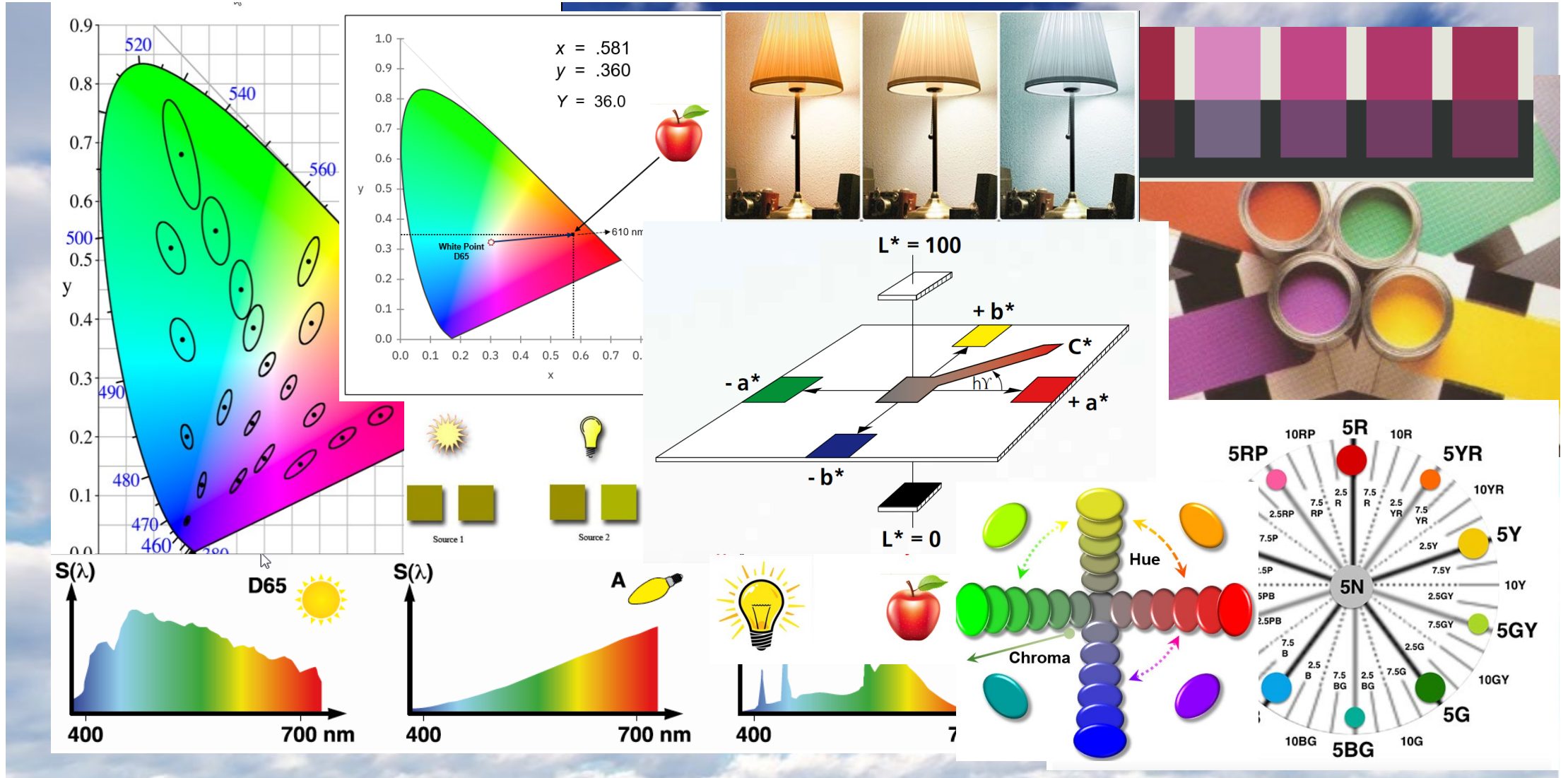


# Color Theory – Part 3

Color Coordinates

# Color Theory – Part 3

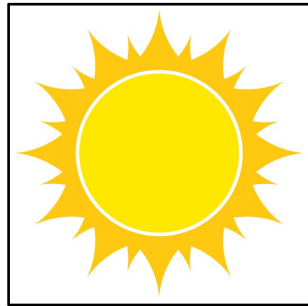
## Color Coordinates



# Review

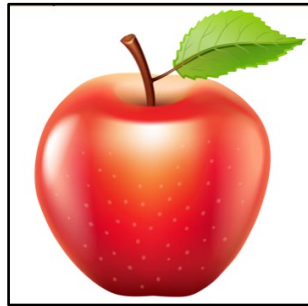
## Color Perception versus Color Description

We have described the visual color perception process by showing how the light source, object and observer are together responsible for color perception.



Light Source

**X**



Object

**X**

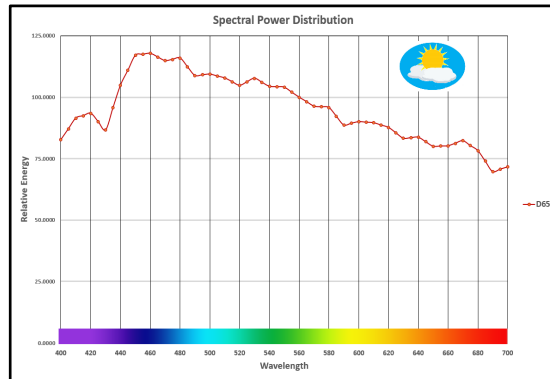


Observer

**=**

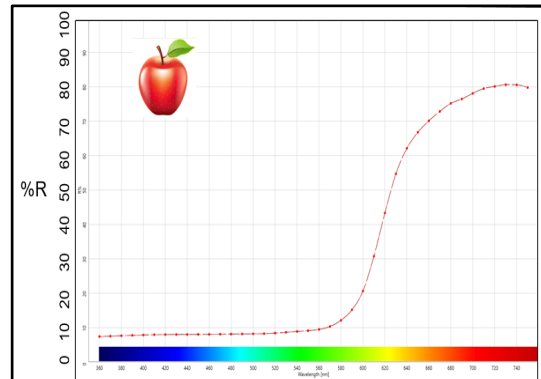
**Color Perception**

With the Standard Observer, we can now develop a numerical specification:



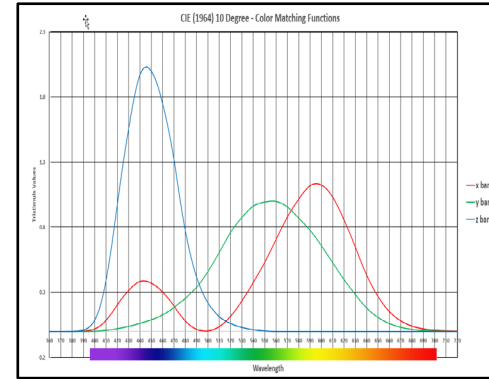
Daylight Illuminant  
Numerical Data

**X**



Reflectance Curve  
Numerical Data

**X**



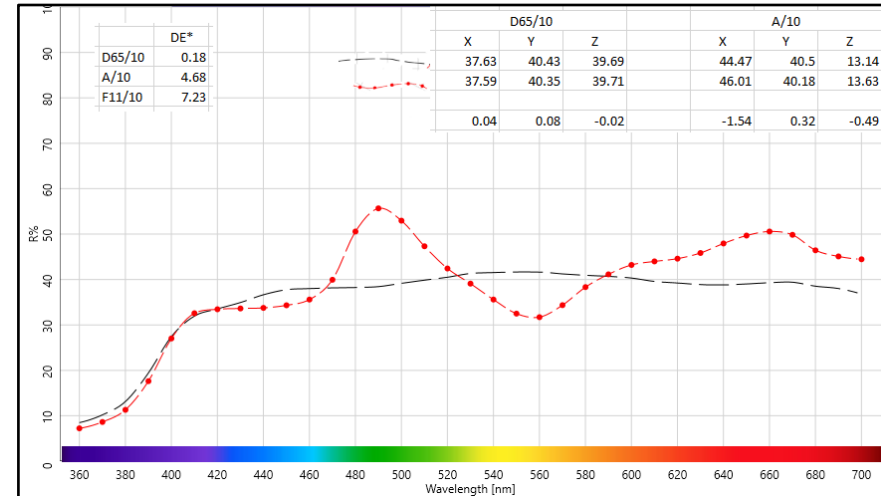
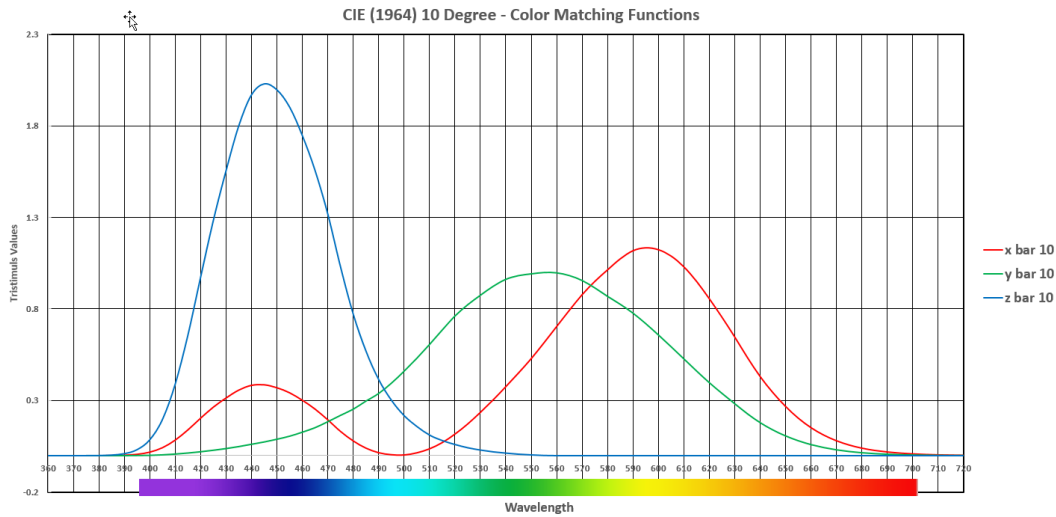
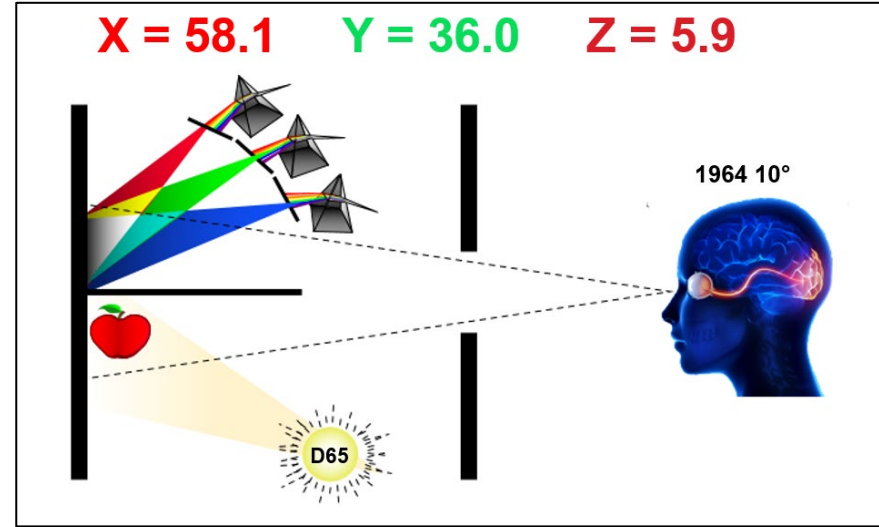
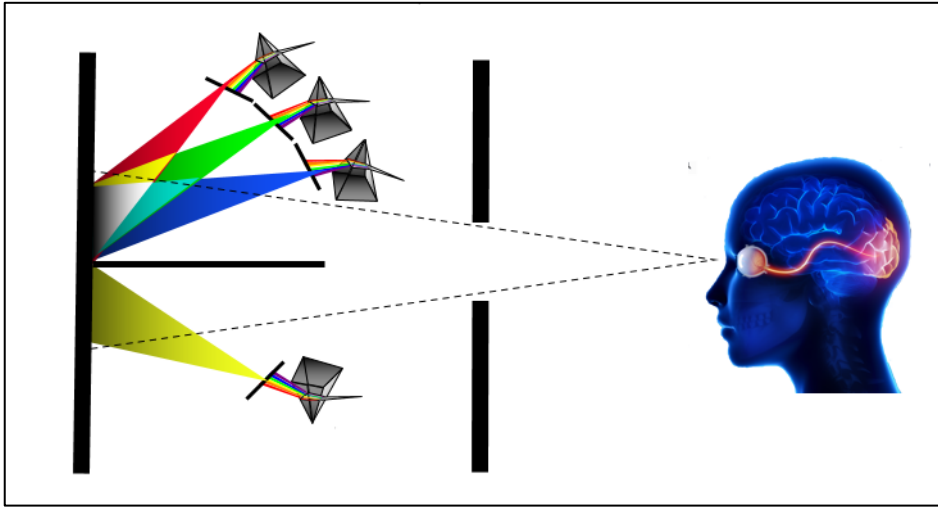
CIE Standard Observer  
Numerical Data

