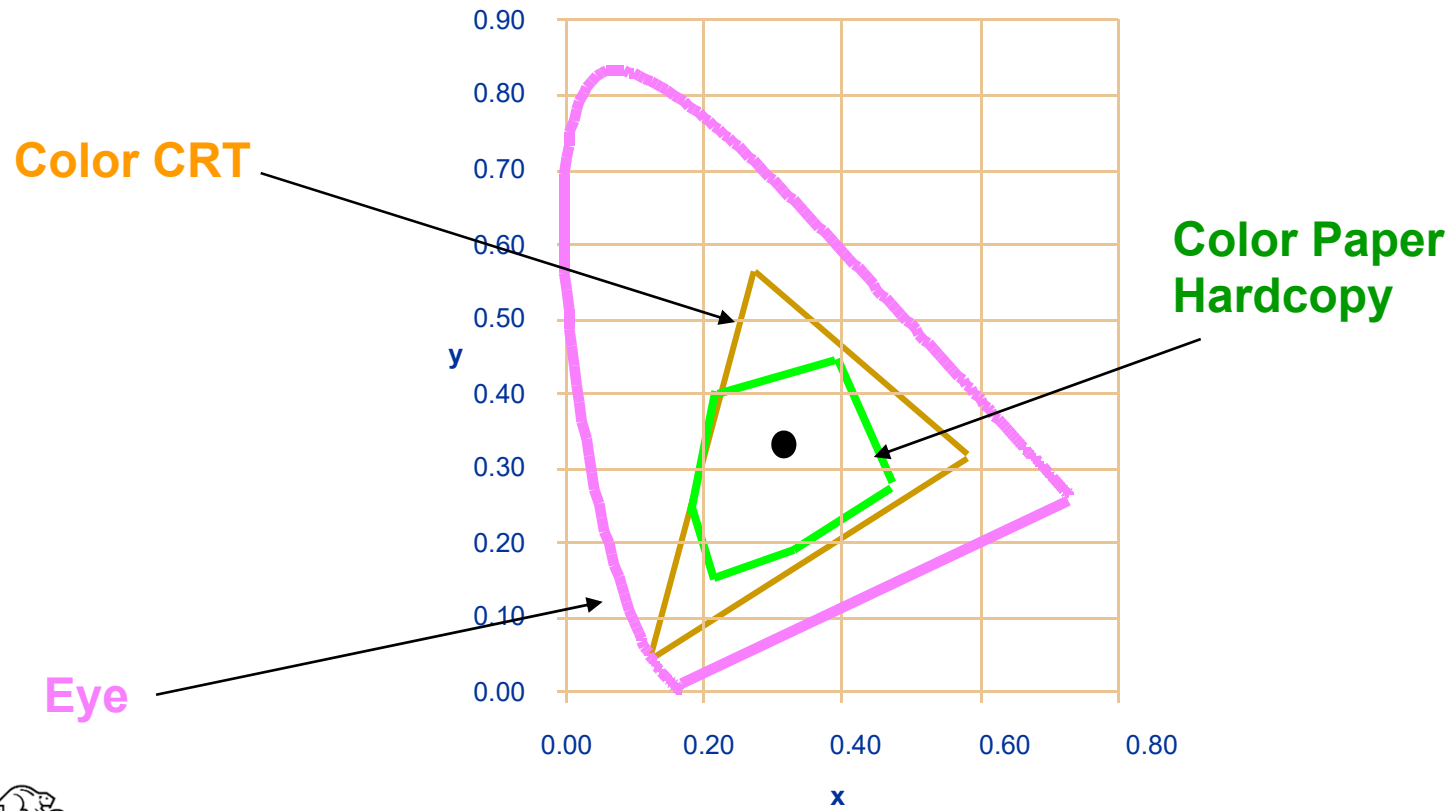
Color Gamut for a Workstation Monitor



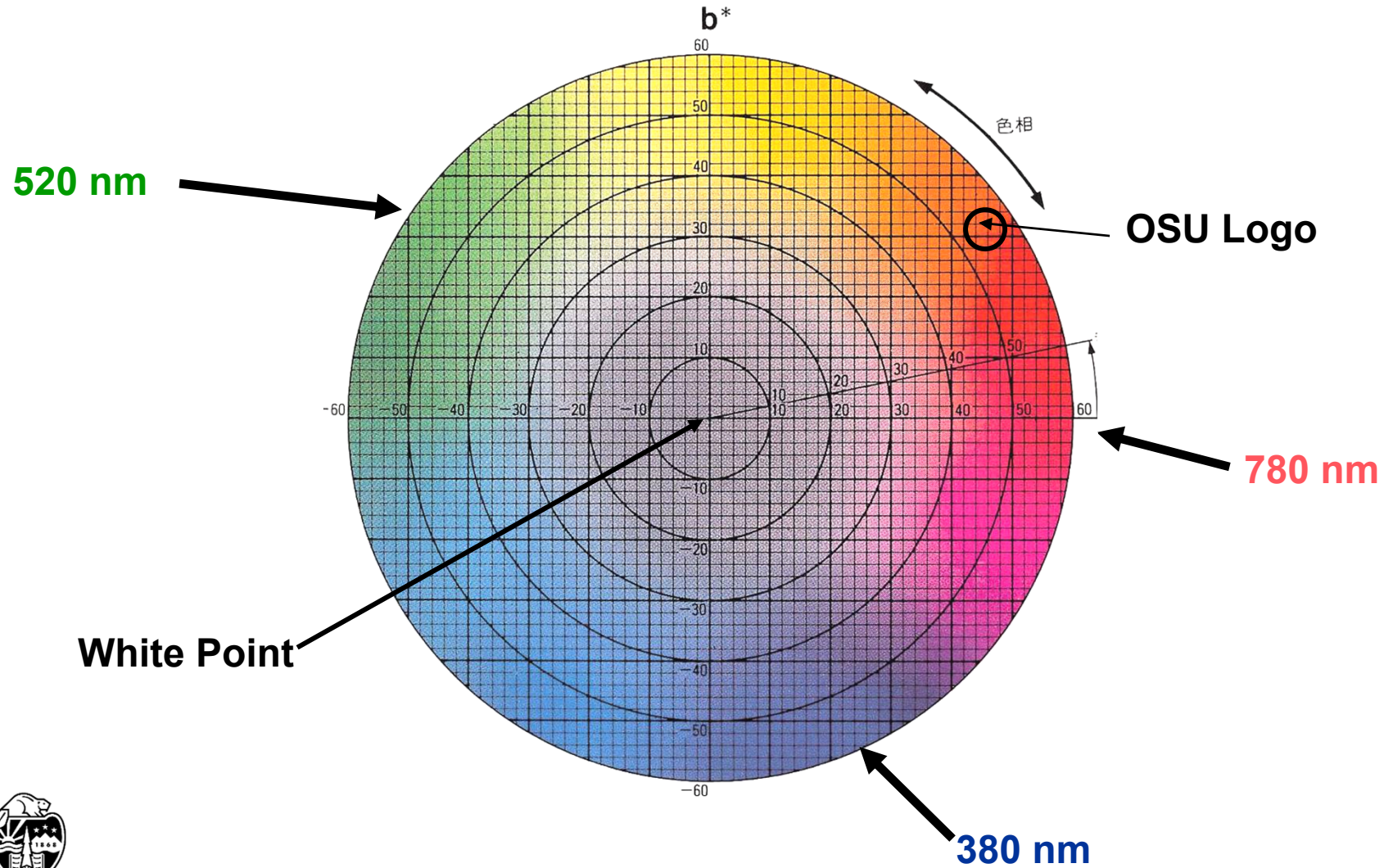
Color Gamut for a Monitor and Color Slides



Color Gamut for a Monitor and Color Printer



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



What Makes a Good Contrast?

42

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

Color Alone Doesn't Cut It !

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



Luminance Contrast is Crucial !

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



TUESDAY
MARCH 29
3-4 PM

RSVP to:

[http://oregonstate.qualtrics.com/
jfe/form/SV_cGCdsS219l1FXiR](http://oregonstate.qualtrics.com/jfe/form/SV_cGCdsS219l1FXiR)

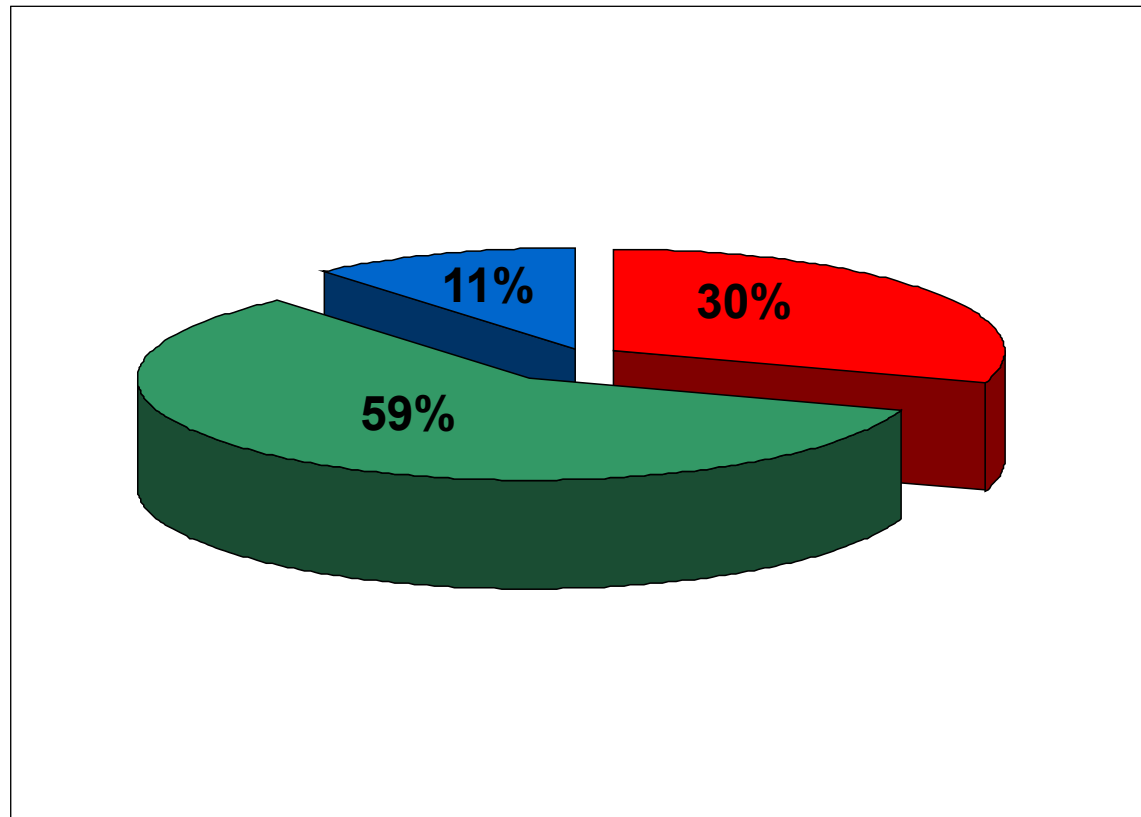
Or call: 541.737.0664



Oregon State
University
Computer Graphics

The Luminance Equation

$$Y = .30*Red + .59*Green + .11*Blue$$



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



≈ Contrast Table

(I use a ΔL^* 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

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

Do Not Attempt to Fight Pre-Established Color Meanings

Pre-Established Color Meanings

Red:

Stop
On
Off
Dangerous
Hot
High stress
Oxygen
Shallow
Money loss

Green:

On
Plants
Carbon
Moving
Money

Blue:

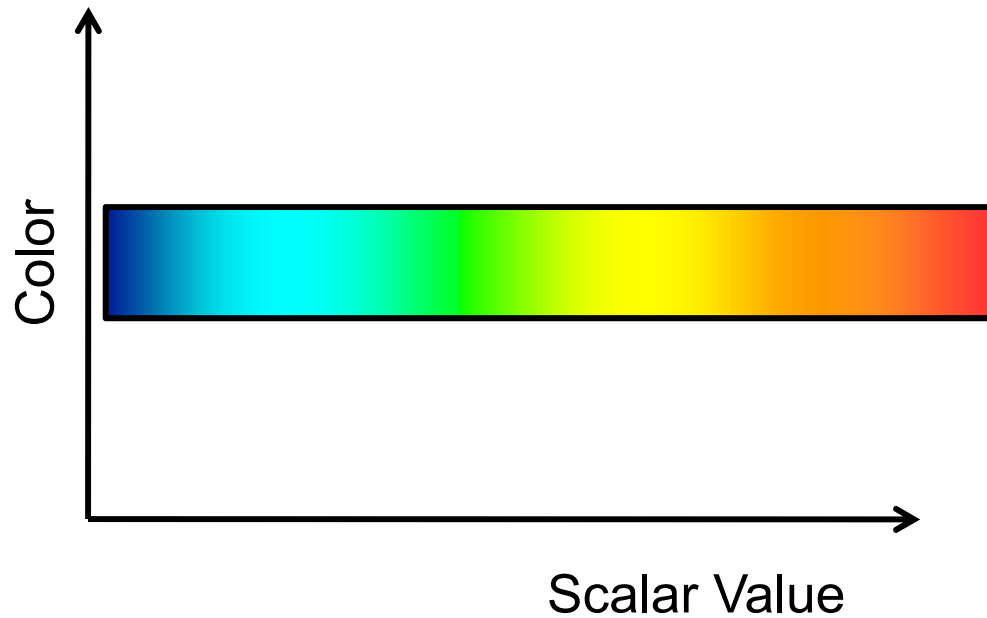
Cool
Safe
Deep
Nitrogen

White:

Neutral
Hydrogen



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



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

53

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

Gray Scale



E.g., x-rays

Intensity and Saturation Color Scales



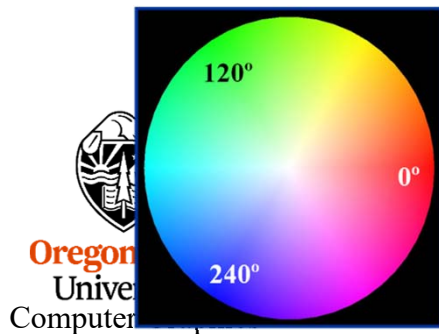
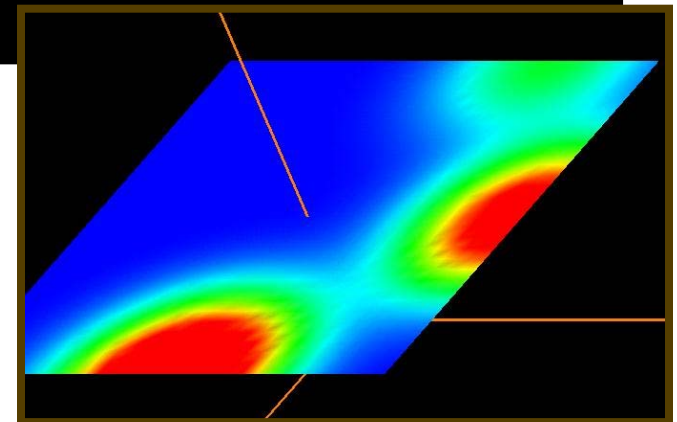
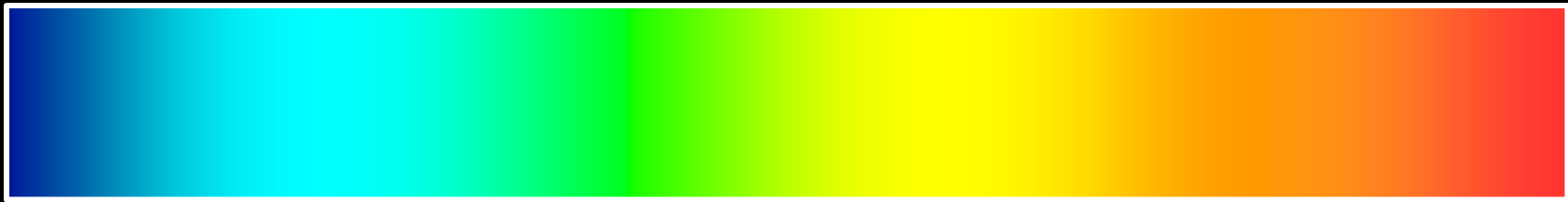
E.g., data uncertainty

