

# Imaging Science and Technologies: Color Vision

Computer Science 203.4730

Semester B

Monday 12:00-15:00 rm 515

Dr. Hagit Hel-Or

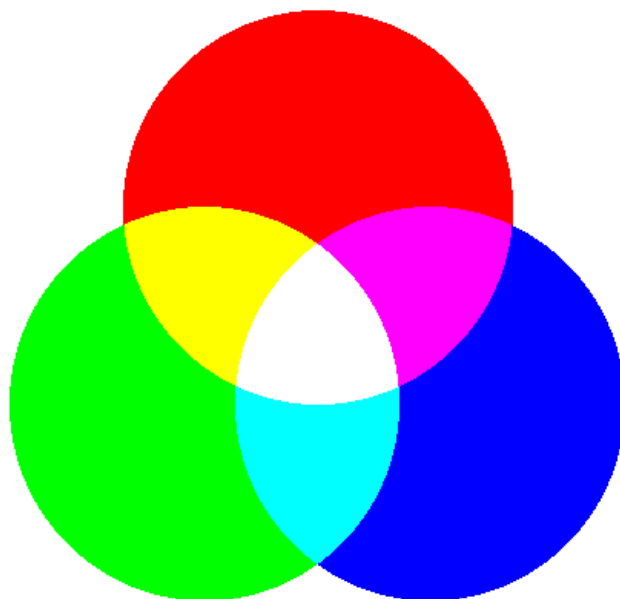
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Office: 415

Office Hours: by appointment

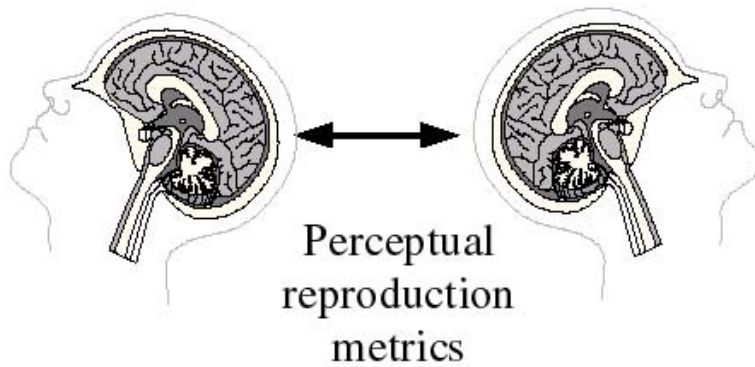
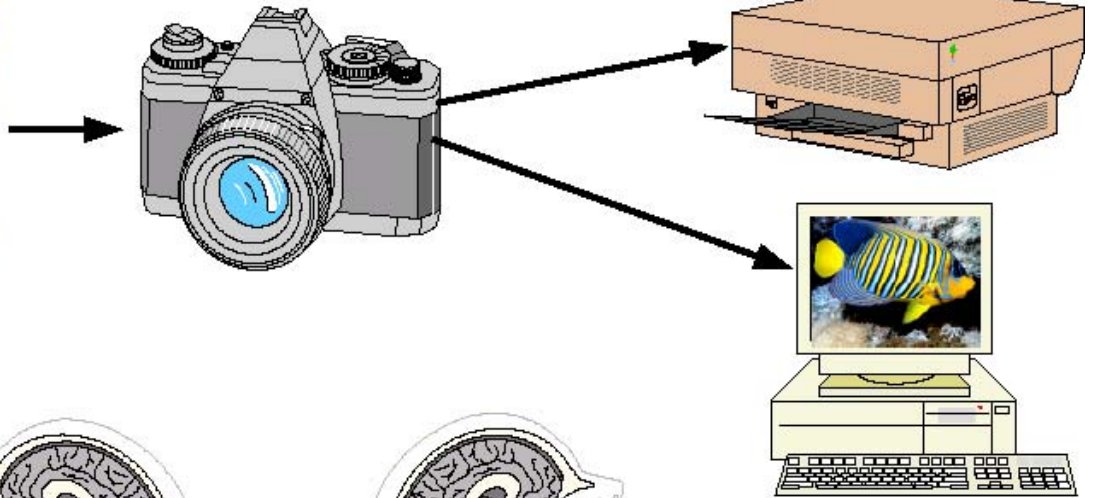
Course Internet Site:

**<http://cs.haifa.ac.il/~hagit/courses/ist/>**

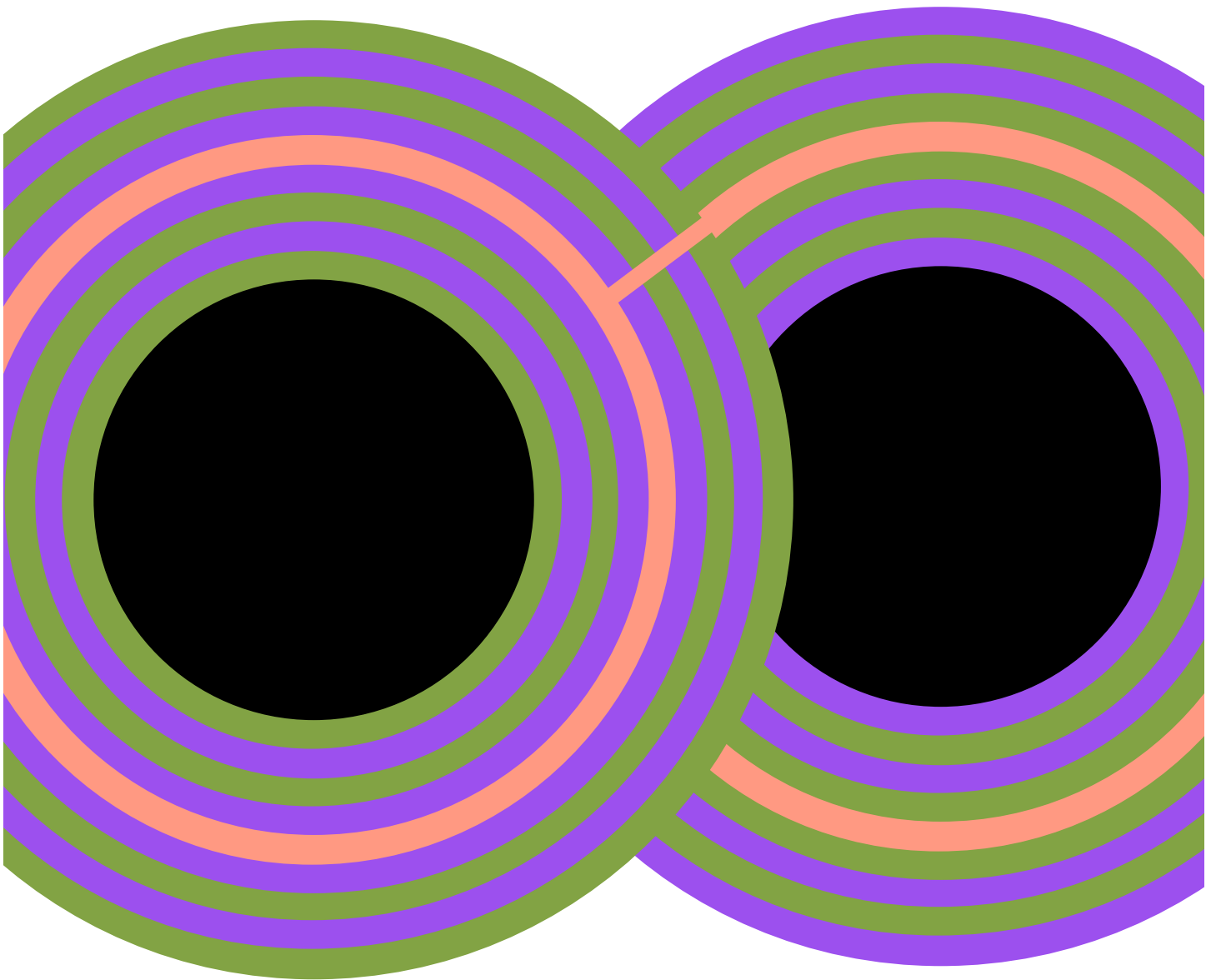


# Imaging Science and Technologies

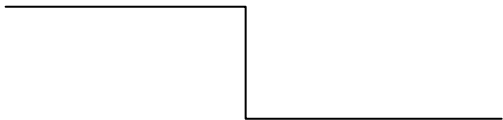
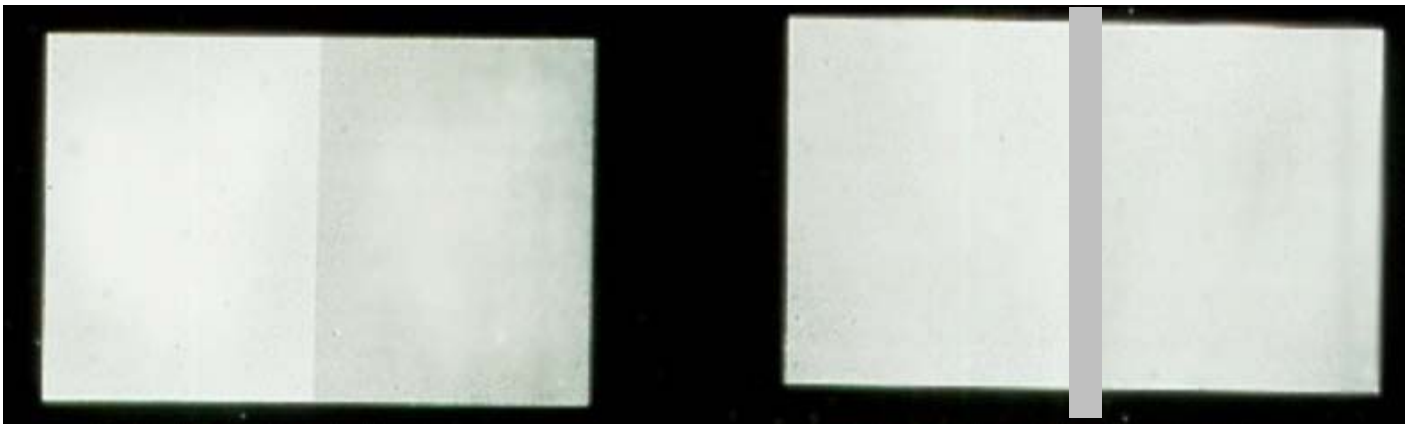
Imaging pathway



Color Appearance Depends On The  
Spatial Pattern Across The Cone Mosaic  
(Shevell and Monnier)