**=**

**Colorimetric Description**

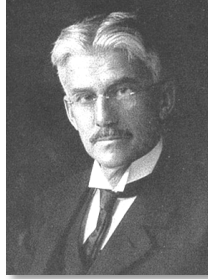
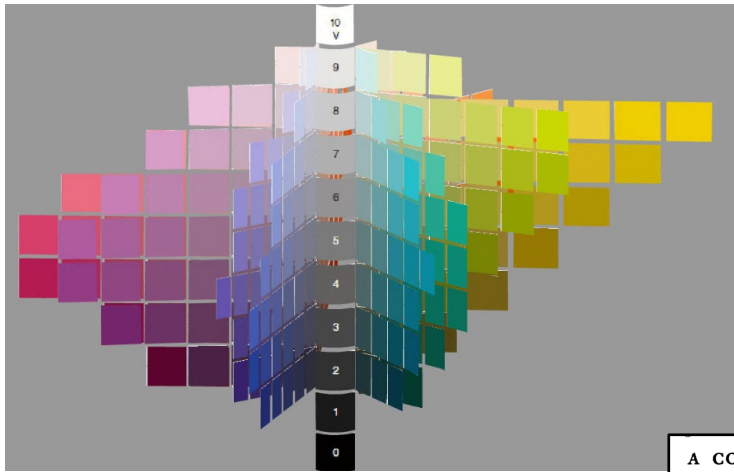
# Review

## Standard Observer / Metamerism

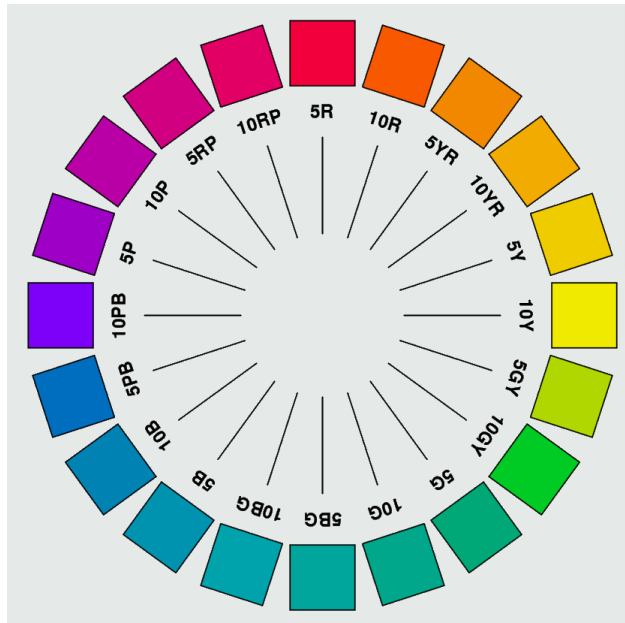
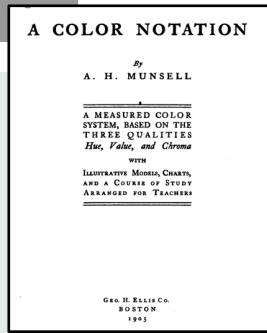
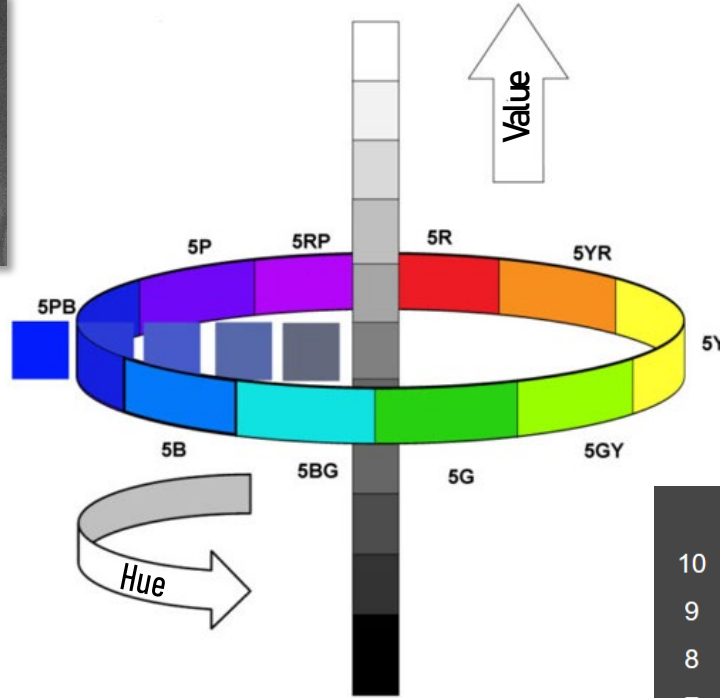


# Color Order Systems

*Munsell - A Visual System*



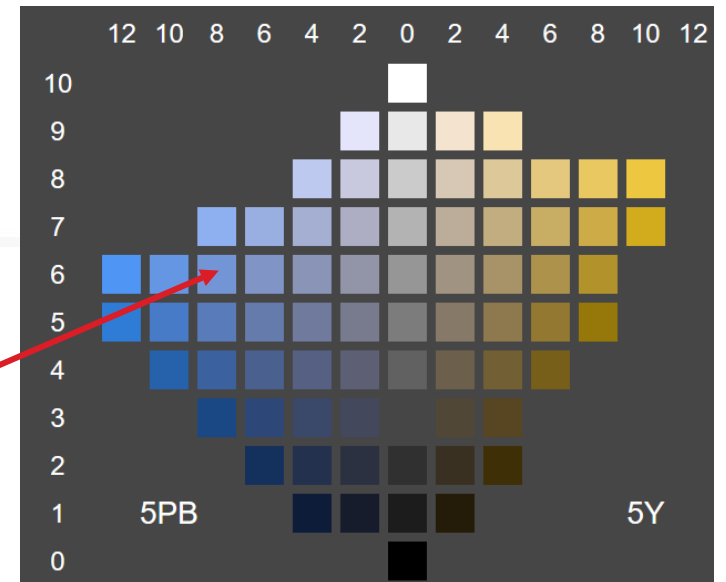
← Chroma



Munsell Notation:

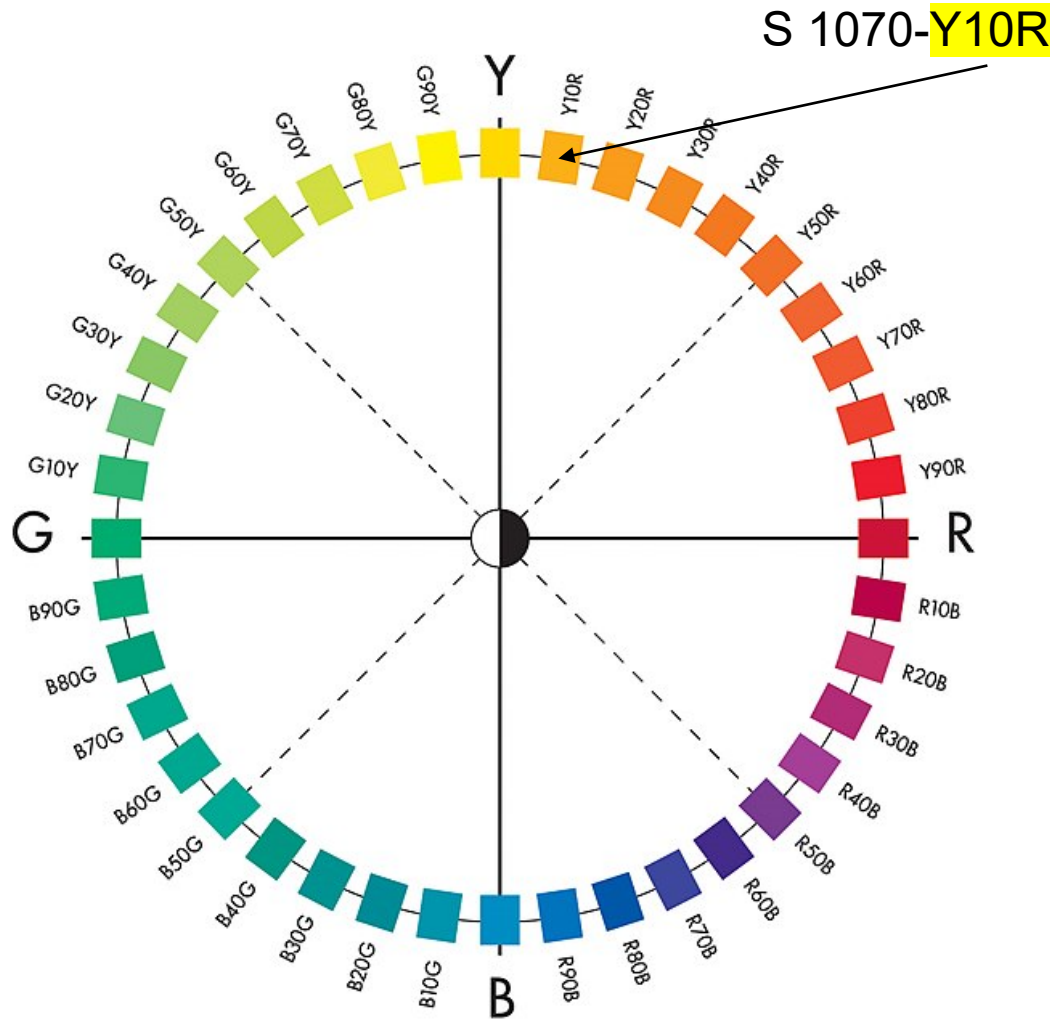
**5PB 6/8**

Hue Value/Chroma

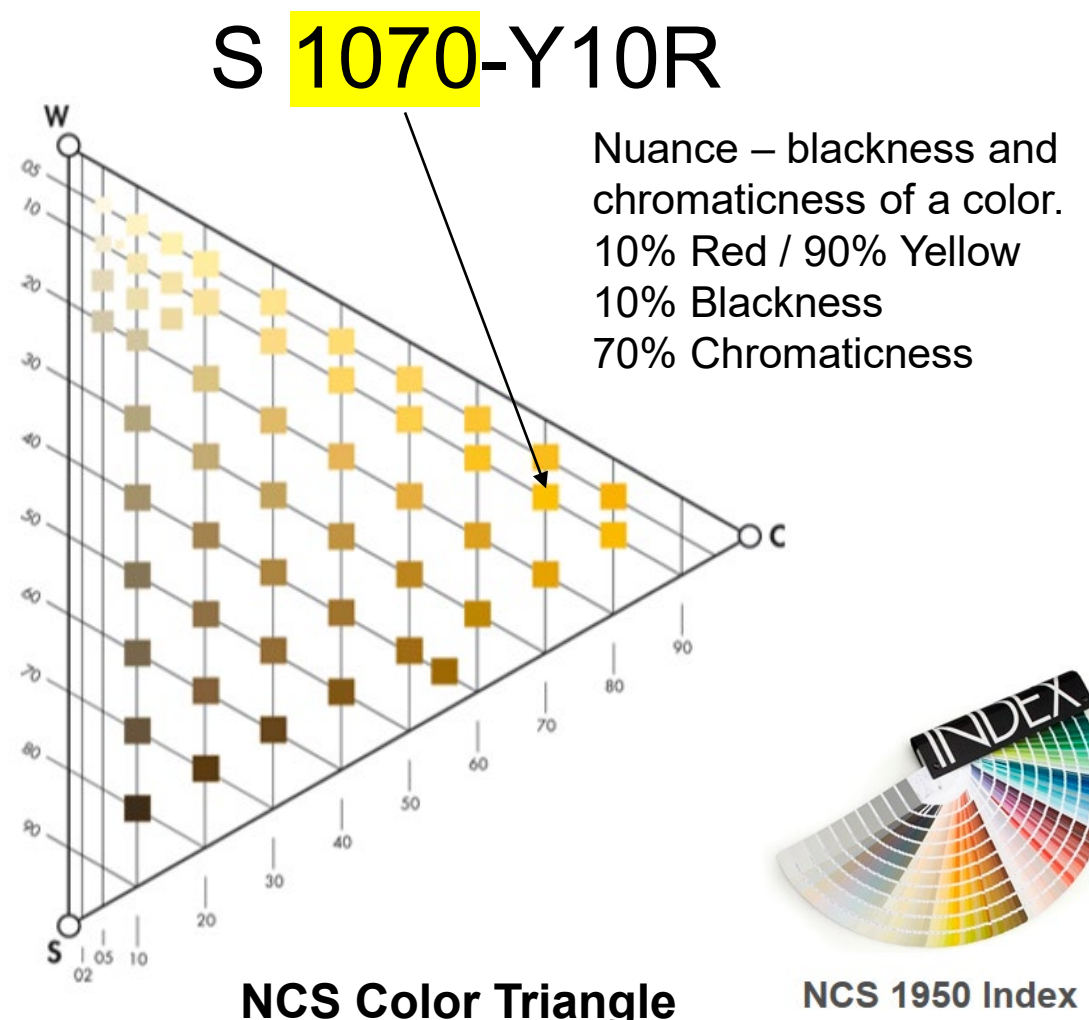


# NCS

Natural Color System - Opponent Color Model



NCS Hue Circle



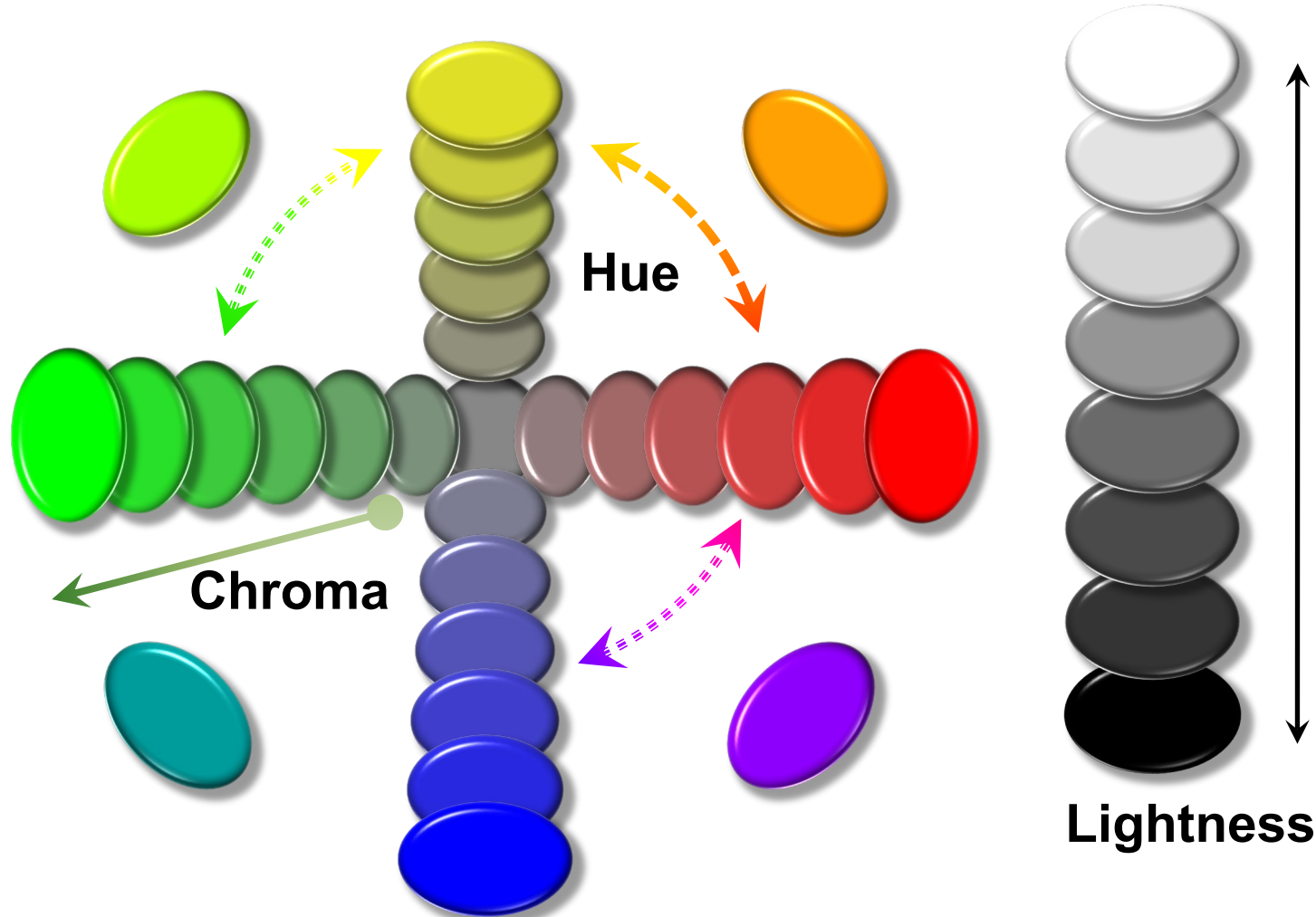
NCS Color Triangle



NCS 1950 Index

# 3 Dimensions of Color

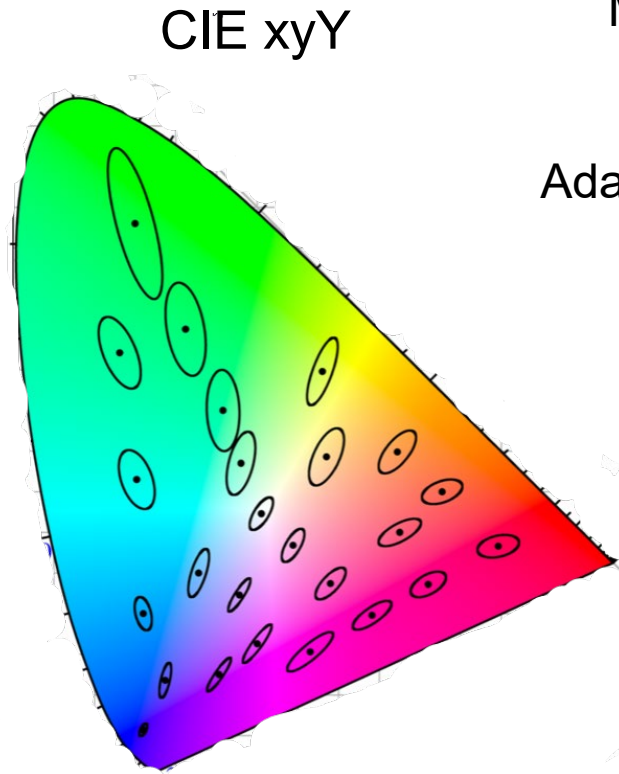
*Hue, Chroma, Lightness*



**Hue** is the term we use to describe a specific color like yellow, red, blue, green, violet.

**Chroma** is the amount or intensity of a specific hue. The saturation or difference from gray.

**Lightness** is the total amount of light coming from a sample independent of hue and chroma.



Munsell System

Adams Chromatic Value  
1942

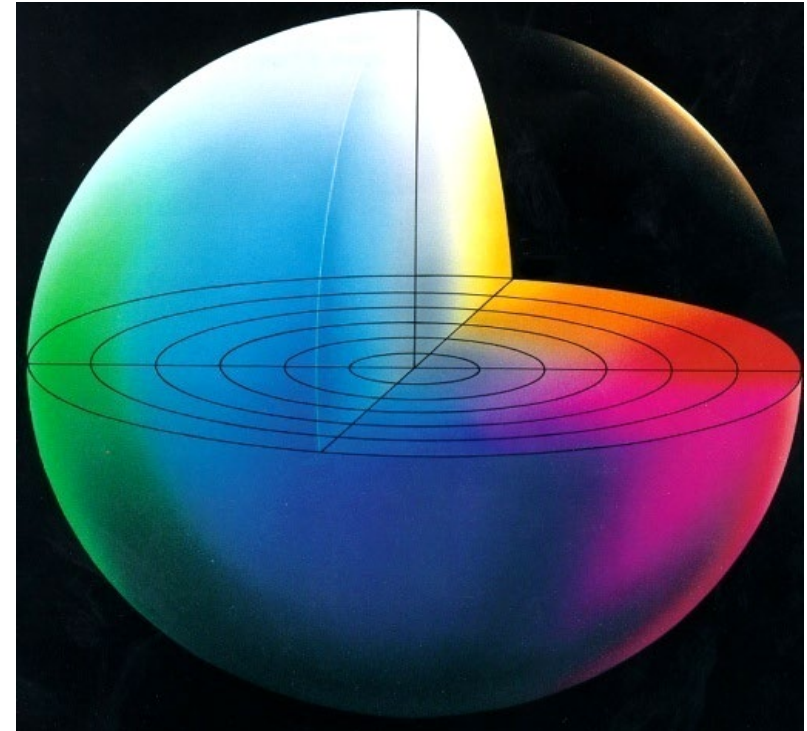


Adams-Nickerson  
ANLab  
1944, 1950

Glasser –Reilly  
Cube Root  