Two-Color Interpolation



E.g., geography

Rainbow Color Scale



Oregon
Unive
Comput

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

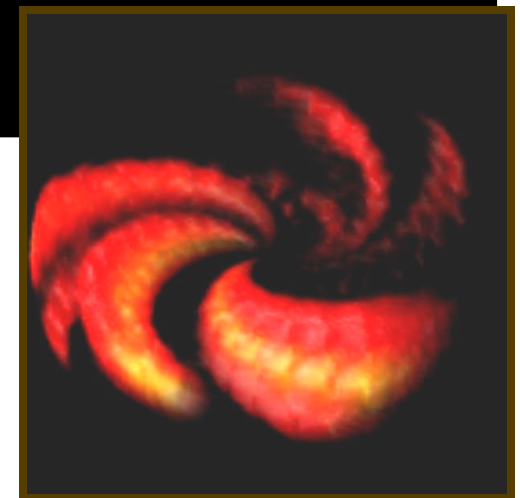
Heated Object Color Scale



Implementation: add one color component at a time



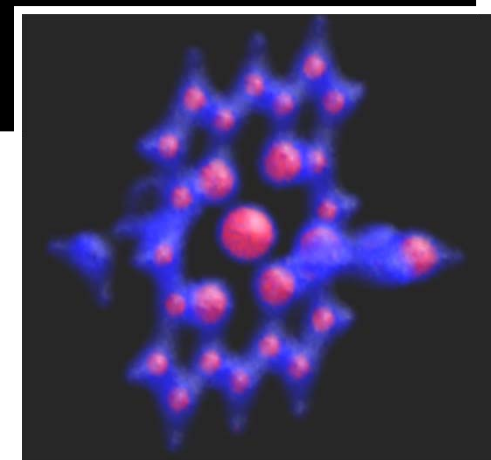
Oregon State
University
Computer Graphics



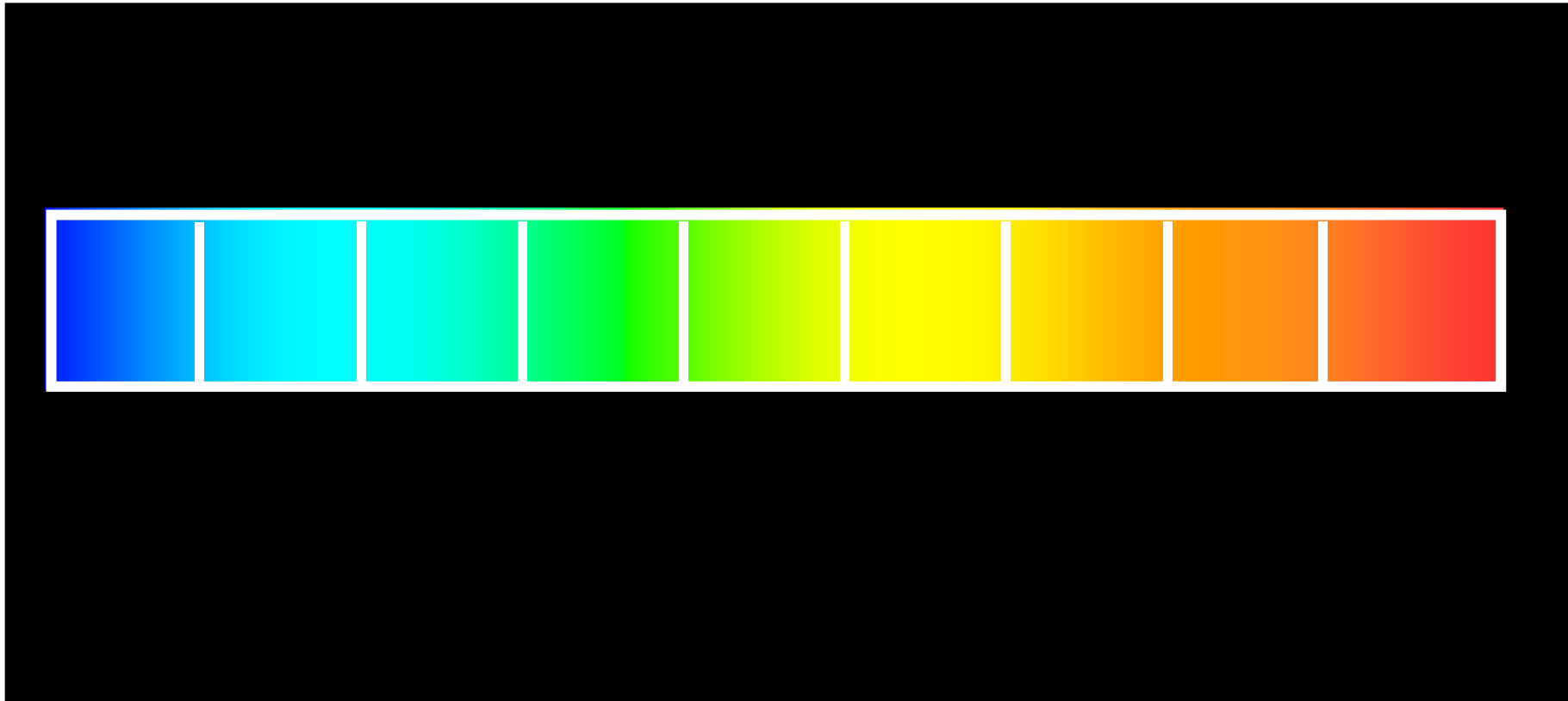
Blue-White-Red Color Scale



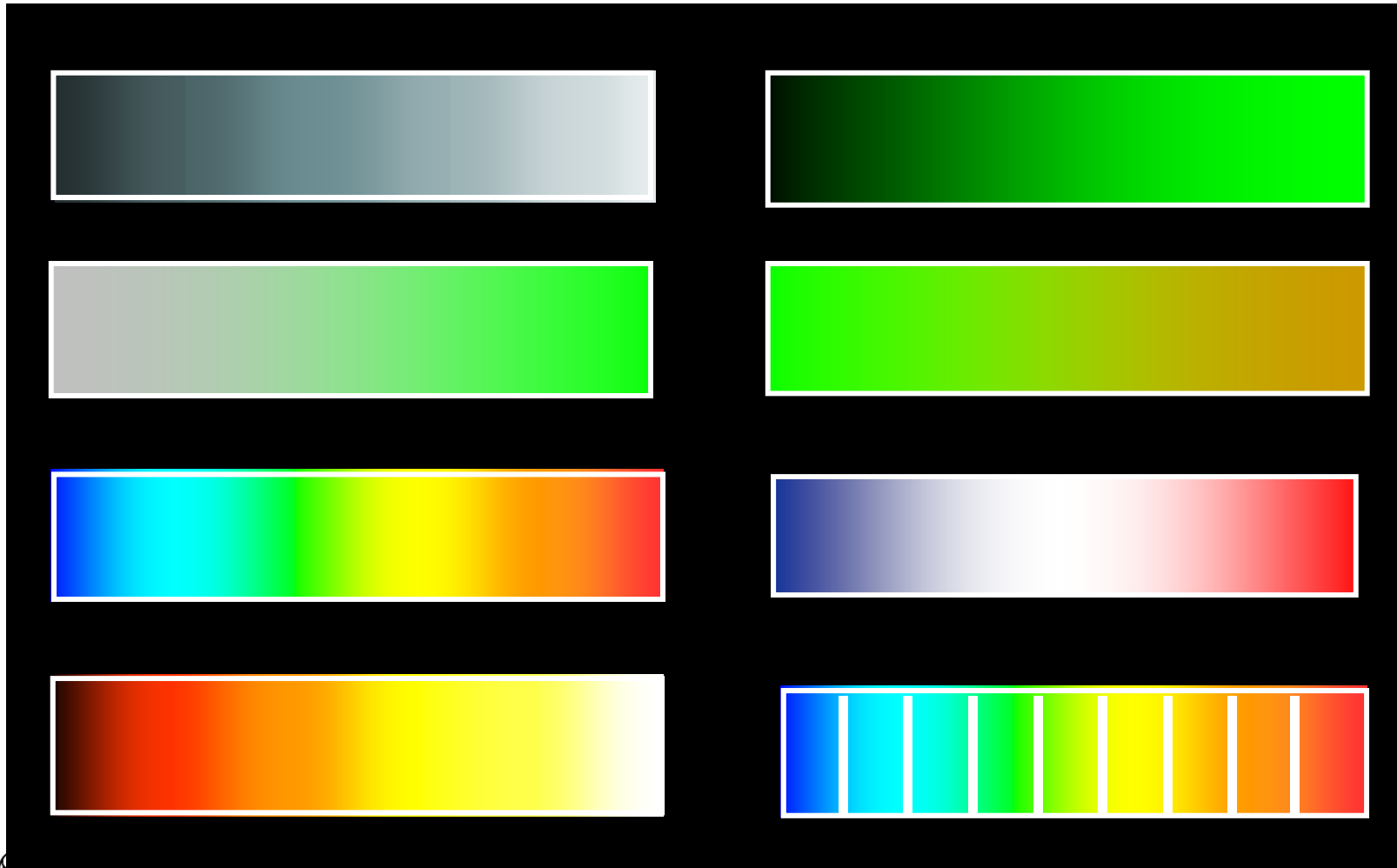
E.g., molecules



Color Scale Contours



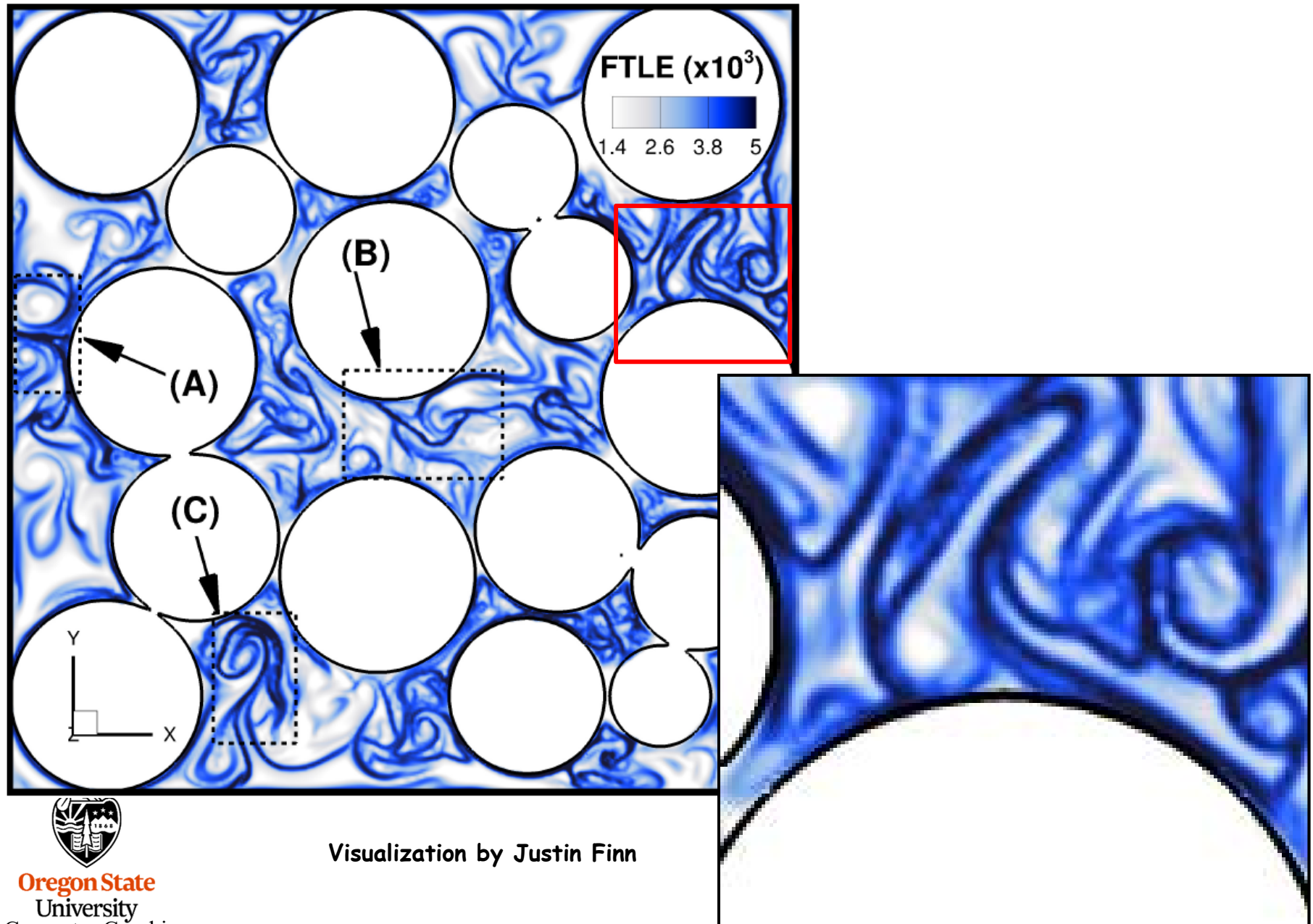
A Gallery of Color Scales



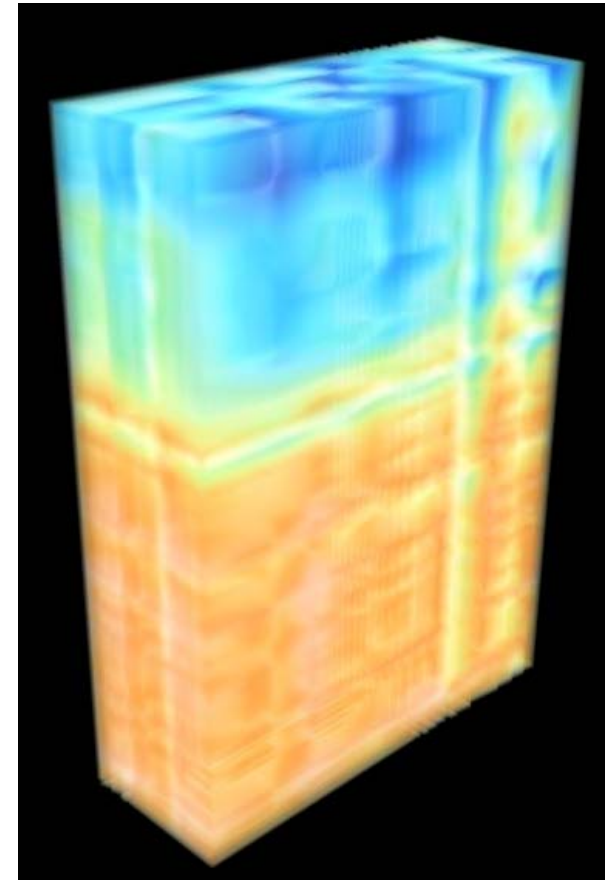
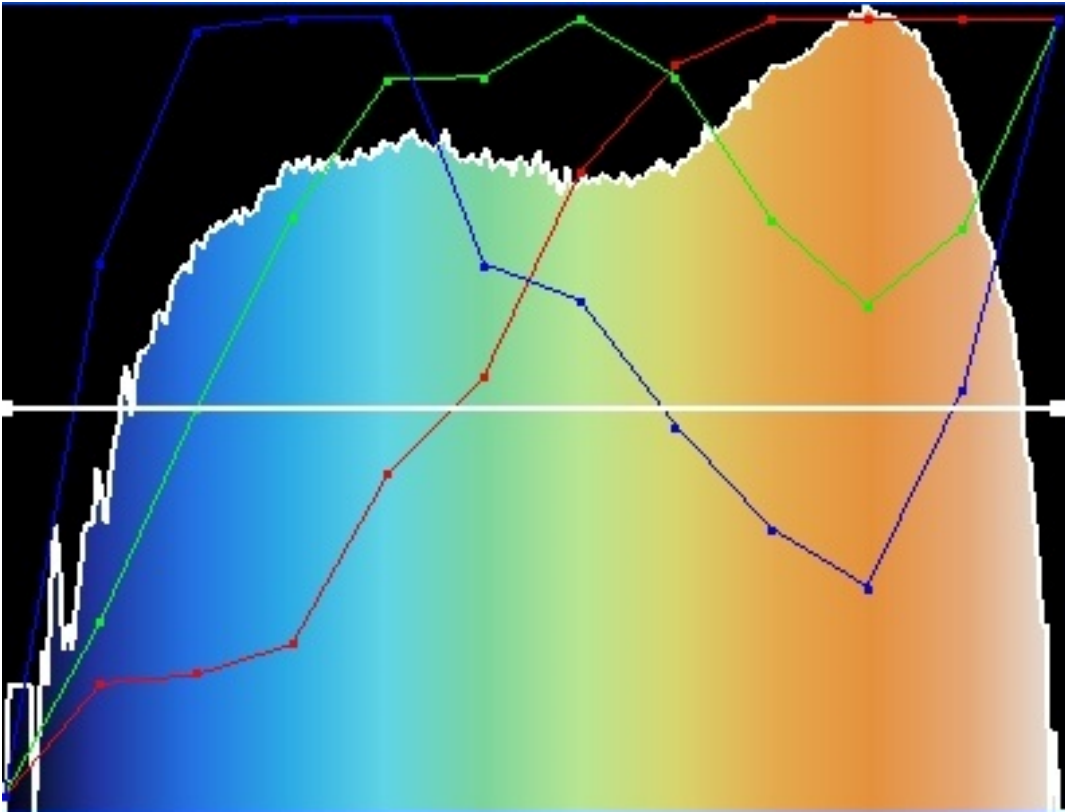
Something Different: A Gallery of Add-One-Component-at-a-Time Color Scales