# Craik-O'Brien-Cornsweet Effect



# Color Science

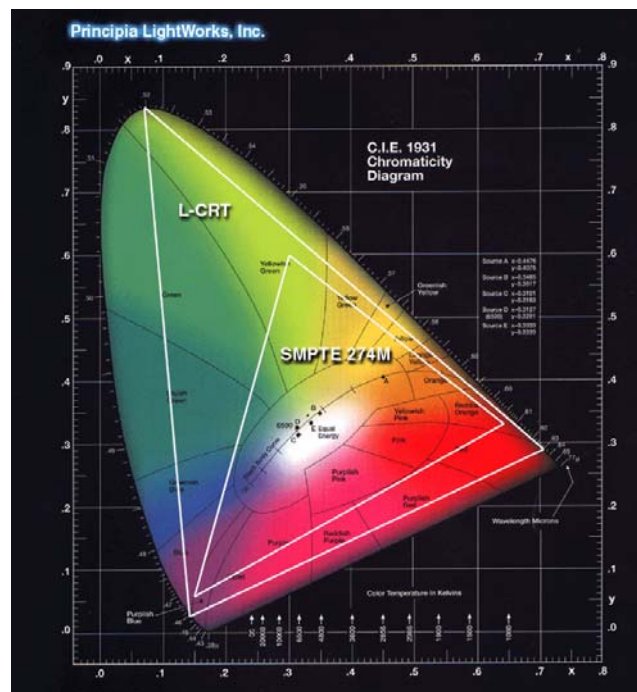
How do we measure signals used to create color?

How do we quantify these color signals?

What are CIE, xy, NTSC YIQ, YCbCr, CIELAB and CIELUV

What is color management?

What are color conversion and color balance?



# Displays

Why do monitors have three display primaries (R,G,B)?