1958

CIE 1976

CIE L\*a\*b\*

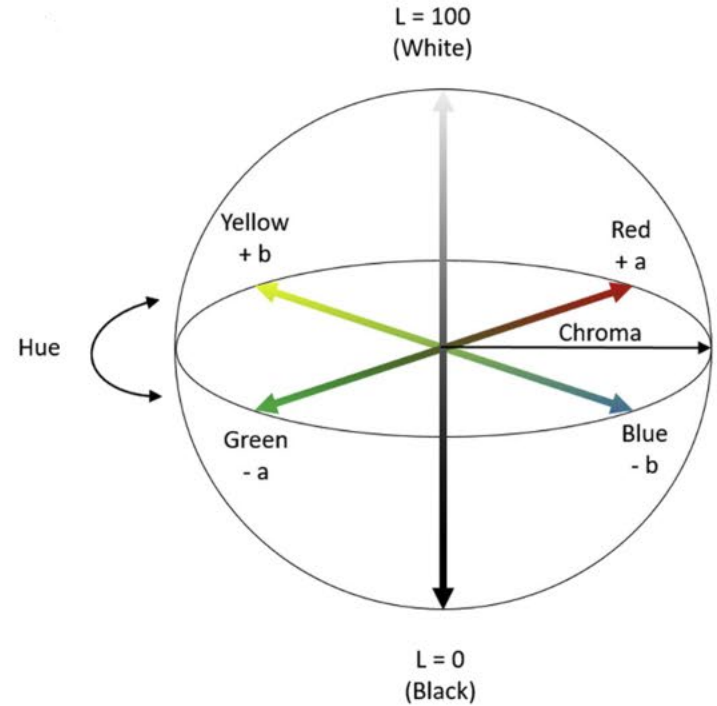
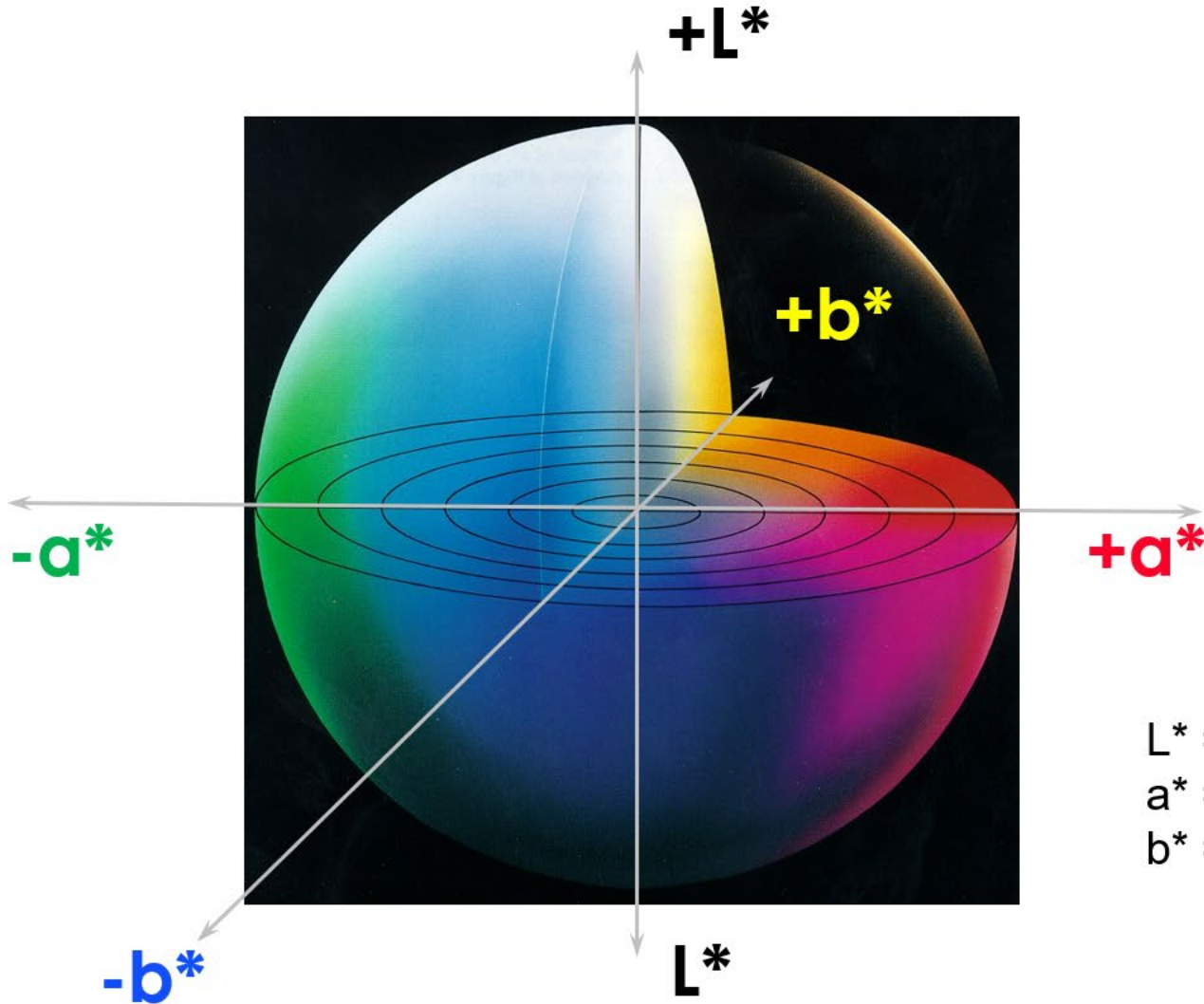


Opponent Color Model



# CIELAB

CIE  $L^*a^*b^*$  Color Space

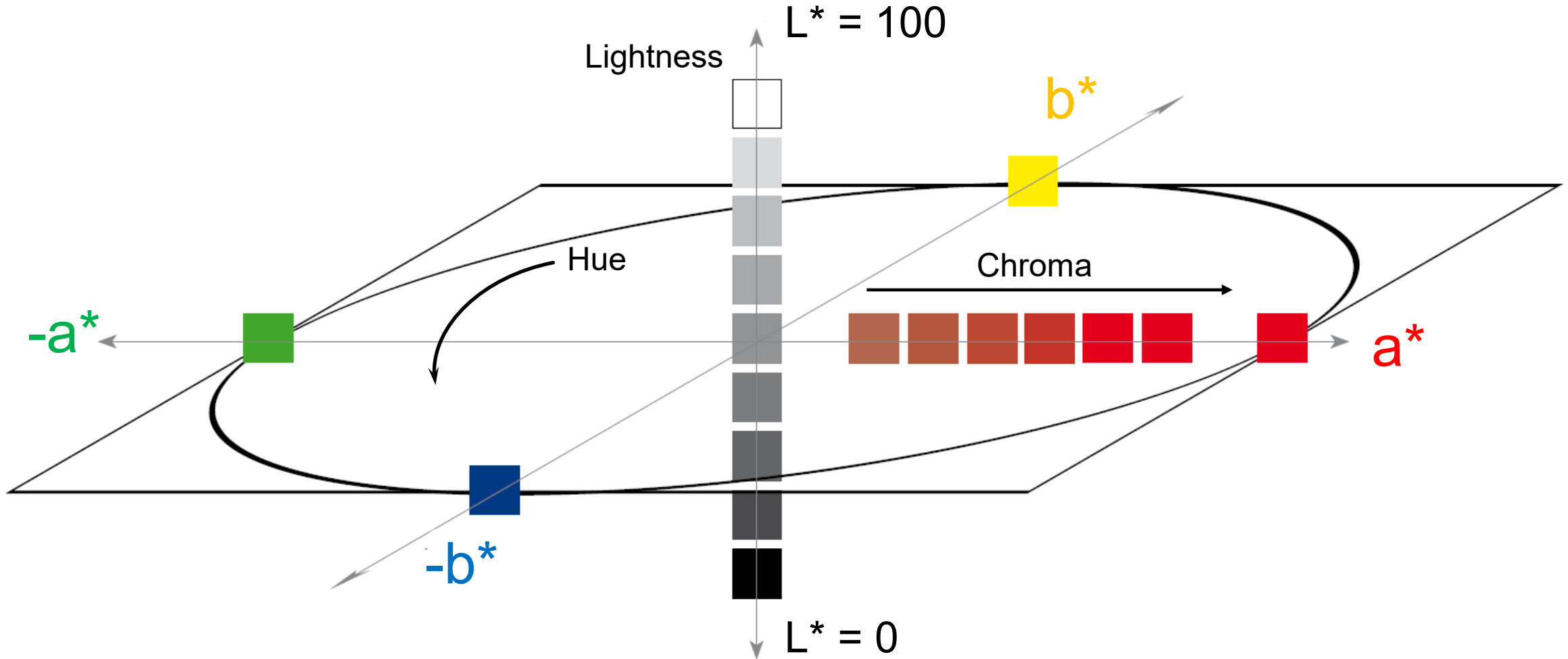


$L^*$  = Lightness  
 $a^*$  = red-green axis     $+a^*$  (red)     $-a^*$  (green)  
 $b^*$  = yellow-blue axis     $+b^*$  (yellow)     $-b^*$  (blue)

Opponent Color Model

# CIELAB

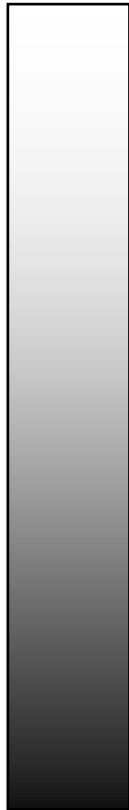
CIE  $L^*a^*b^*$  Color Space



# CIELAB Equations

$L^*$ , Lightness - Darkness

$L^* = 100$  White

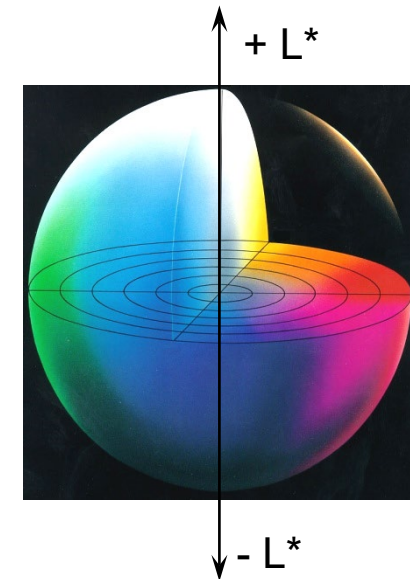


$L^* = 0$  Black

$$L^* = 116 (Y/Y_n)^{1/3} - 16$$

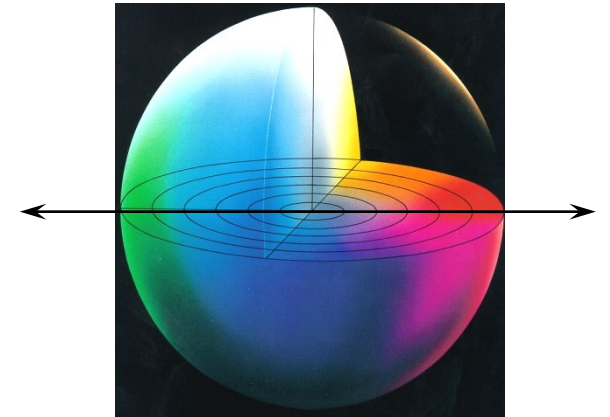
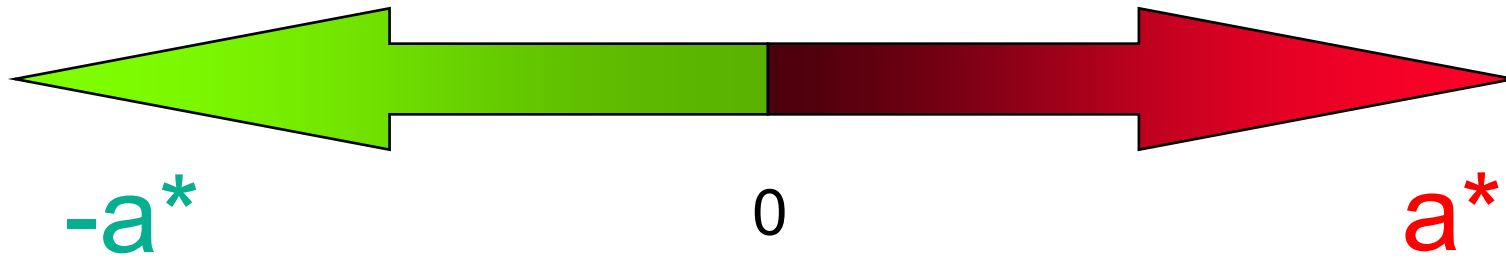
$Y_n$  = Tristimulus Value of White  
Valid for  $Y/Y_n > \text{or} = 0.01$