Something Different – Adding Black Beyond Blue



Something *Really* Different – The Haxby Color Scale



But, Here's What's Really Important:

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

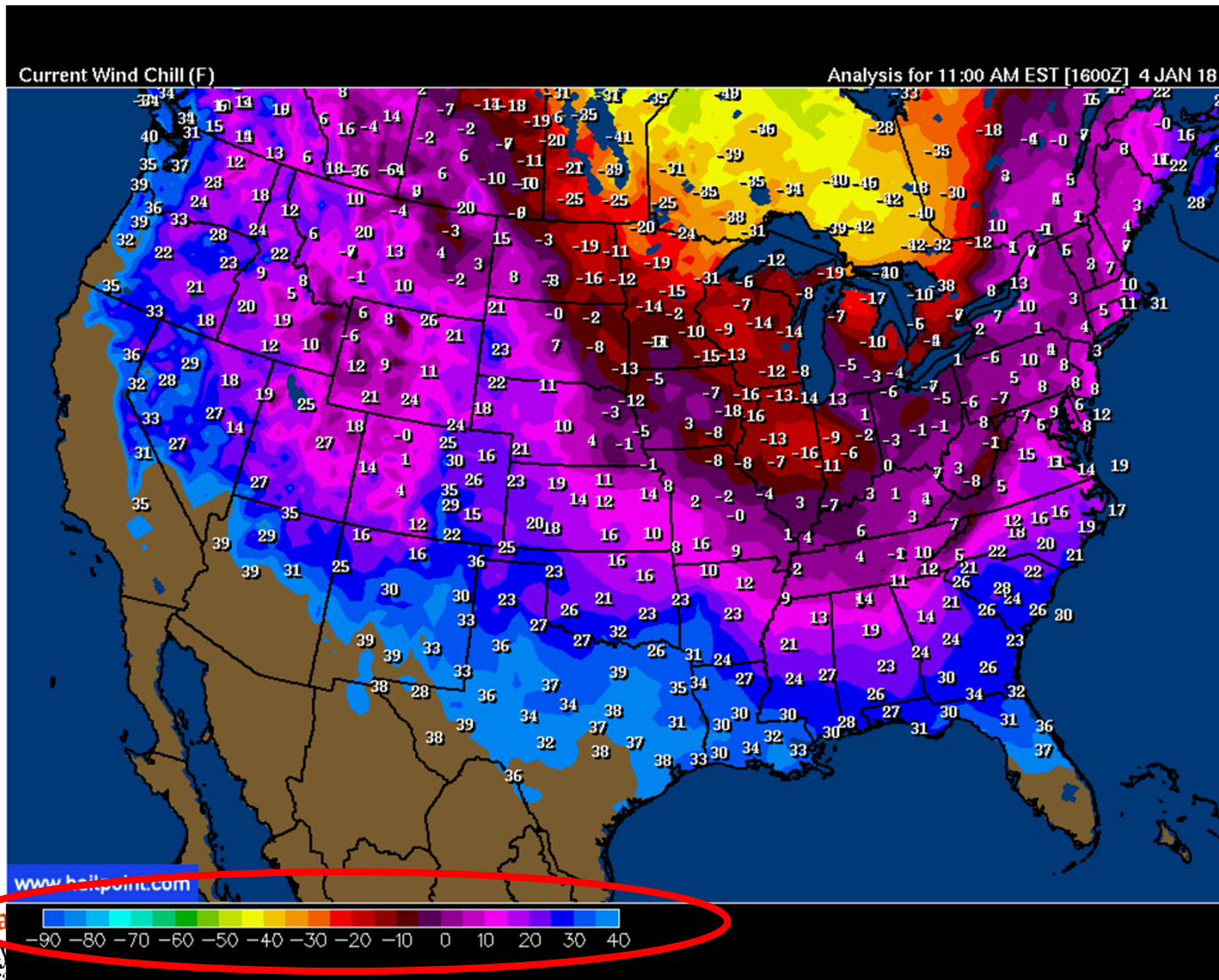
Obvious:

Not obvious:

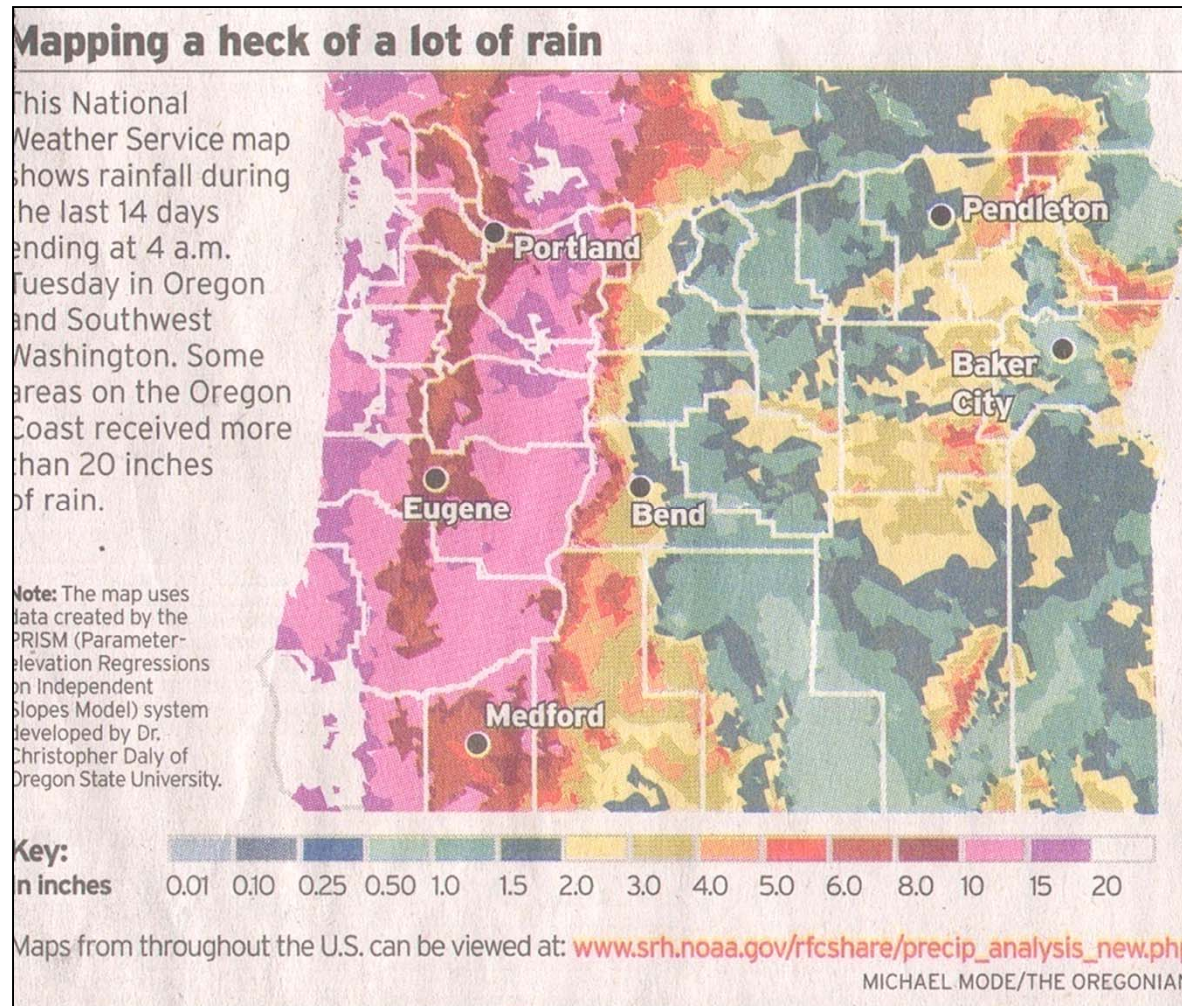
Top 10% 929.7-765.0	Next Highest 10% 764.9-724.8	Middle Highest 20% 724.7-678.2	Middle 20% 678.1-636.4
Middle Lowest 20% 636.3-596.0	Next Lowest 10% 595.9-564.5	Bottom 10% 564.4-440.9	

But, Here's What's Really Important:

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



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



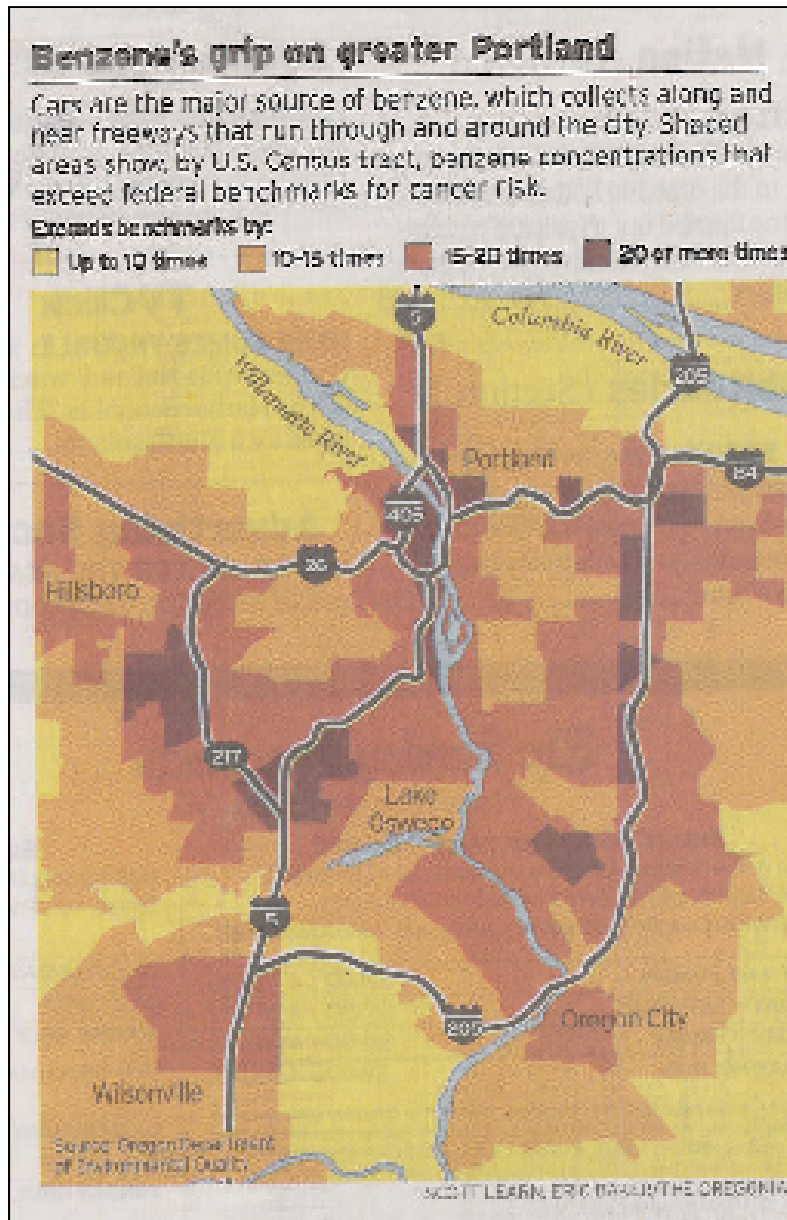
Source:
The Oregonian,
January 11, 2006



Oregon State
University
Computer Graphics

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

This is Better ...



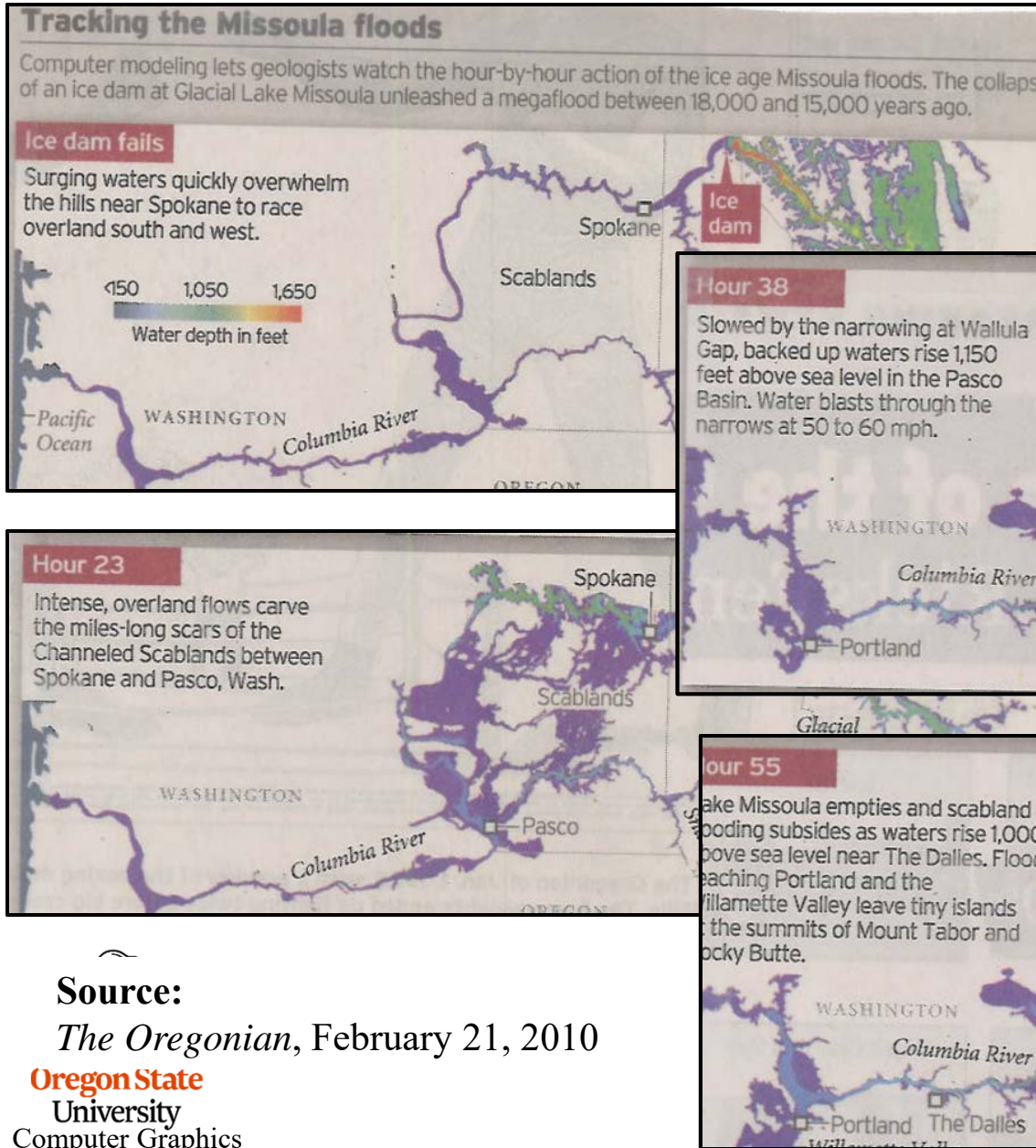
Source:

The Oregonian, October 31, 2006



Oregon State
University
Computer Graphics

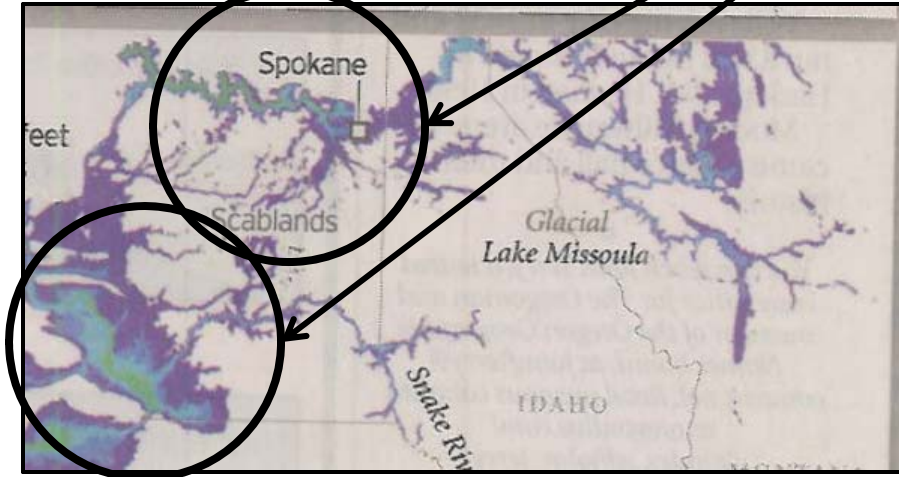
And, one more



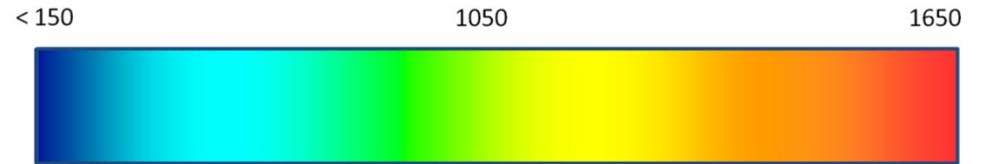
Source:
The Oregonian, February 21, 2010
Oregon State
 University
 Computer Graphics