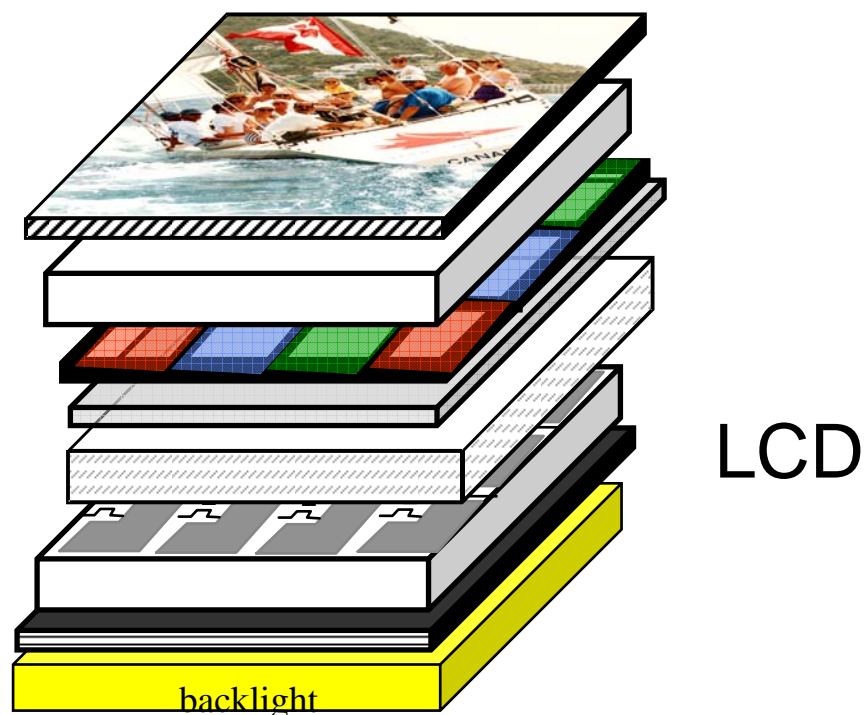
How do LCDs work?

What are OLEDs, PDPs?

What is a display gamma?

What is a color look up table?

What is a monitor gamut?



# Cameras

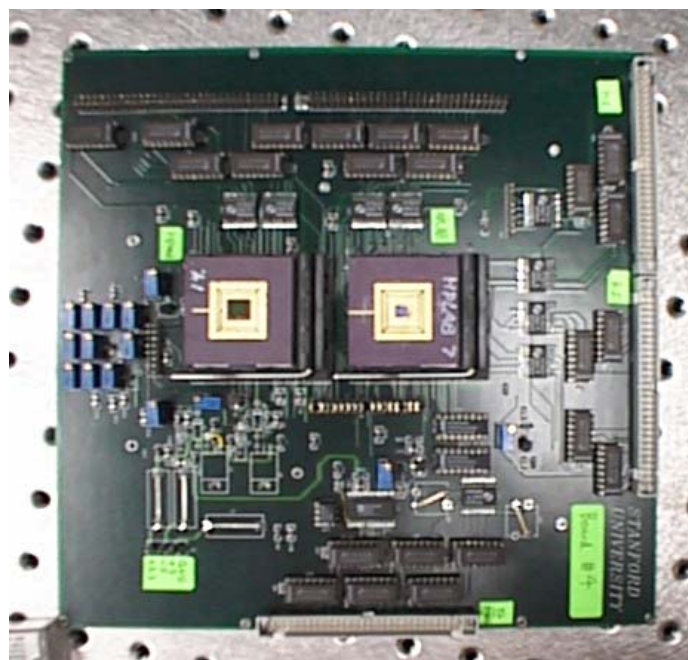
What are camera dark noise, quantum efficiency, fixed pattern noise?

What are the differences between a CCD and CMOS sensor?

What is a color filter array?

What is color demosaicing?

How are focus and exposure controlled



# Printers

Why are there four printer primaries (C,M,Y,K)?

What is a tone reproduction curve?

What is a printer gamut?

What are color separations?

What is halftoning, error diffusion and dithering?

What is inkjet, continuous tone and dye sublimation?





# Image Compression

What are multiresolution representations, image pyramids, and wavelets?

What are lossy and lossless compression, JPEG, quantization tables?

JPEG 2000?



# Kindle