$X_n = 94.81$ ;  $Y_n = 100.0$ ;  $Z_n = 107.3$  For D65/10



# CIELAB Equations

$a^*$ , red - green



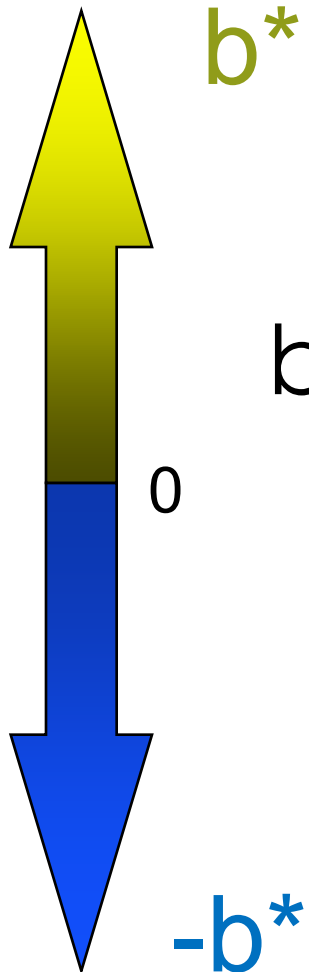
$$a^* = 500 \left( \frac{X}{X_n} \right)^{1/3} - 500 \left( \frac{Y}{Y_n} \right)^{1/3}$$