And, one more

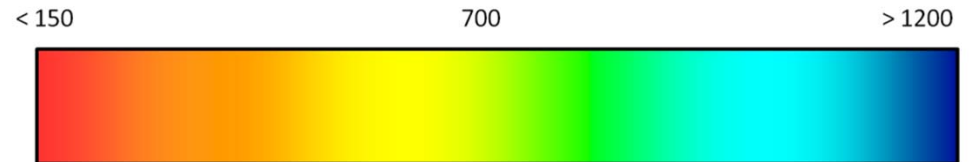
Much of the total dynamic range of the color scale is used up in the first small percent of the animation, leaving little for the rest of the animation



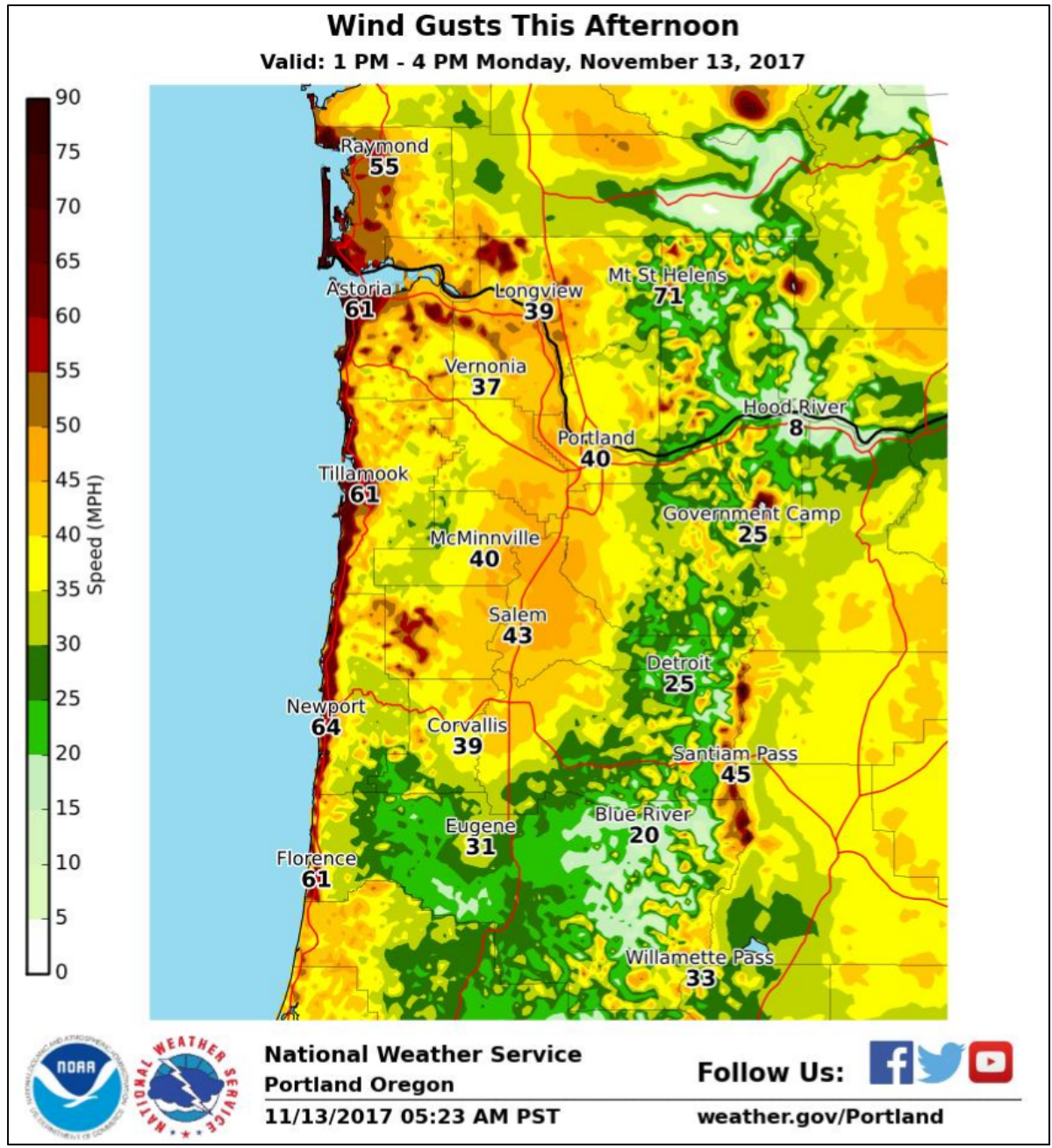
As-shown:



I'd like to try:



Source:
The Oregonian, February 21, 2010
Oregon State
University
Computer Graphics

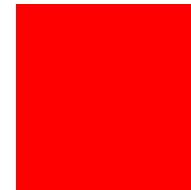


Limit the Total Number of Colors if Viewers are to Discern Information Quickly

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 . . .

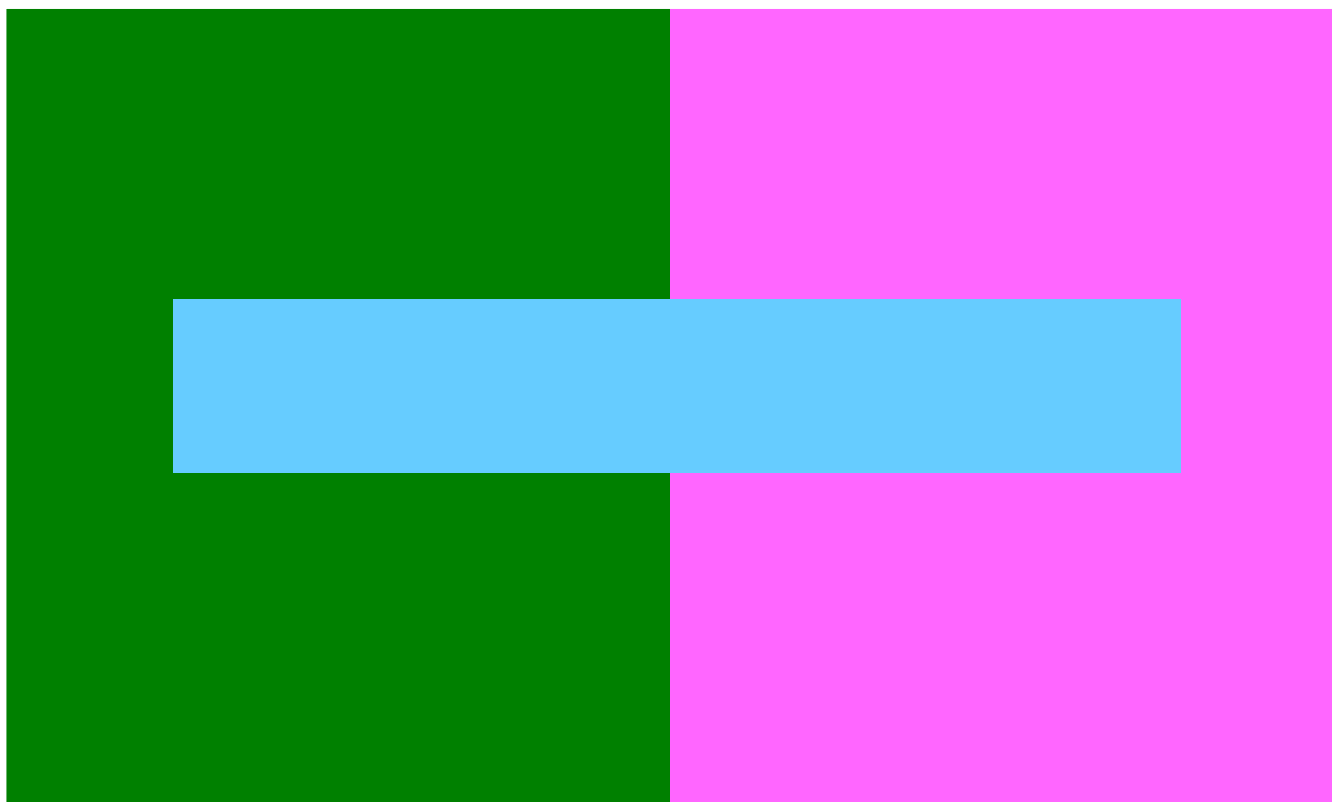


In visualization applications, we must be aware that our perception of color changes with:

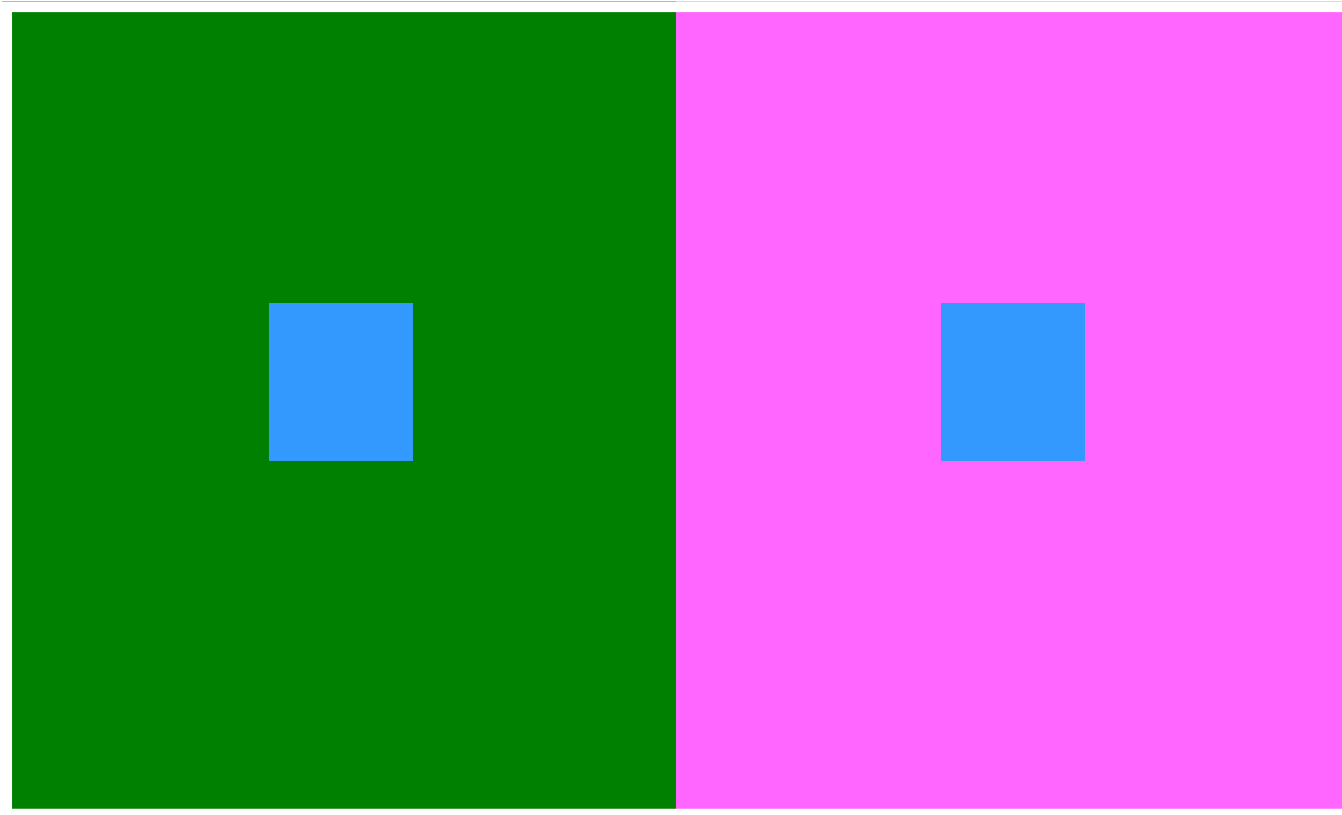
- The surrounding color
- How close two objects are
- How long you have been staring at the color
- Sudden changes in the color intensity



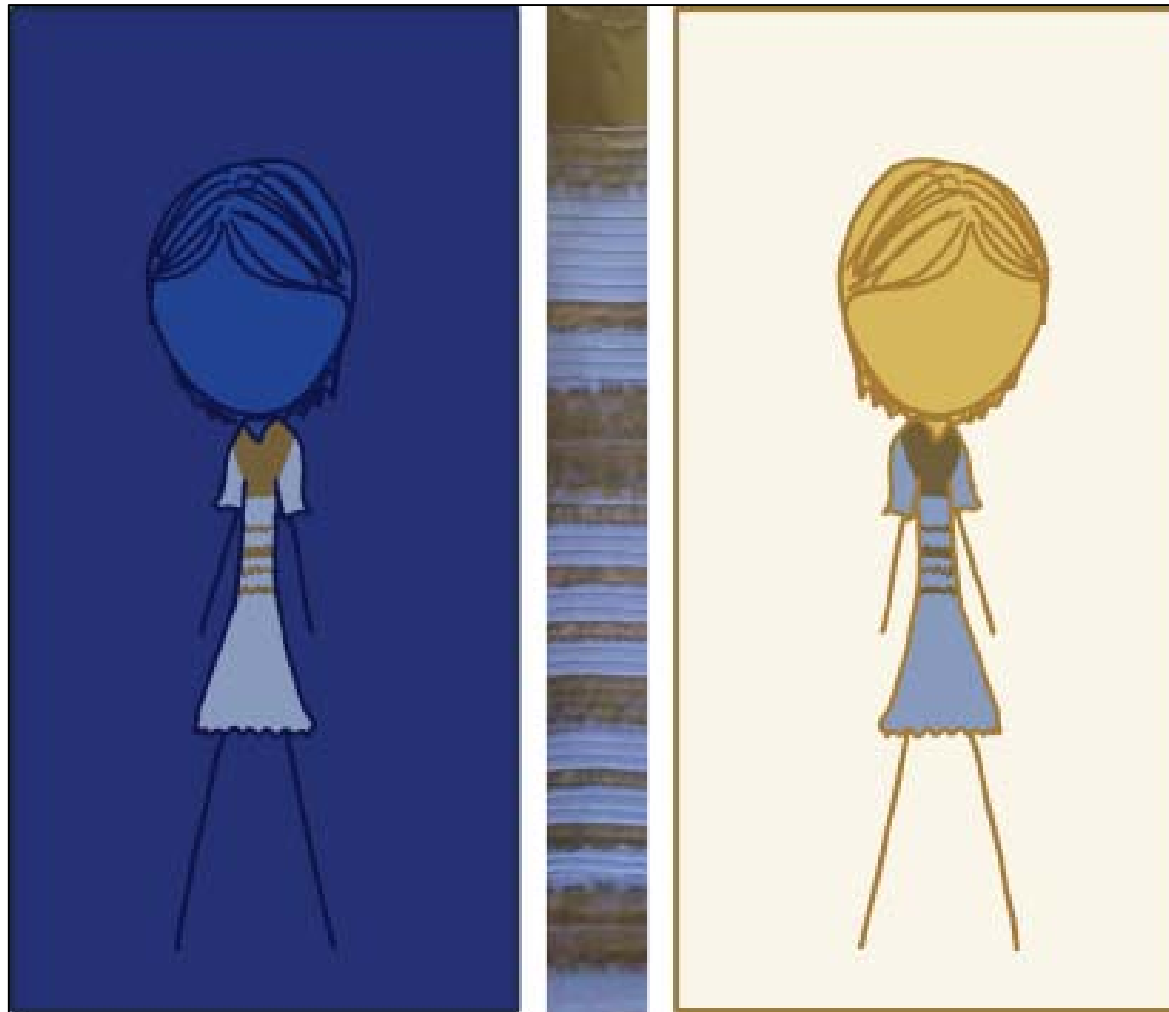
The Ability to Discriminate Colors Changes with Surrounding Color: “Simultaneous Contrast”