Valid for  $X/X_n$  &  $Y/Y_n > \text{or} = 0.01$

$X_n = 94.81$ ;  $Y_n = 100.0$ ;  $Z_n = 107.3$  For D65/10

# CIELAB Equations

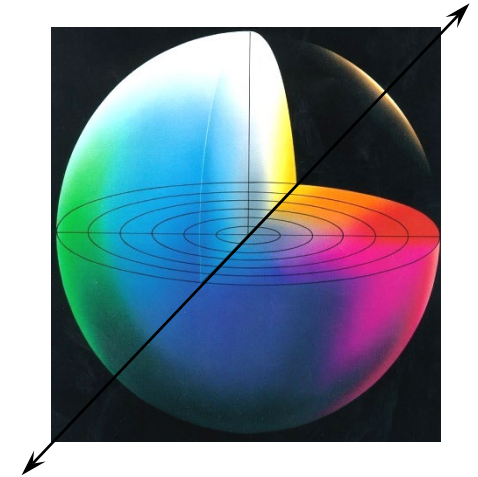
$b^*$ , yellow - blue

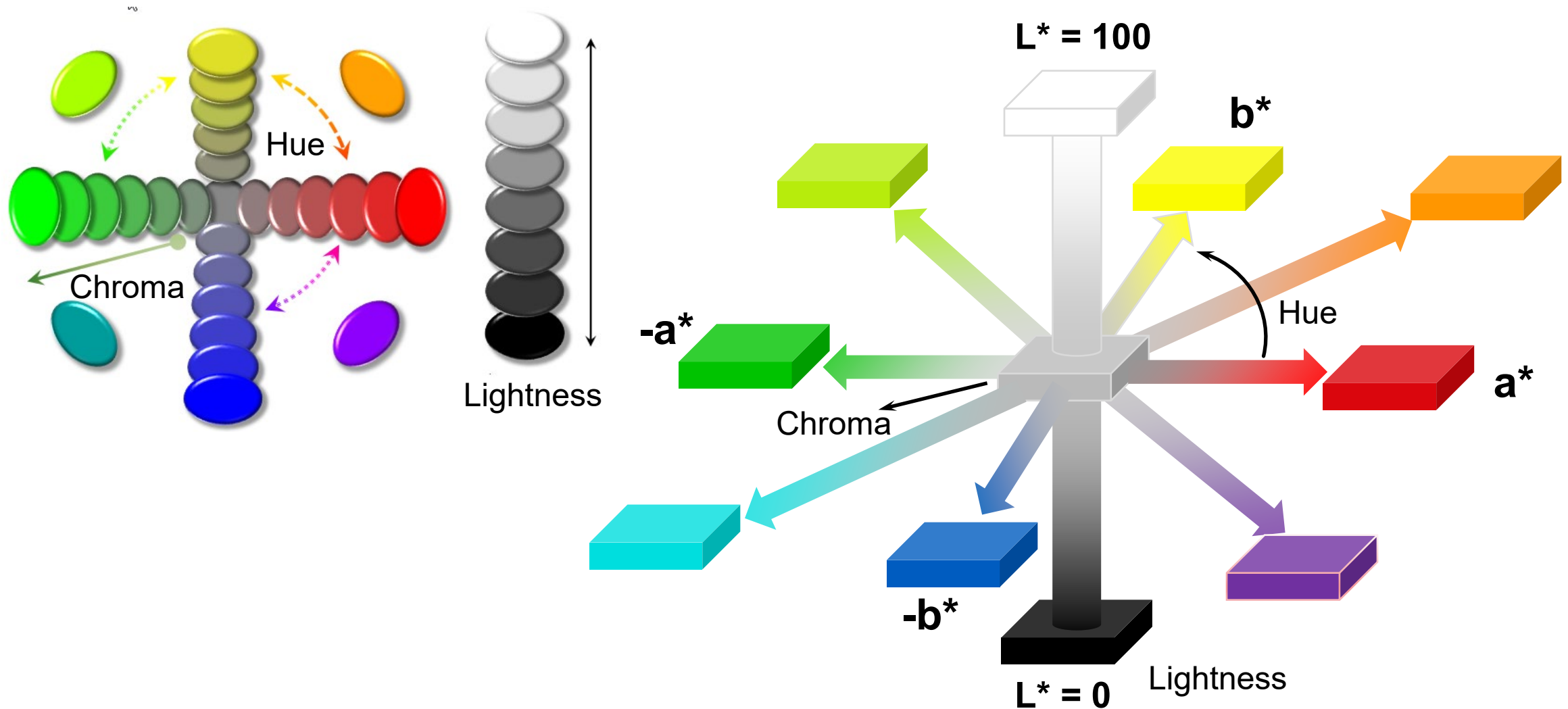


$$b^* = 200 (Y/Y_n)^{1/3} - 200 (Z/Z_n)^{1/3}$$

Valid for  $Z/Z_n$  &  $Y/Y_n > \text{or} = 0.01$

$X_n = 94.81$ ;  $Y_n = 100.0$ ;  $Z_n = 107.3$  For D65/10





# CIE L\*a\*b\*

L\*a\*b\* Coordinates

## Color 1

L\* = +65

a\* = +10

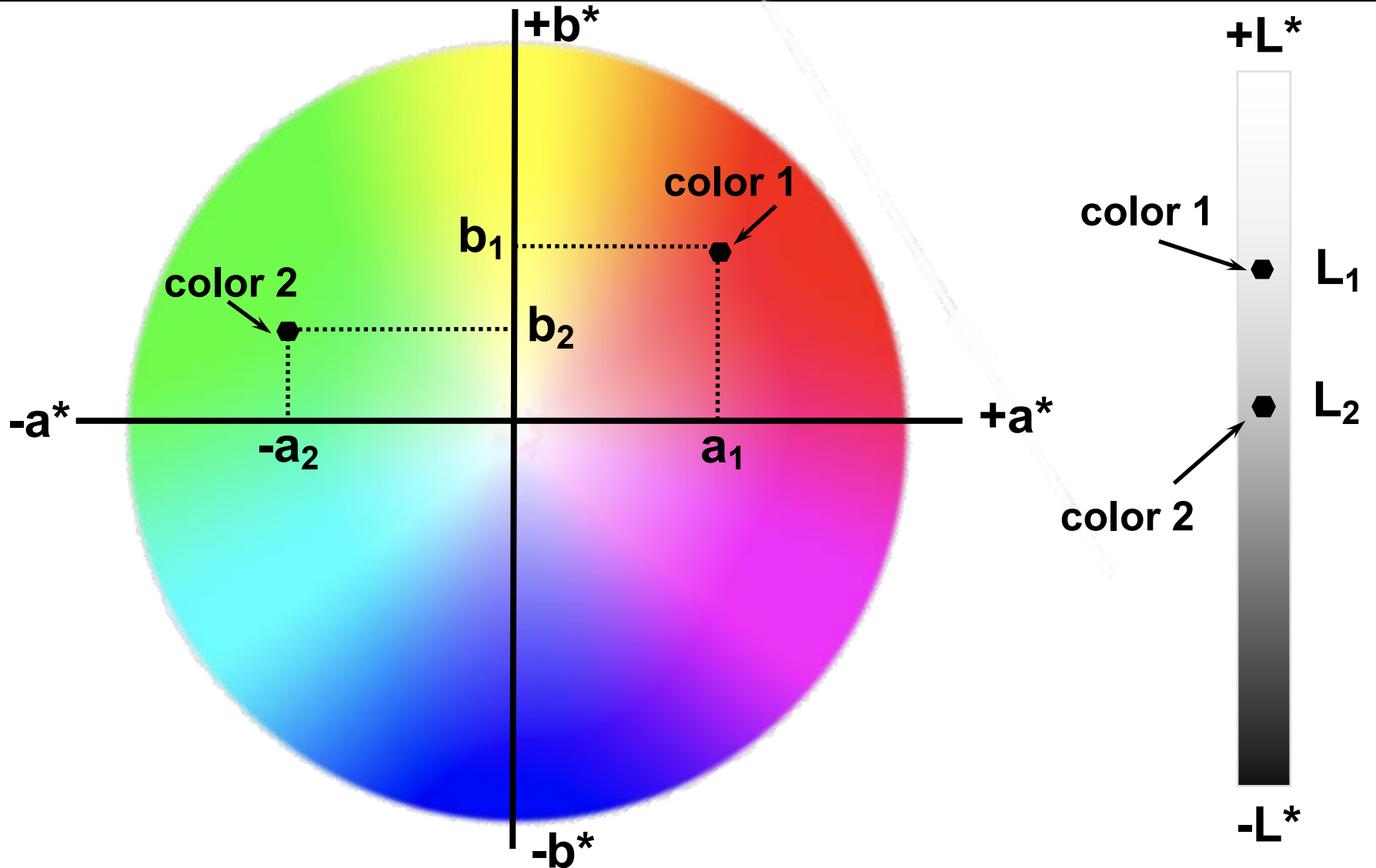
b\* = +10

## Color 2

L\* = +50

a\* = -10

b\* = +5



# C\* / h

Metric Chroma – Metric Hue Angle

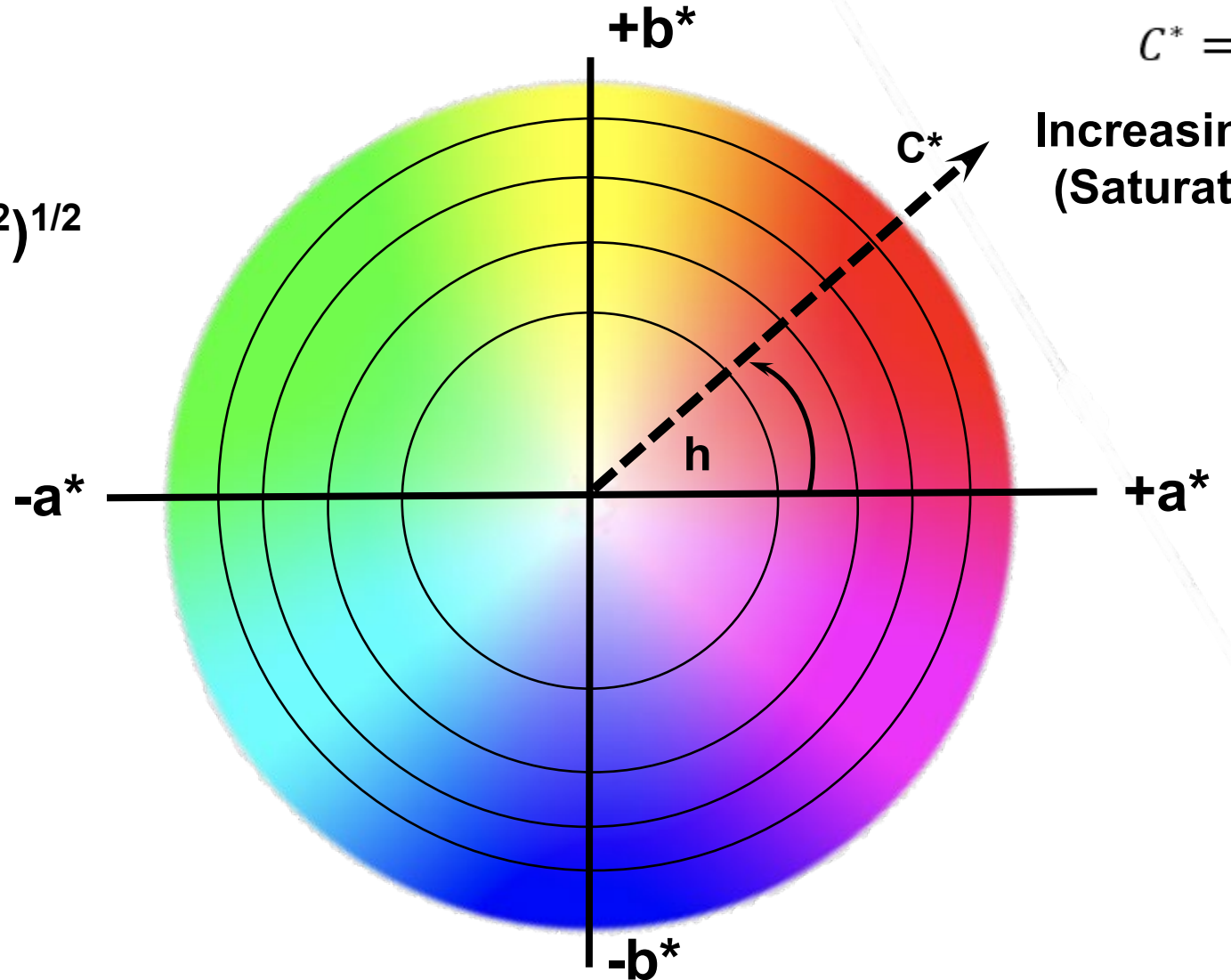
L\*, C\*, h

$$C^* = (a^{*2} + b^{*2})^{1/2}$$

$$h = \tan^{-1} (b^*/a^*)$$

$$C^* = \sqrt{a^{*2} + b^{*2}}$$

Increasing C\*  
(Saturation)





# Color Difference

CIELAB Rectangular Coordinates –  $Da^*$ ,  $Db^*$ ,  $DL^*$

$$DE^* = (DL^{*2} + da^{*2} + db^{*2})^{1/2}$$

$$dE^* = \sqrt{dL^2 + da^2 + db^2}$$

$$DL^* = L^*_{BAT} - L^*_{STD}$$

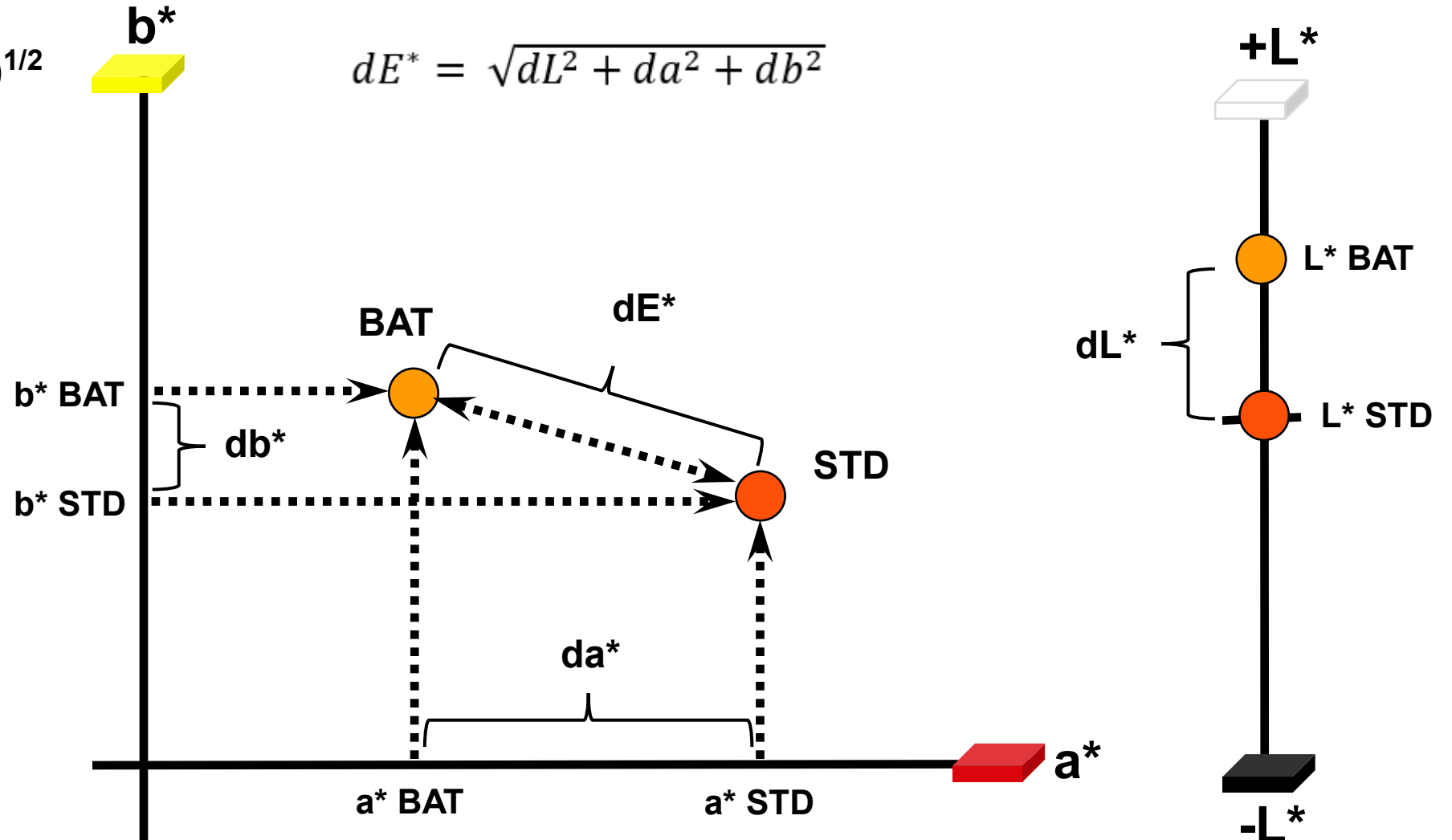
( + is lighter )  
( - is darker )

$$da^* = a^*_{BAT} - a^*_{STD}$$

( + is redder, less green )  
( - is greener, less red )

$$db^* = b^*_{BAT} - b^*_{STD}$$

( + is yellower, less blue )  
( - is bluer, less yellow )



# Color Difference

CIELAB Polar Coordinates –  $DL^*$ ,  $DC^*$ ,  $DH^*$  Metric Hue Angle

$$C^* = (a^{*2} + b^{*2})^{1/2}$$

$$h = \tan^{-1} (b^*/a^*)$$

$$DL^* = L^*_{BAT} - L^*_{STD}$$

( + is lighter )  
( - is darker )

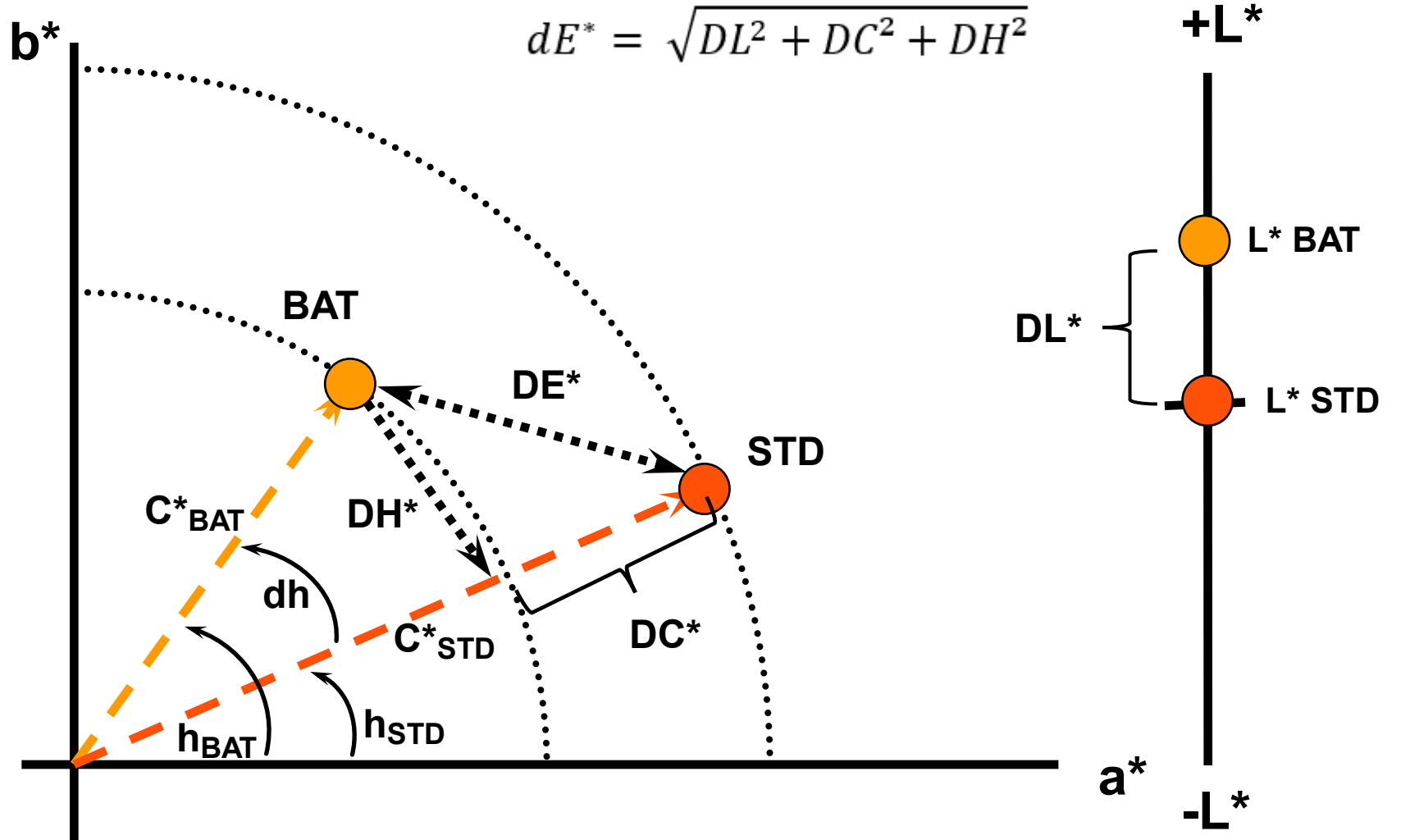
$$DC^* = C^*_{BAT} - C^*_{STD}$$

( + is more chroma )  
( - is less chroma )

$$DH^* = 2(C^*_{STD} * C^*_{BAT})^{1/2} \sin (dh/2)$$

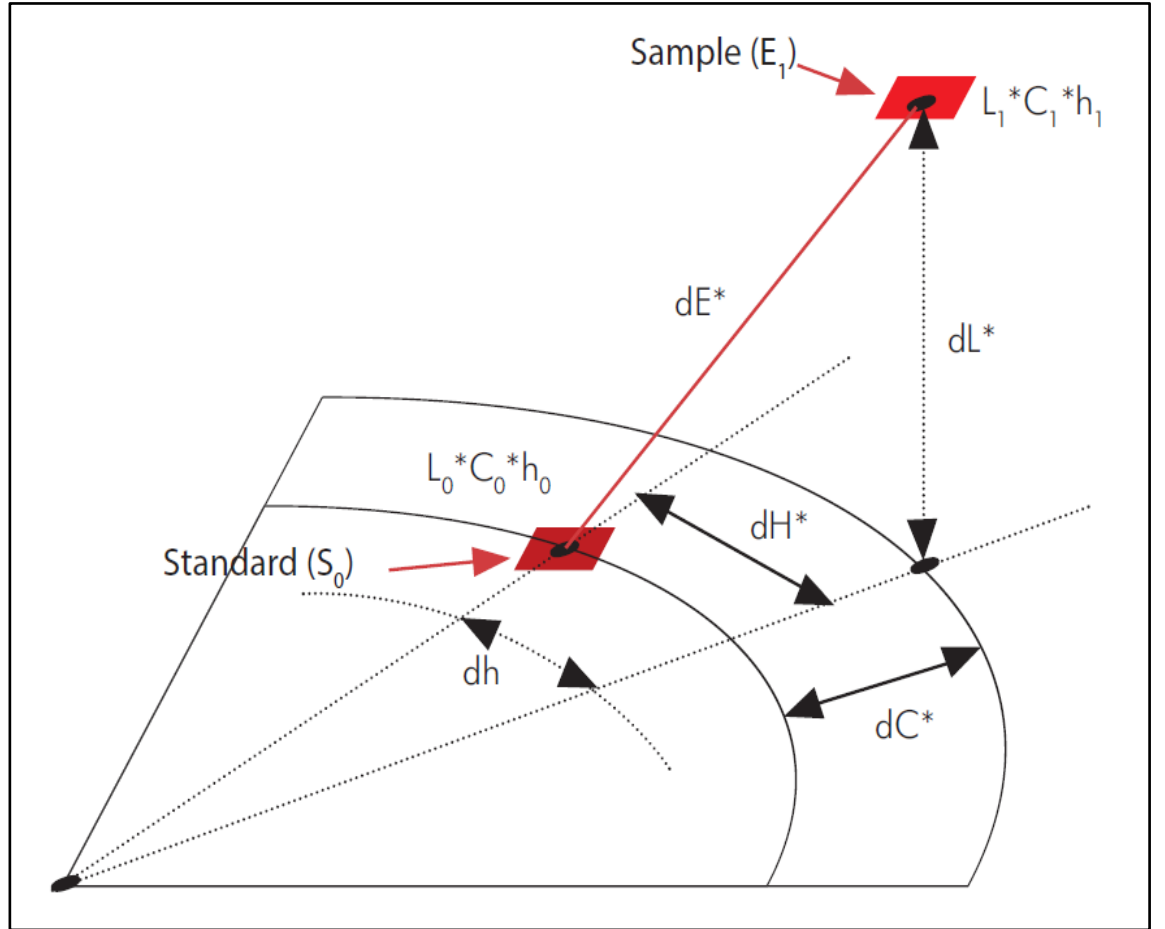
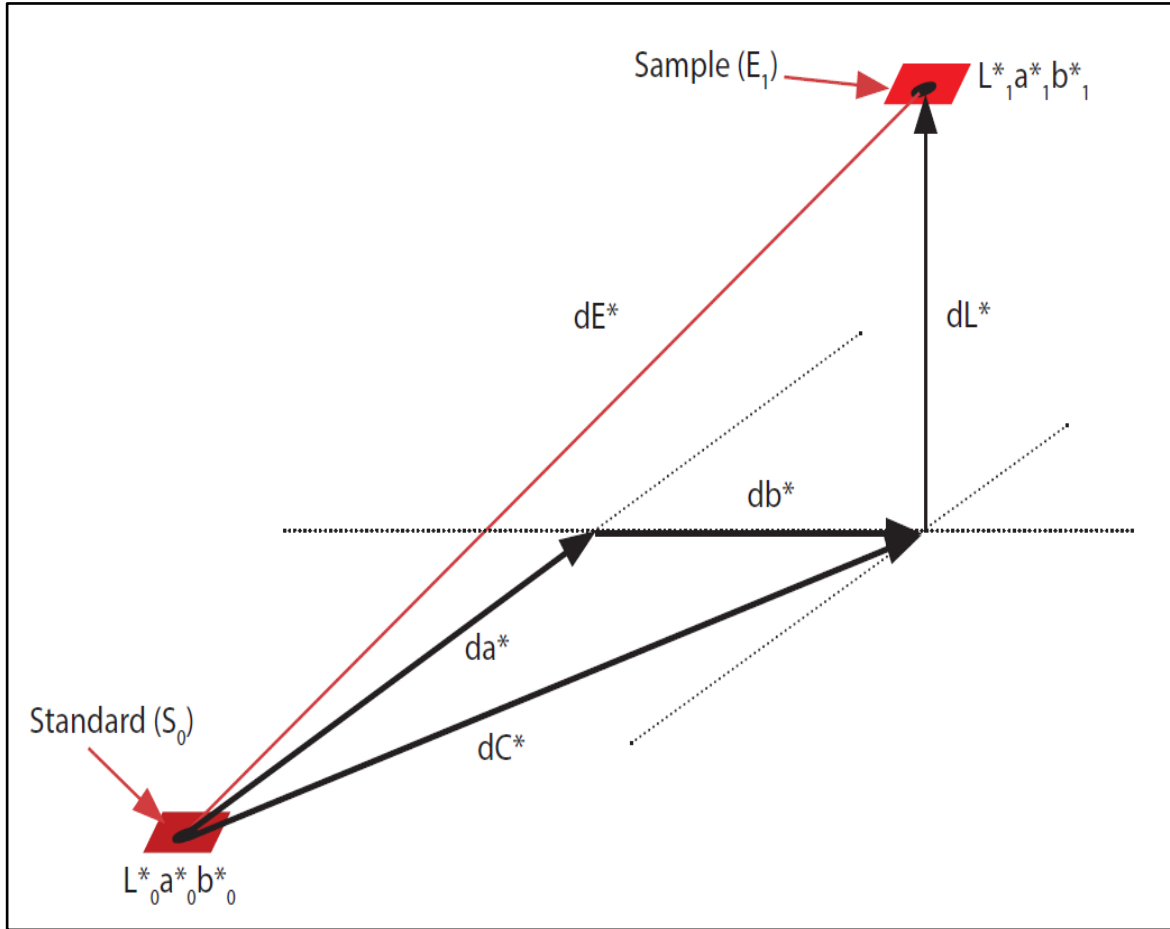
( + is counter-clockwise )