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

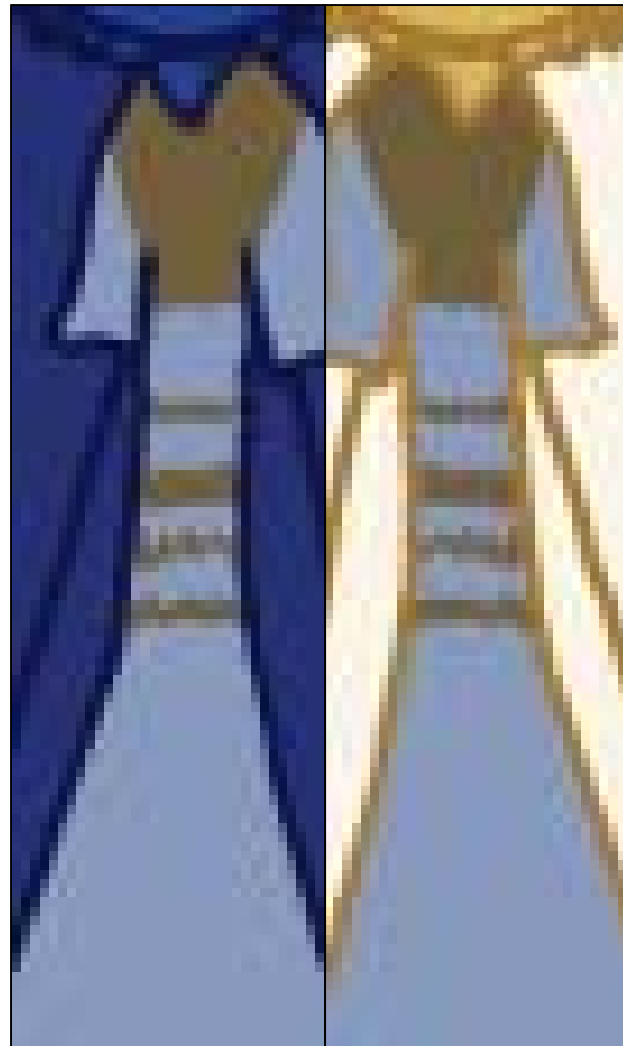
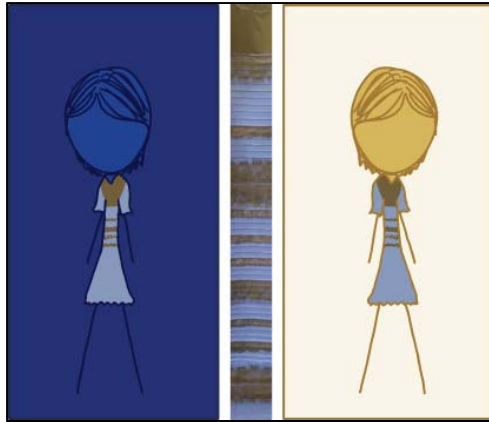


The Ability to Discriminate Colors Changes with Surrounding Color: “Simultaneous Contrast”

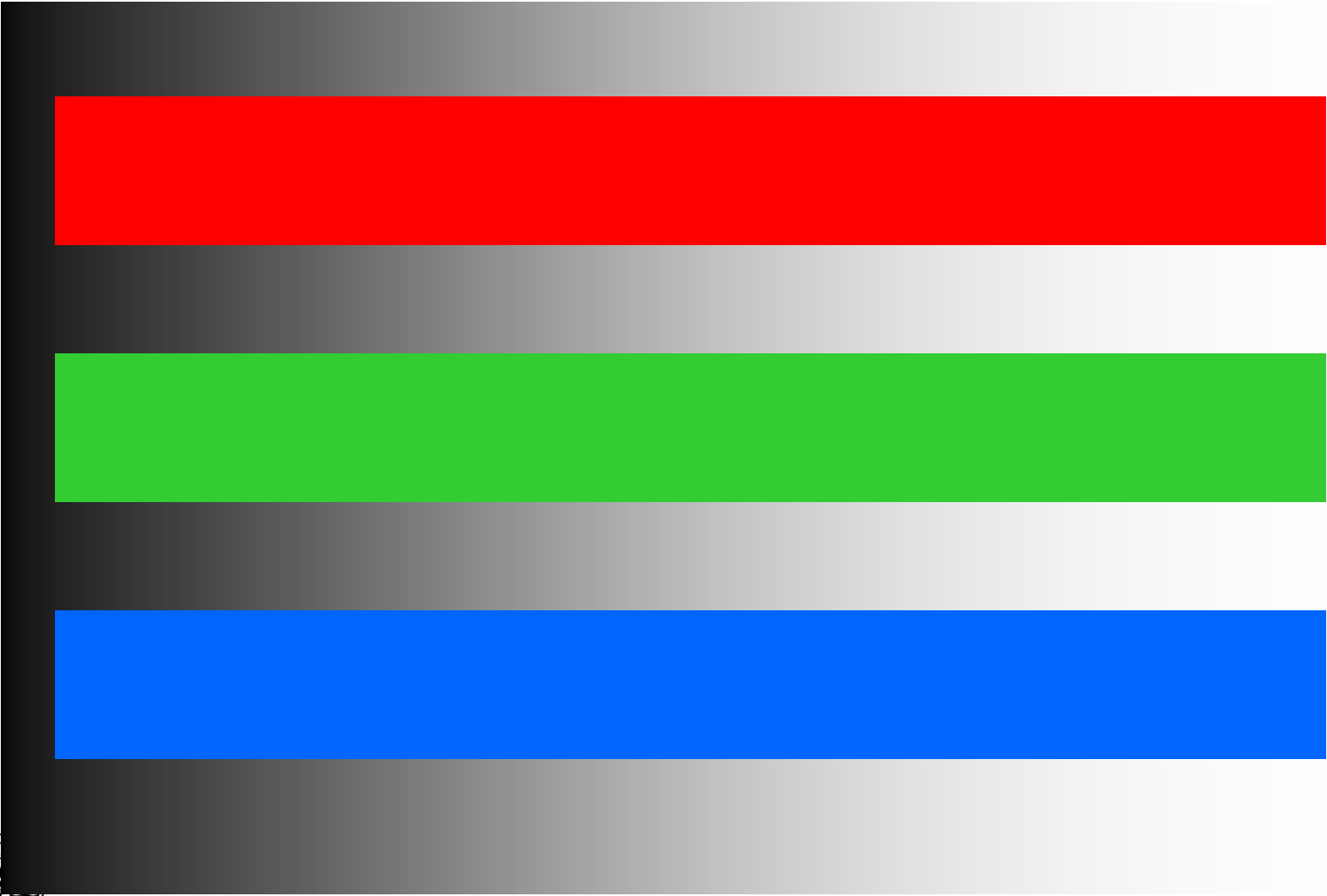


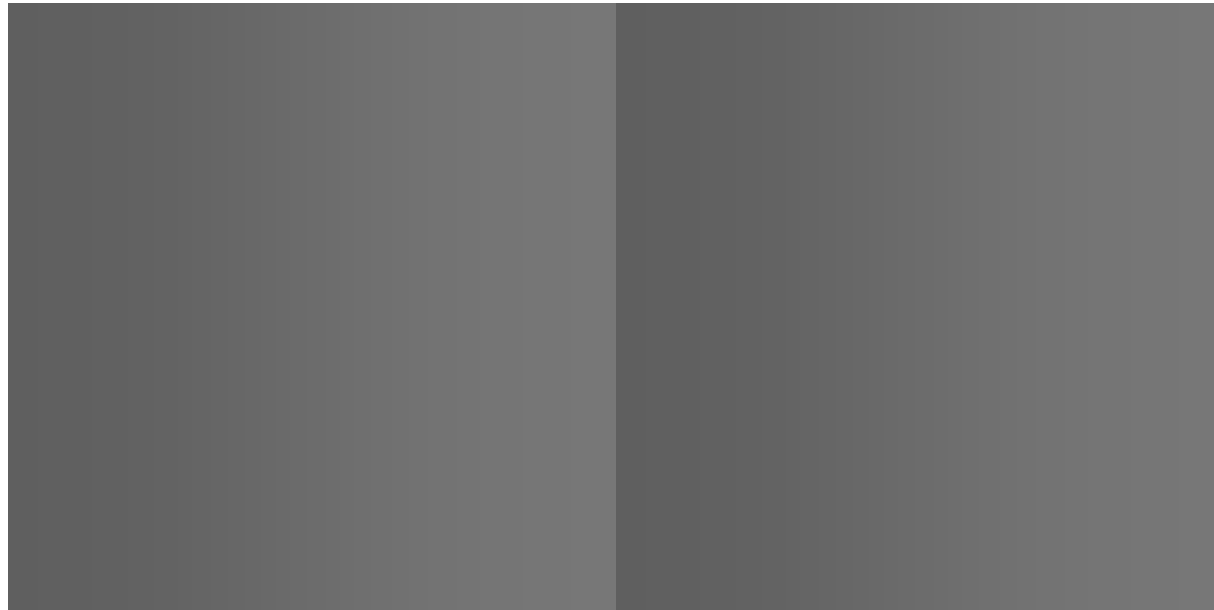
<http://xkcd.com>

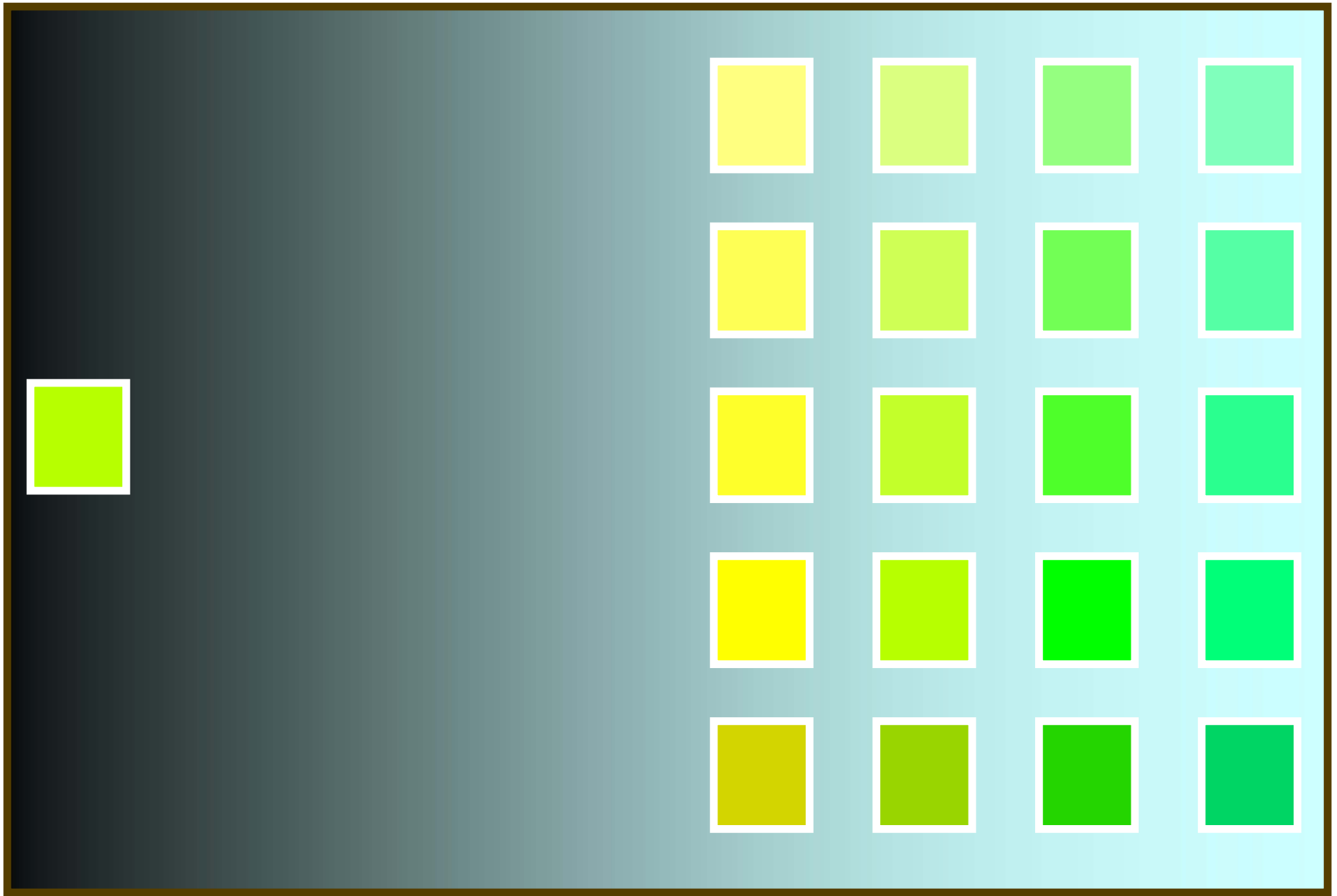
The Ability to Discriminate Colors Changes with Surrounding Color: “Simultaneous Contrast”



<http://xkcd.com>







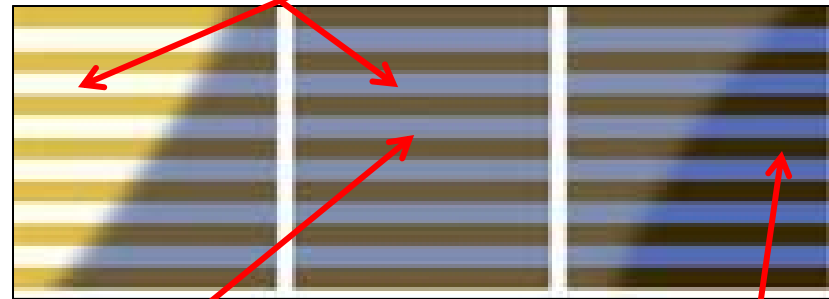
So, What's Up with the “Blue Dress” Debate?



New York Times

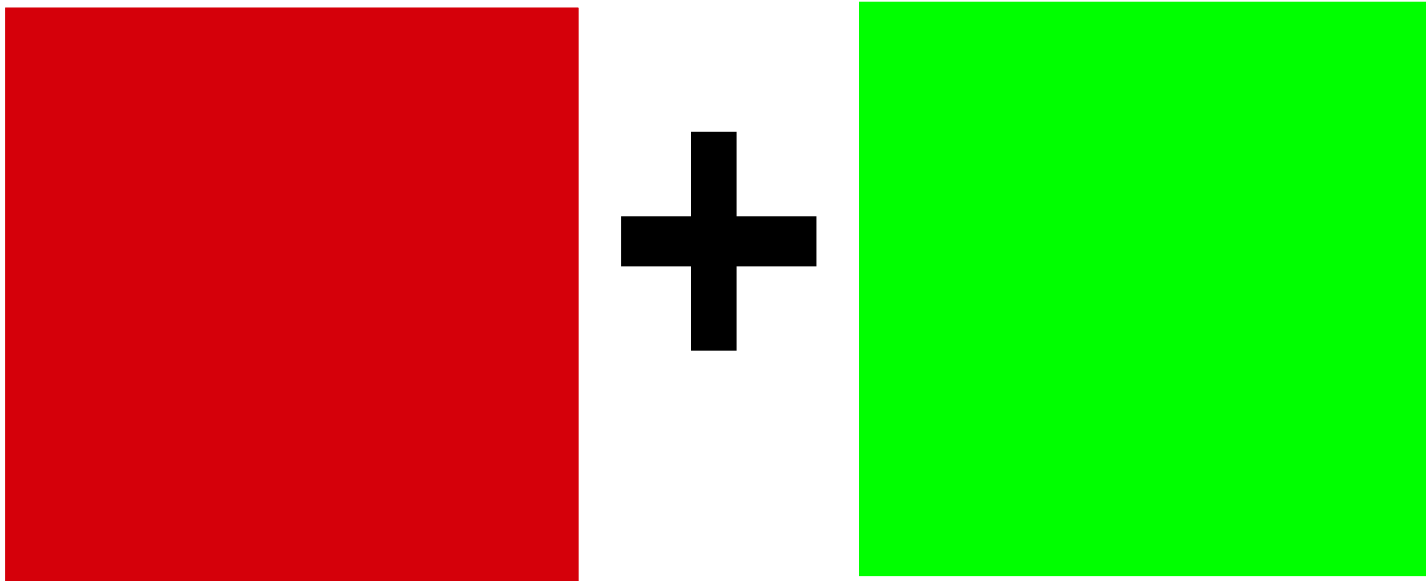
It's part of the ***Color Constancy*** effect

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.

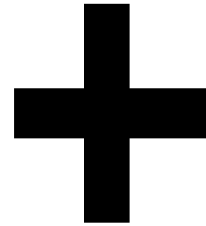


If you see this color, but you expect the dress is currently in bright light, you “know” that it must really be this color.

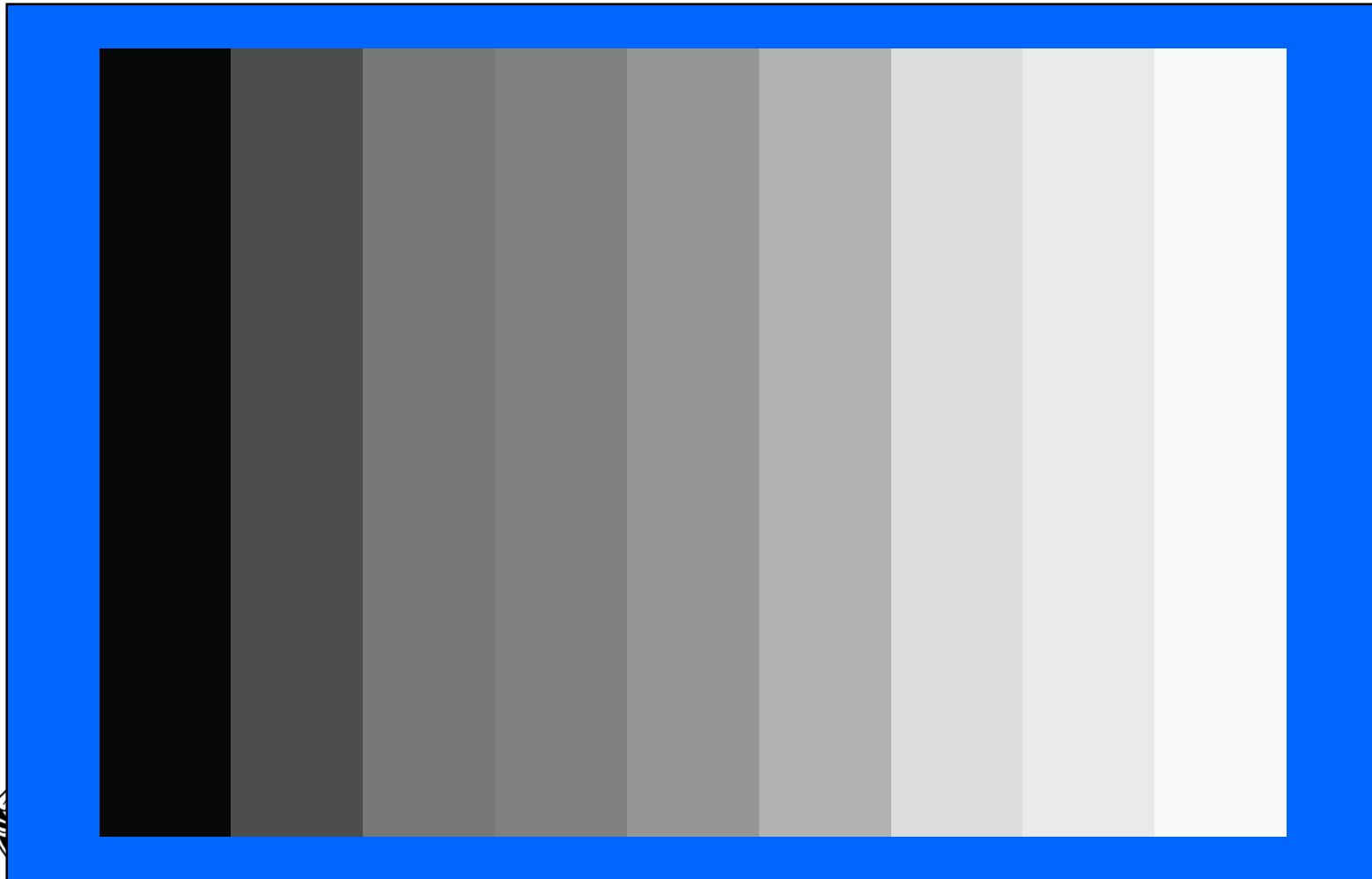
Afterimages



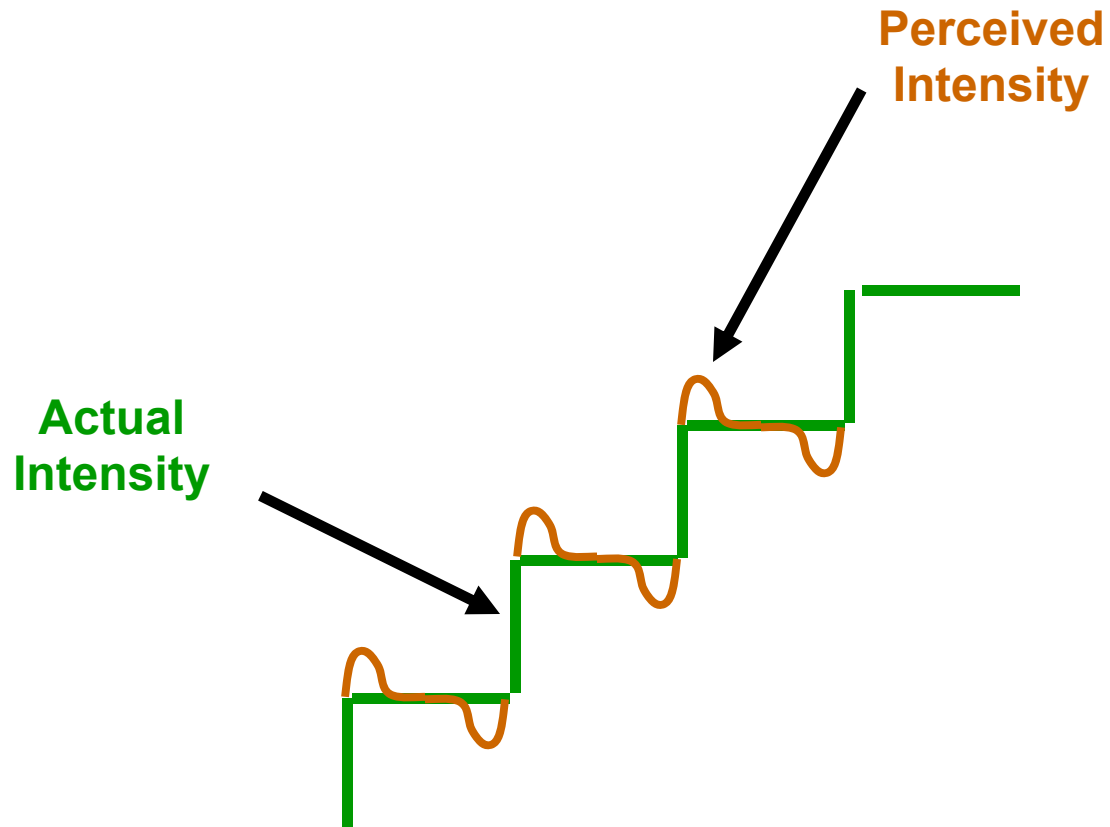
Afterimages



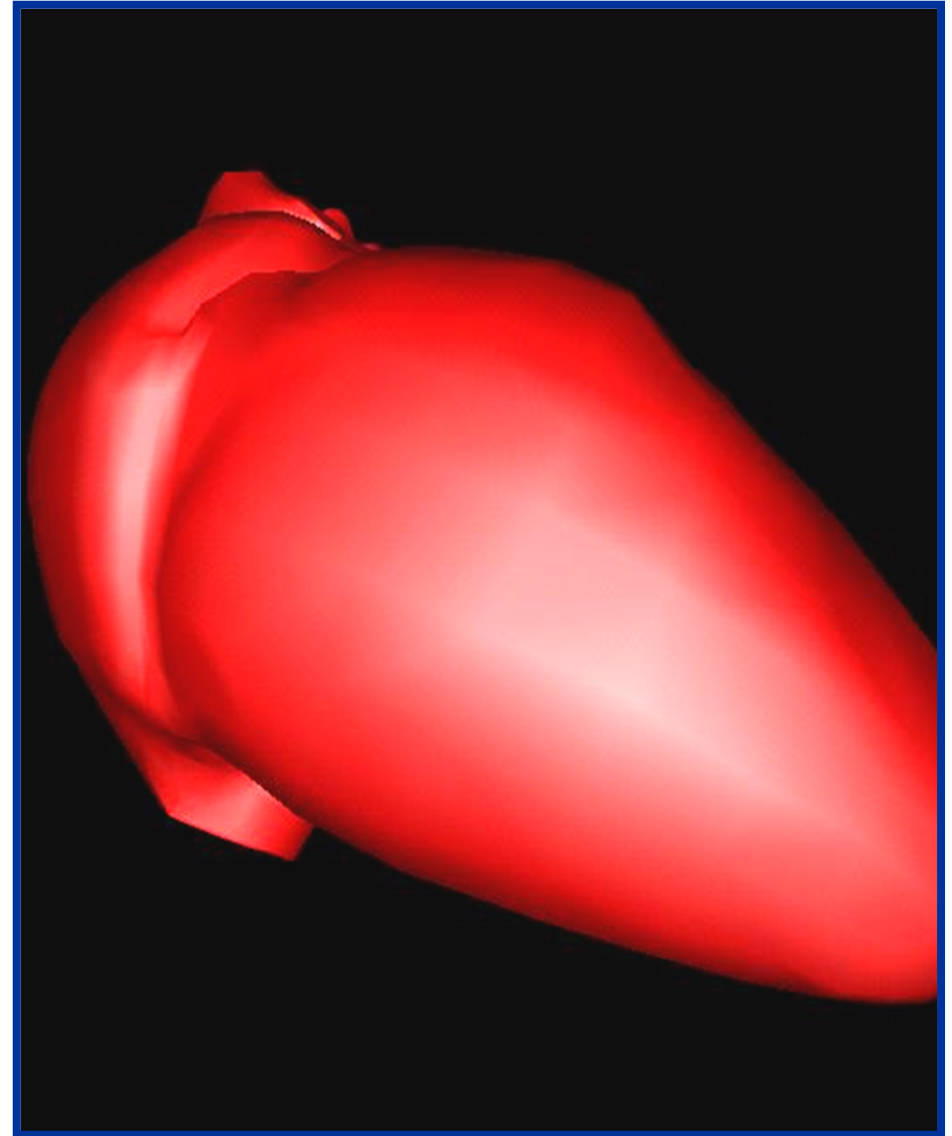
Beware of Mach Banding



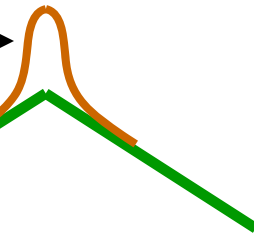
Beware of Mach Banding



Beware of Mach Banding



Perceived Intensity

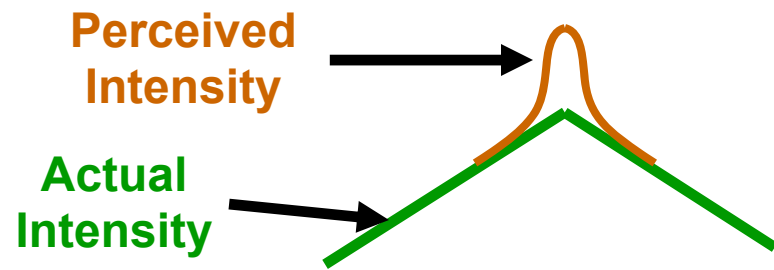


Actual Intensity



Beware of Mach Banding

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



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



The Ability to Discriminate Colors Changes with the Ambient Light

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

Be Aware of Color Vision Deficiencies (CVD)

- In general, there is no such thing as total “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

Resources for designing color schemes for people with color recognition deficiencies:

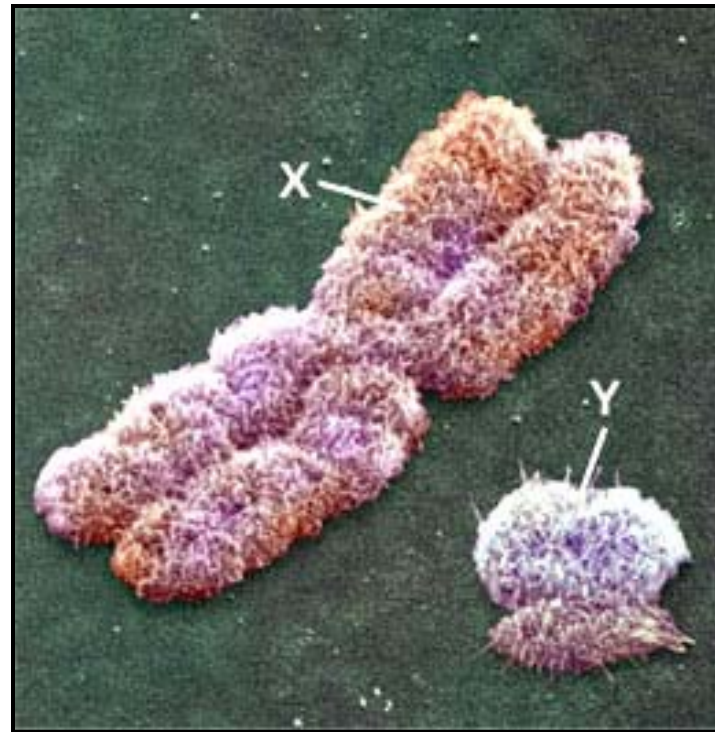
<http://colorbrewer2.org>

<http://colororacle.org/usage.html>

<http://mkweb.bcgsc.ca/colorblind/>



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.

Be Aware of CVD: Code Information Redundantly

94

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...

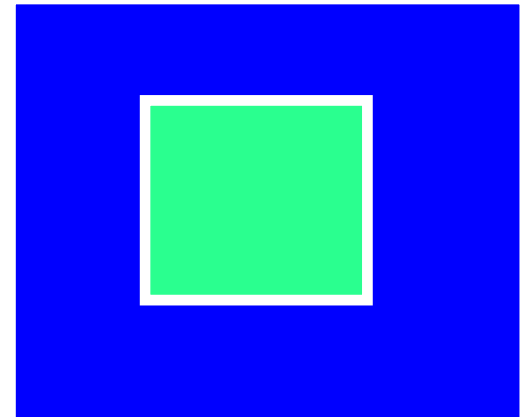
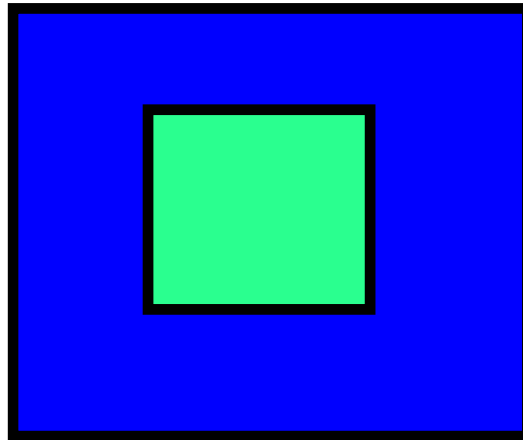
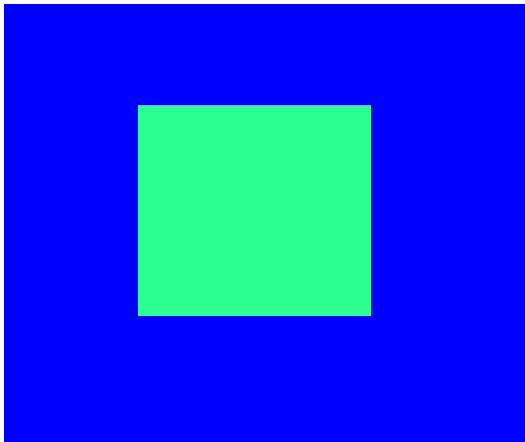
Be Aware of CVD: Code Information Redundantly: Color + ...

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

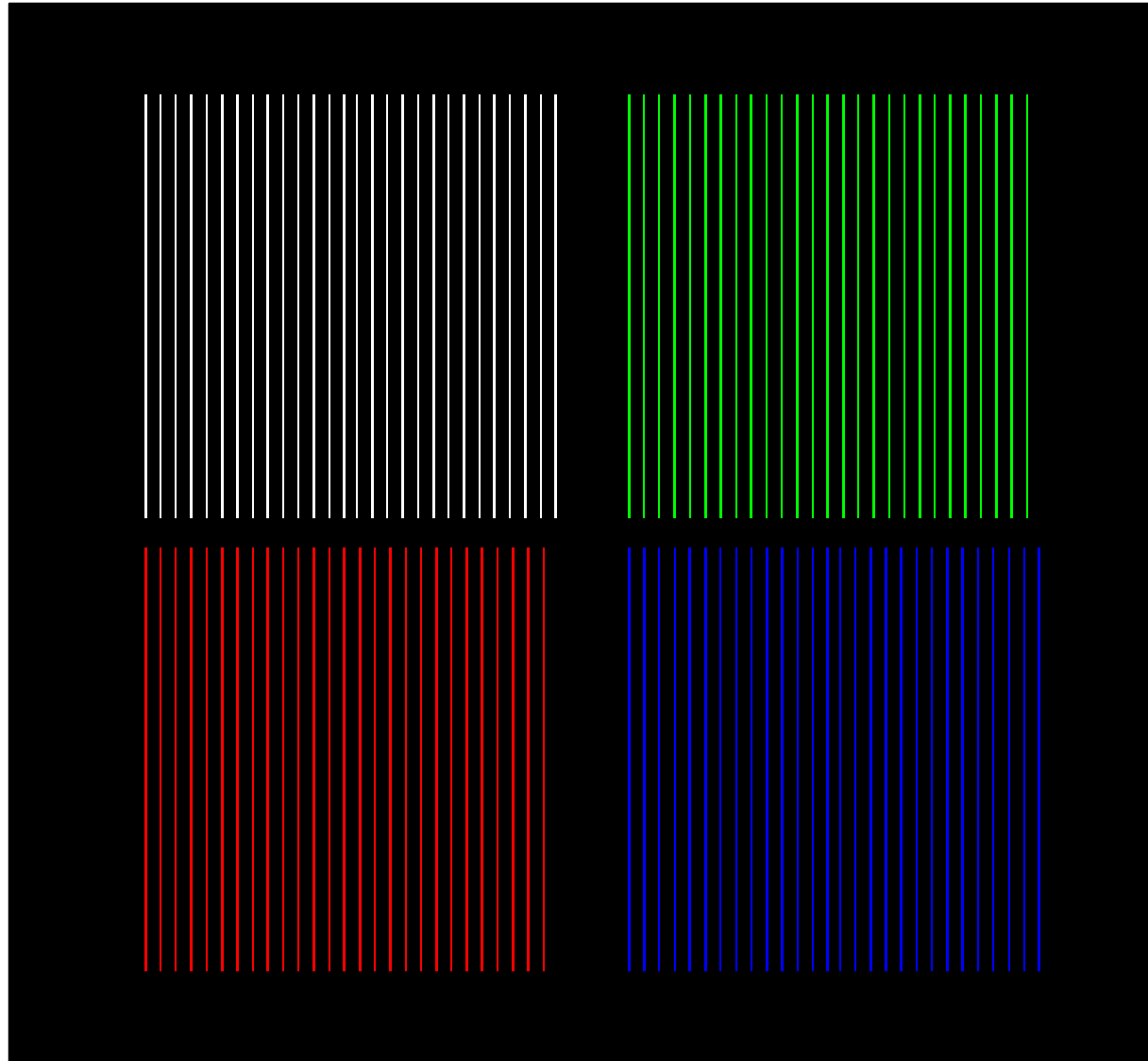
This also helps if someone makes a grayscale photocopy of your color hardcopy



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



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



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.**

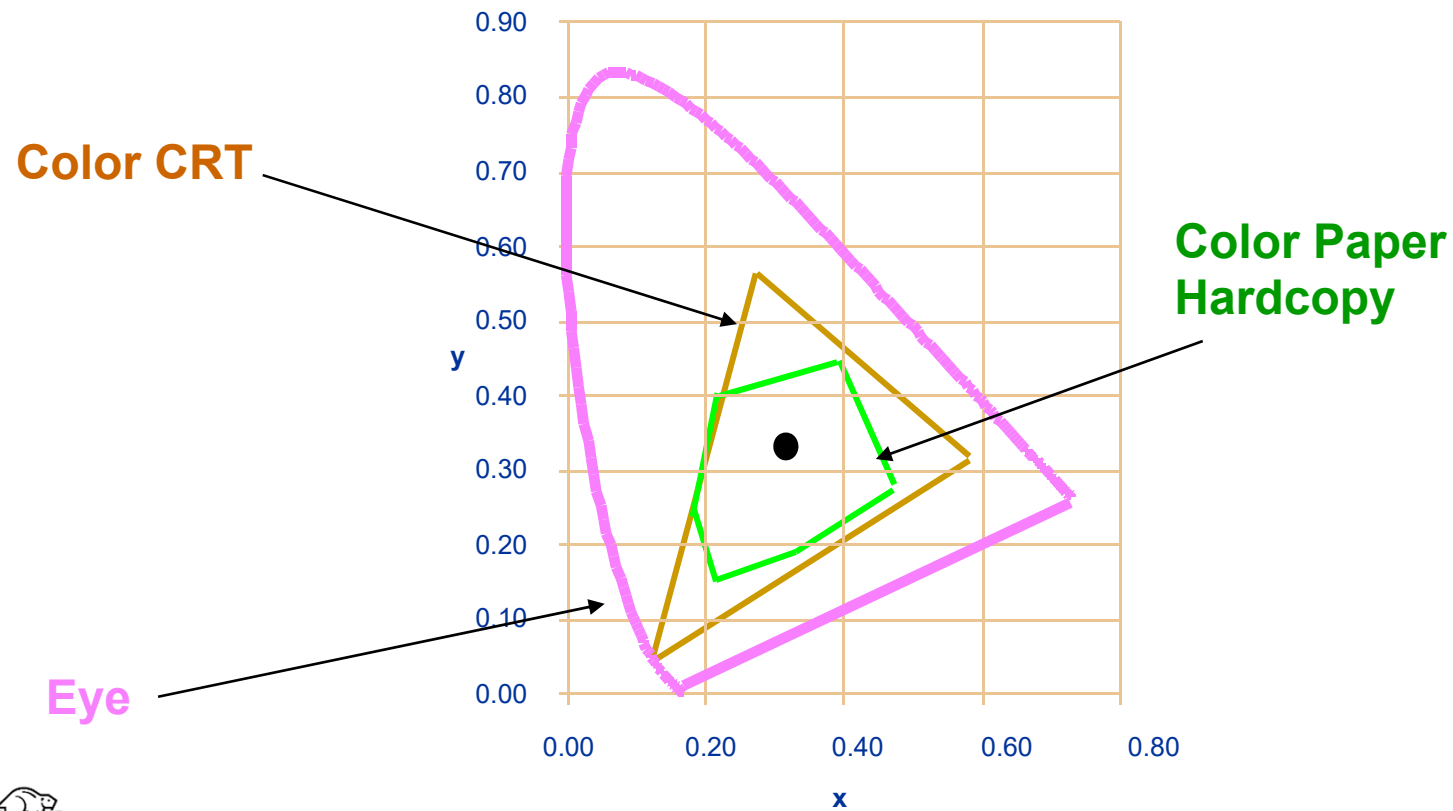


Be Aware of the Differences Between Color Gamuts –

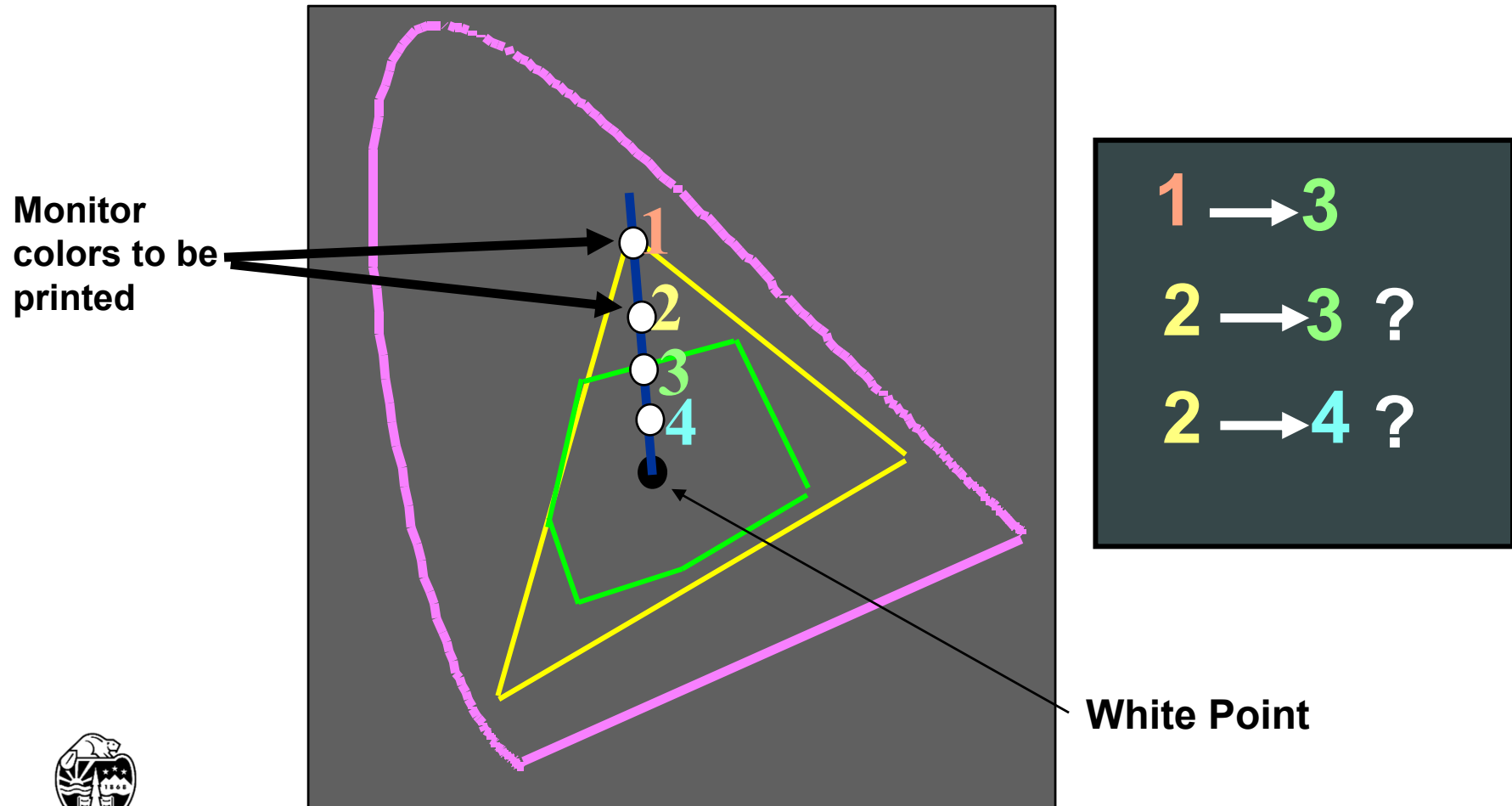
**Adapt by Deciding What is Most Important
for Your Visualization**



Color Gamut for a Monitor and a Color Printer



Color-Preserving vs. Contrast-Preserving Gamut Mappings

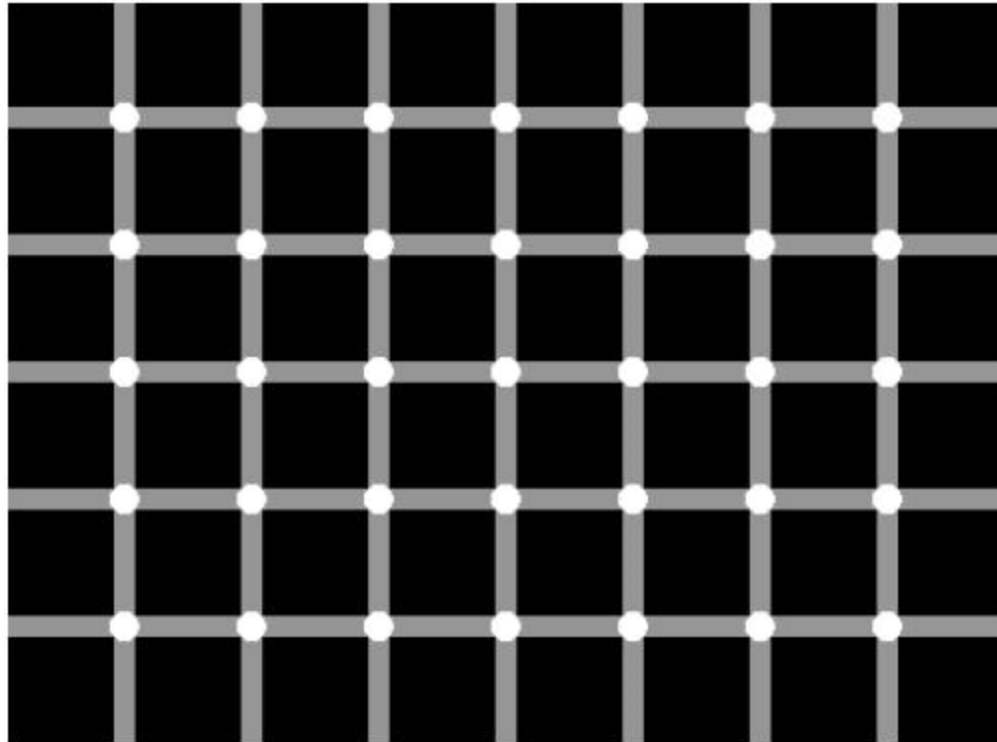


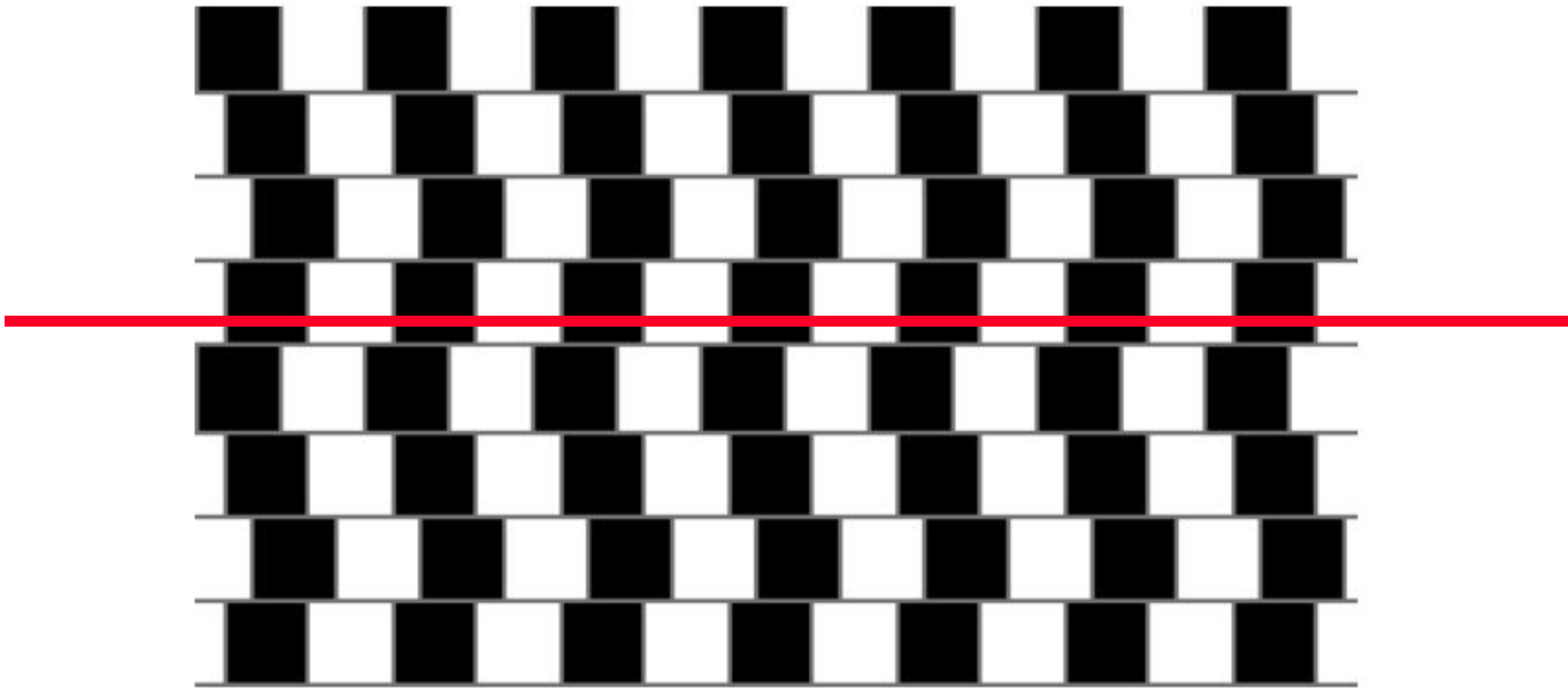
Beware of Gratuitous Color Pollution

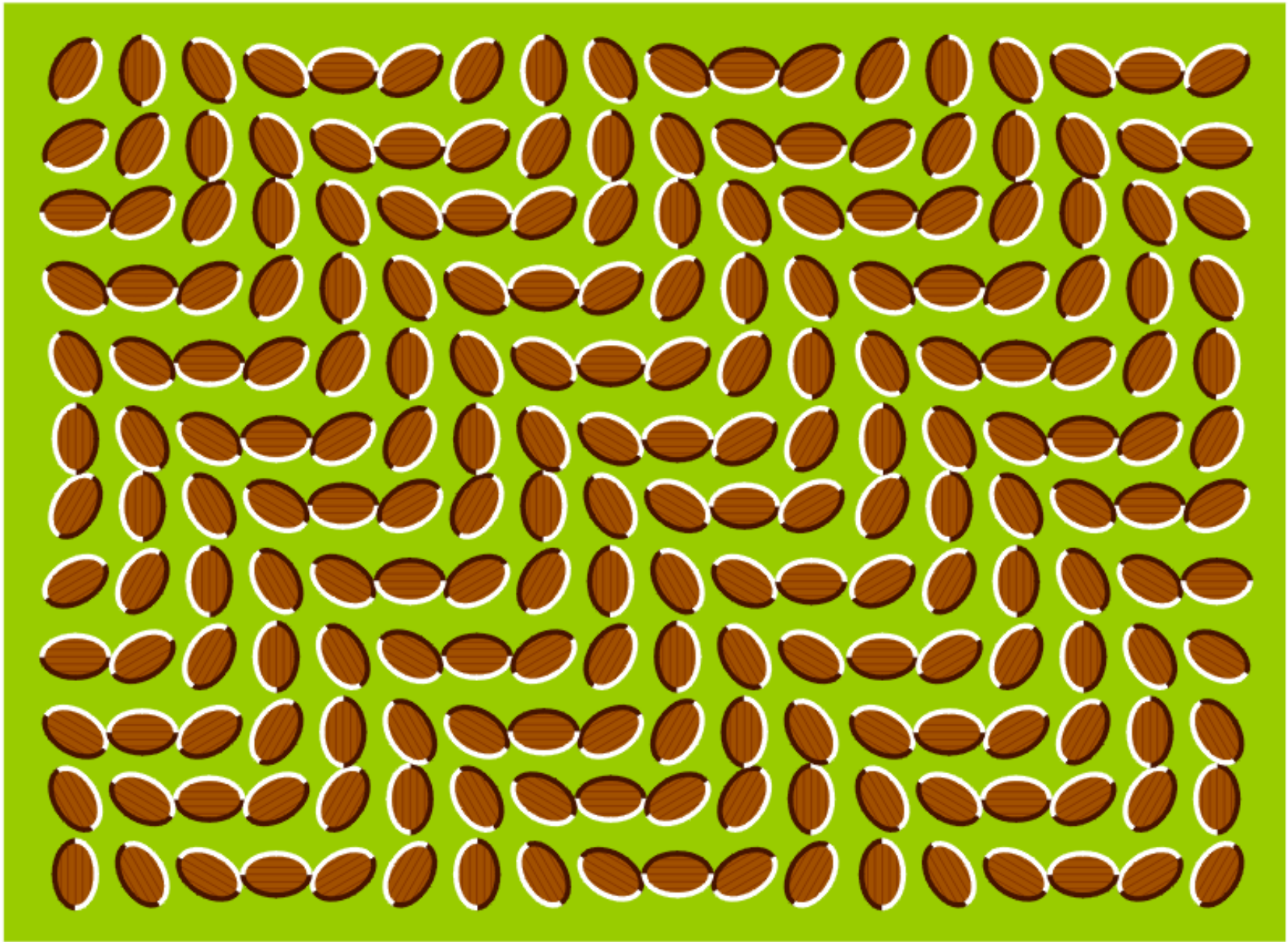
Just because you have millions of colors to choose from,

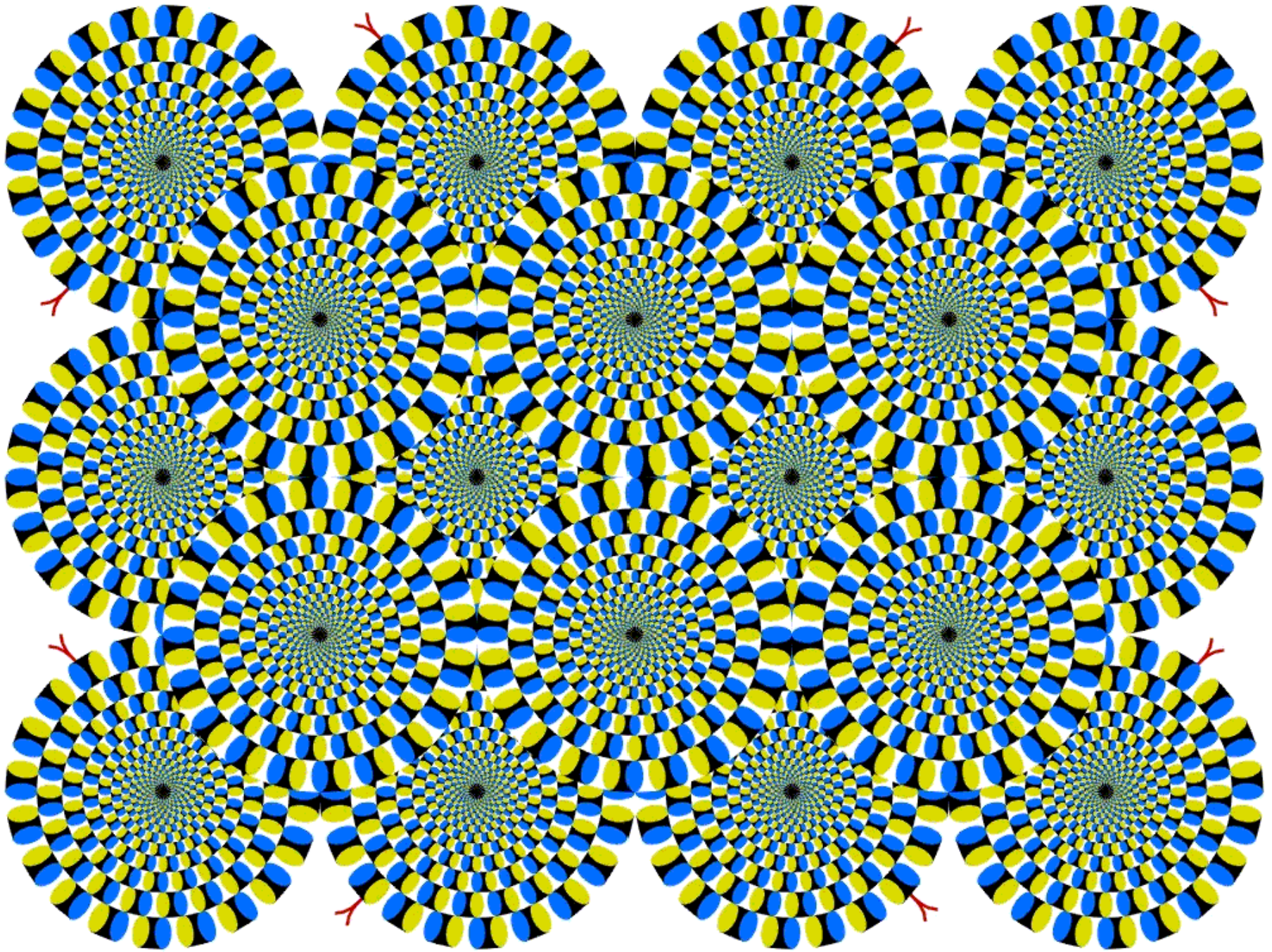
doesn't mean you must use them all ...

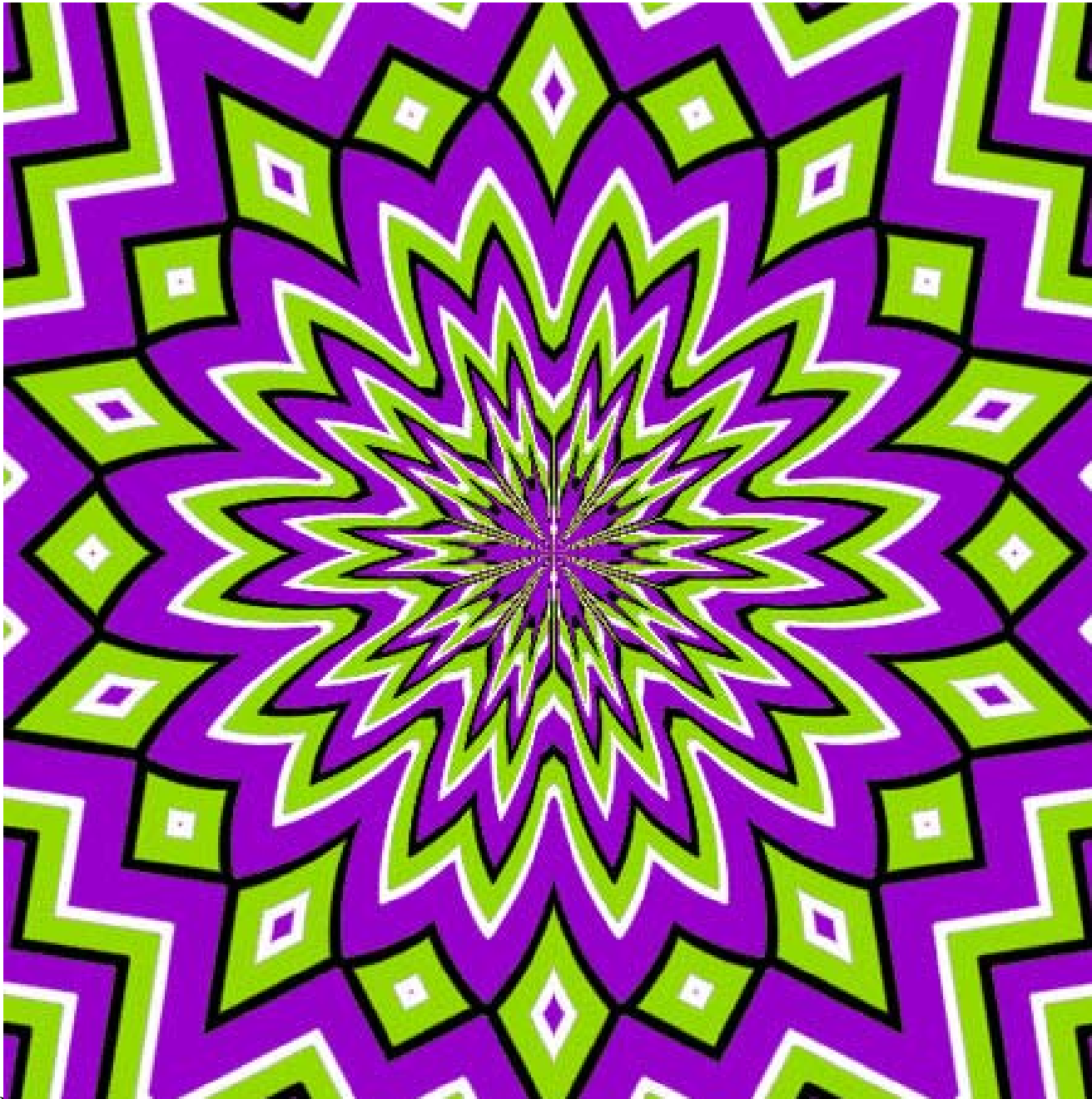
Beware of Lots of Other Stuff

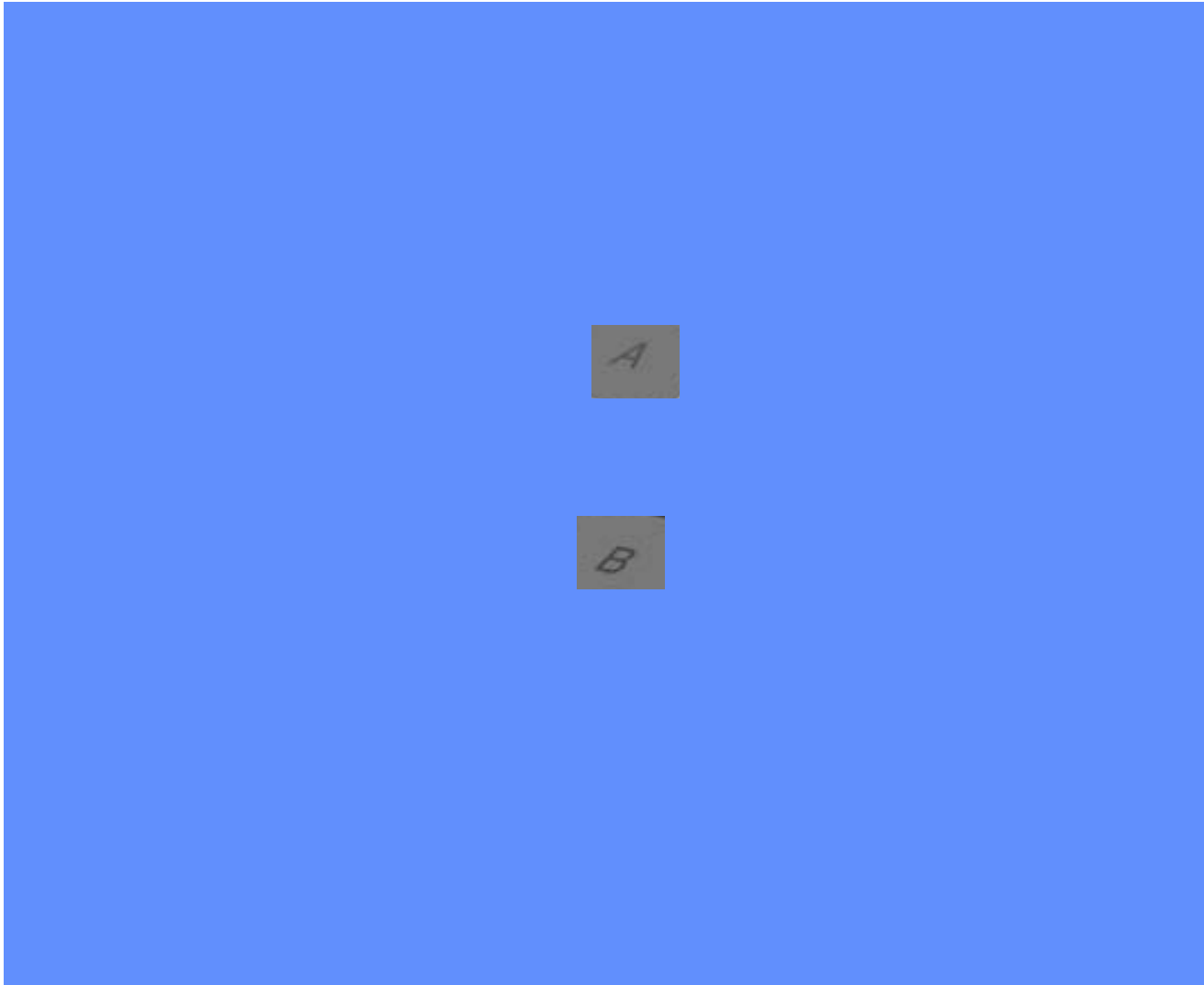


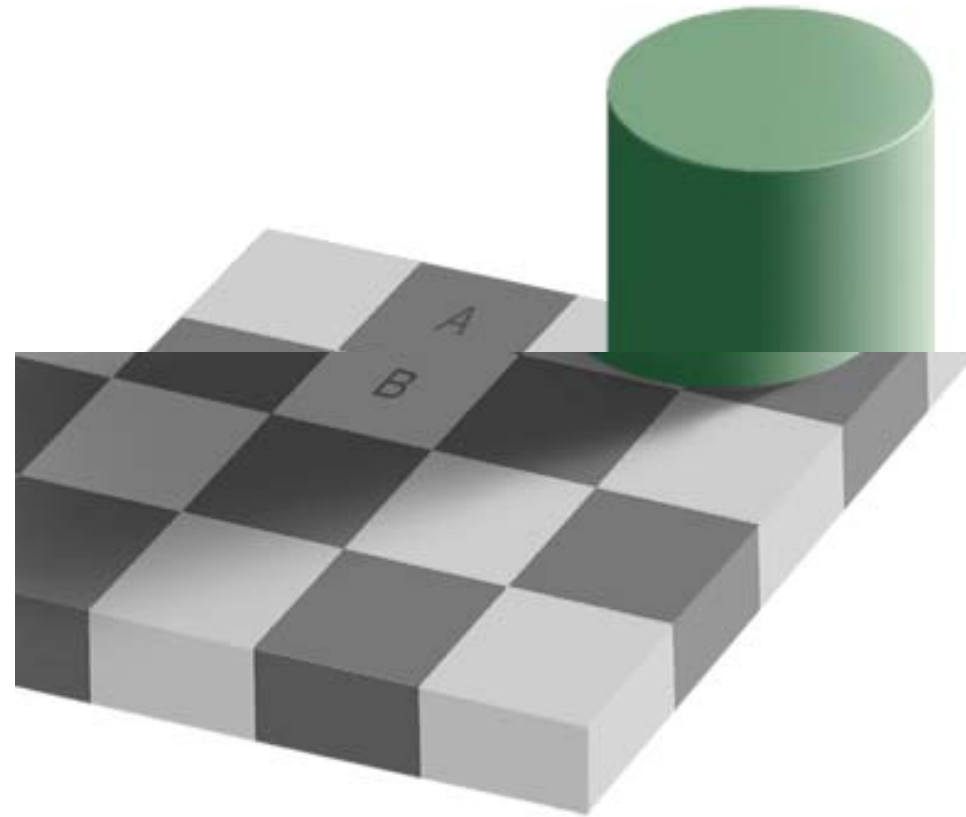












Good Color and Perception References

- Theresa-Marie Rhyne, *Applying Color Theory to Digital Media and Visualization*, CRC Press, 2017.
- Maureen Stone, *A Field Guide to Digital Color*, AK Peters, 2003.
- Roy Hall, *Illumination and Color in Computer Generated Imagery*, Springer-Verlag, 1989.
- R. Daniel Overheim and David Wagner, *Light and Color*, John Wiley & Sons, 1982.
- David Travis, *Effective Color Displays*, Academic Press, 1991.
- L.G. Thorell and W.J. Smith, *Using Computer Color Effectively*, Prentice Hall, 1990.
- Edward Tufte, *The Visual Display of Quantitative Information*, Graphics Press, 1983.
- Edward Tufte, *Envisioning Information*, Graphics Press, 1990.
- Edward Tufte, *Visual Explanations*, Graphics Press, 1997.
- Howard Resnikoff, *The Illusion of Reality*, Springer-Verlag, 1989.