$$DE^* = (DL^2 + DC^2 + DH^2)^{1/2}$$



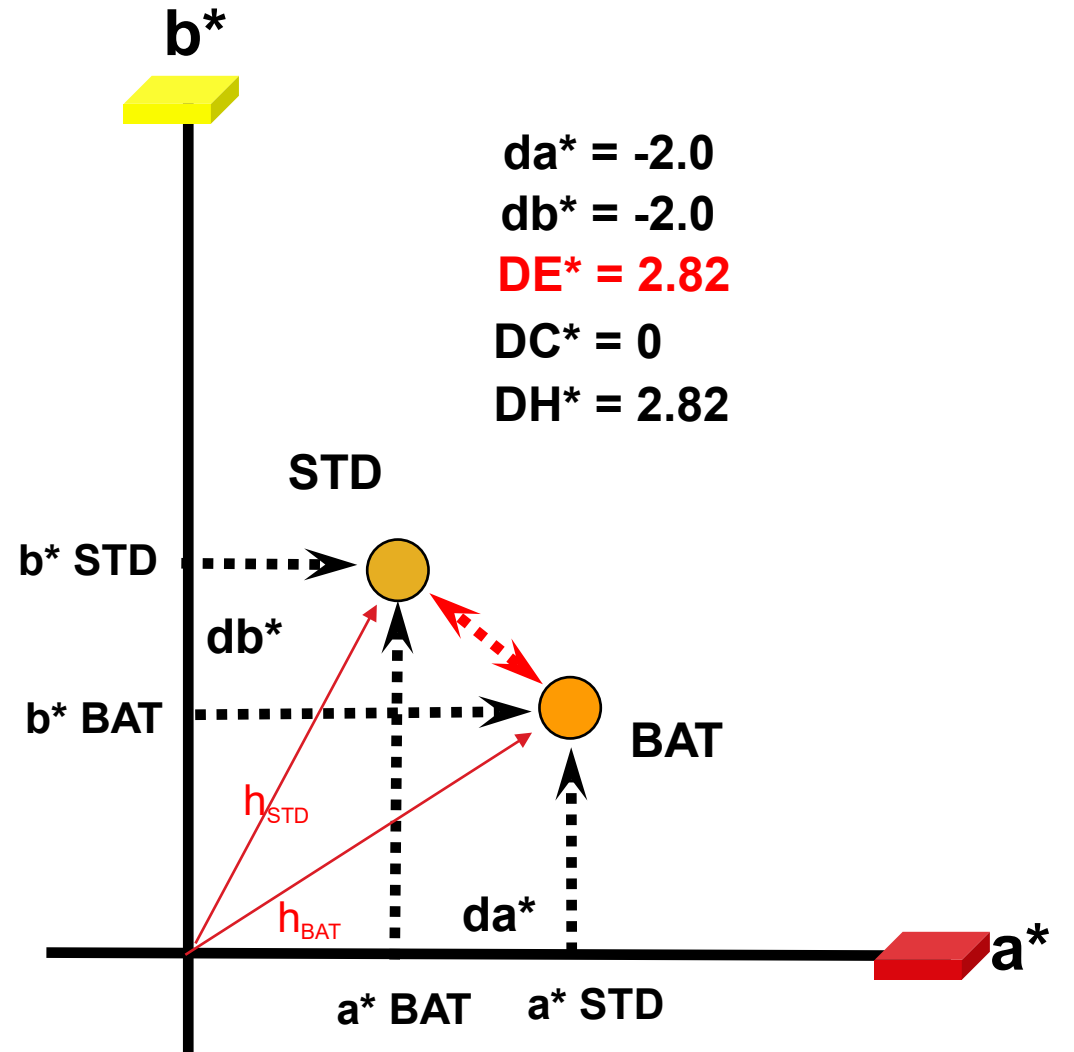
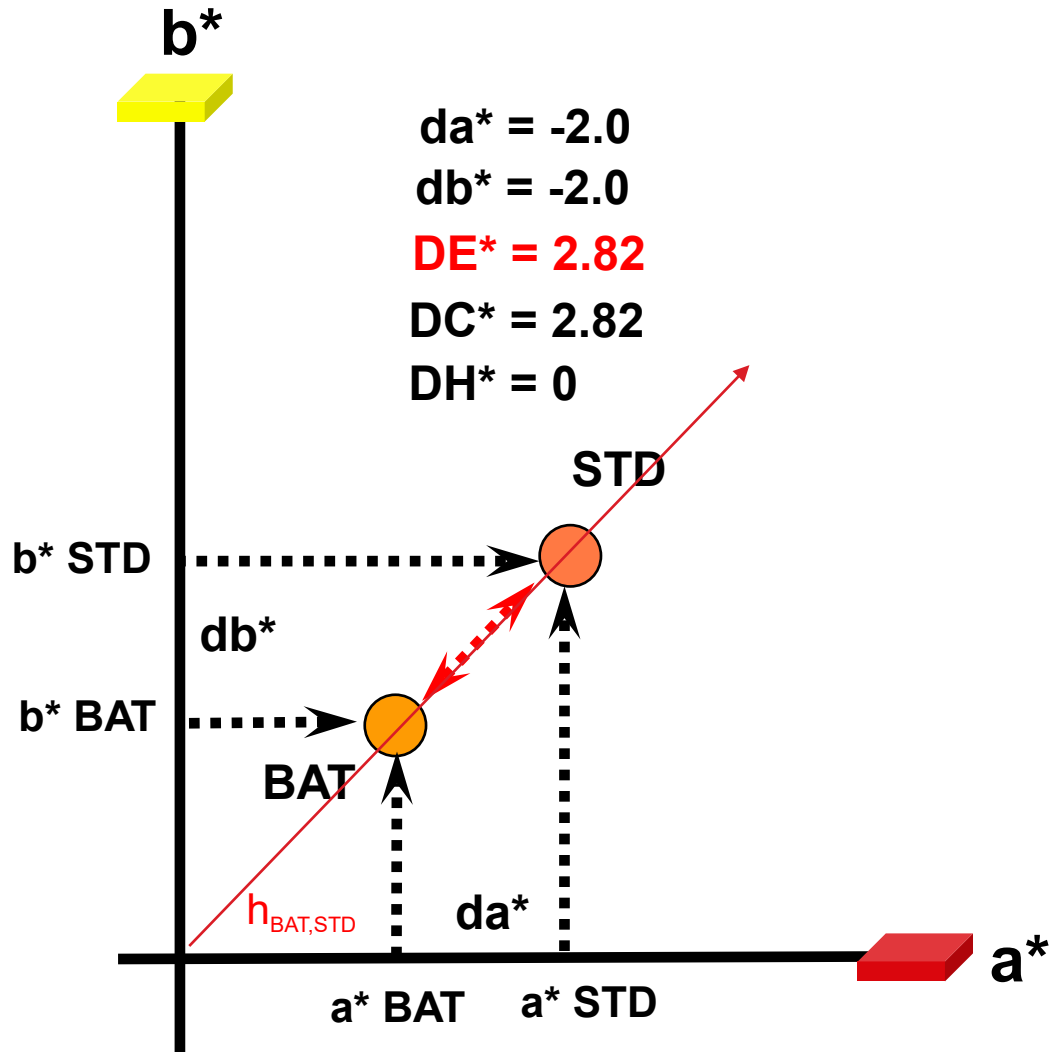
$$dE^* = \sqrt{dL^2 + da^2 + db^2}$$

$$dE^* = \sqrt{DL^2 + DC^2 + DH^2}$$



# Color Difference

CIELAB  $L^*a^*b^*$  vs  $L^*C^*H^*$

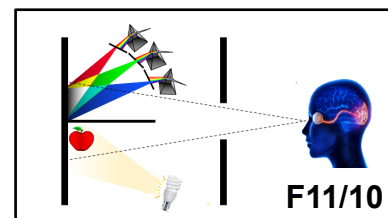
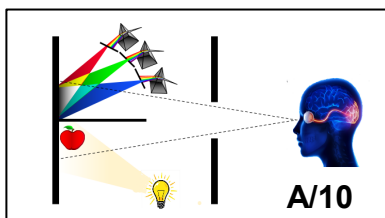
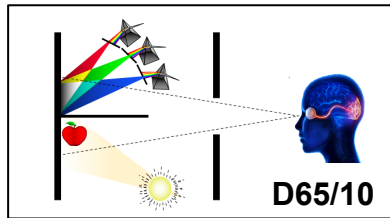


# CIELAB Color Difference

Red Apple 1 and Red Apple 2



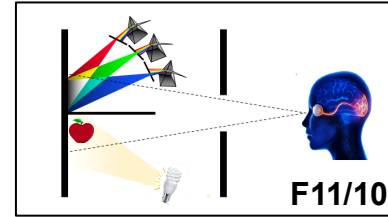
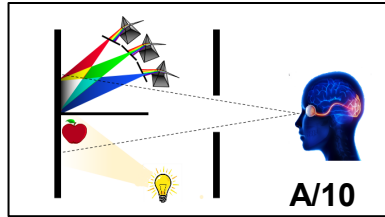
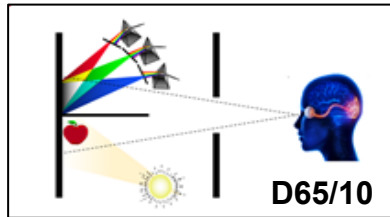
Red Apple 1



Current Illumi	Std. Name	Std. CIE X	Std. CIE Y	Std. CIE Z	Std. CIE L	Std. CIE a	Std. CIE b	Std. CIE C	Std. CIE h
D65 10 Deg	Red Apple 1	21.65	13.60	9.29	43.65	48.50	14.38	50.58	16.51
A 10 Deg		34.21	18.83	3.06	50.49	51.01	26.02	57.26	27.03
F11 10 Deg		26.83	15.91	5.58	46.86	47.48	20.42	51.68	23.27



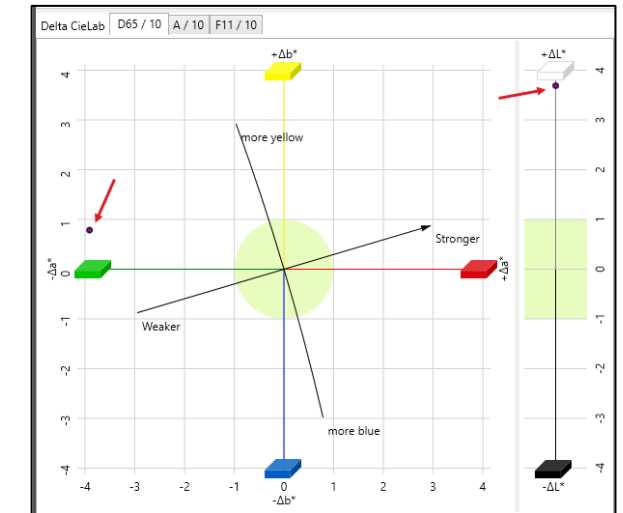
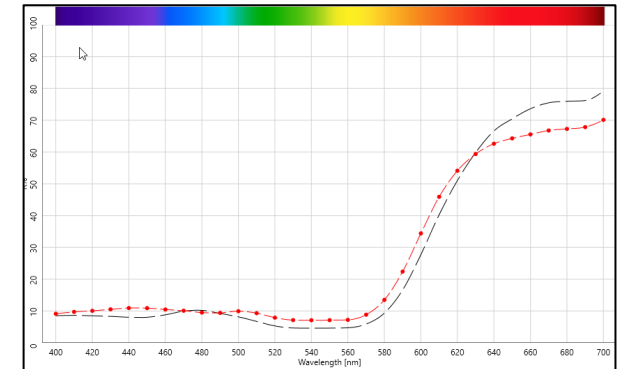
Red Apple 2



Current Illumi	Batch Name	Batch CIE X	Batch CIE Y	Batch CIE Z	Batch CIE L	Batch CIE a	Batch CIE b	Batch CIE C	Batch CIE h
D65 10 Deg	Red Apple 2	24.30	16.28	11.16	47.34	44.58	15.16	47.09	18.78
A 10 Deg		37.04	21.62	3.62	53.62	46.57	26.30	53.49	29.45
F11 10 Deg		30.77	19.11	6.90	50.82	45.29	20.79	49.84	24.66

CIELAB Color Difference – DL\*, Da\*, Db\*, DC\*, DH\*, DE\*

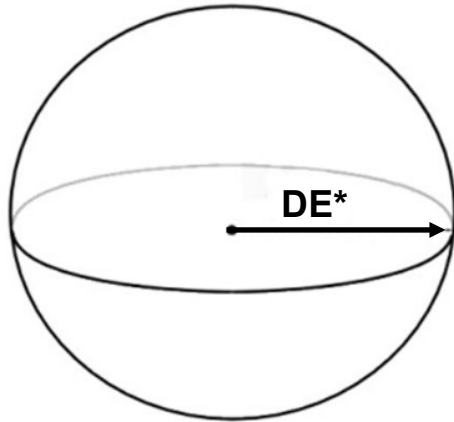
Current Illumi	Batch Name	CIE DL	CIE Da	CIE Db	CIE DC	CIE DH	CIE DE
D65 10 Deg	Red Apple 2	3.69	-3.92	0.78	-3.50	1.93	5.44
A 10 Deg		3.13	-4.44	0.28	-3.78	2.34	5.44
F11 10 Deg		3.96	-2.19	0.37	-1.85	1.23	4.54



# CMC Color Difference Equation

Ellipsoidal Tolerancing

DE\*



$$\Delta E_{CMC(l:c)}^* = \left[ \left( \frac{\Delta L^*}{l S_L} \right)^2 + \left( \frac{\Delta C_{ab}^*}{c S_C} \right)^2 + \left( \frac{\Delta H_{ab}^*}{S_H} \right)^2 \right]^{1/2}$$

$S_L$  = Lightness Tolerance

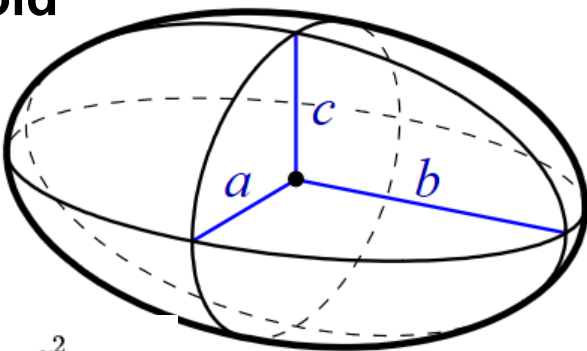
$S_C$  = Chroma Tolerance

$S_H$  = Hue Tolerance

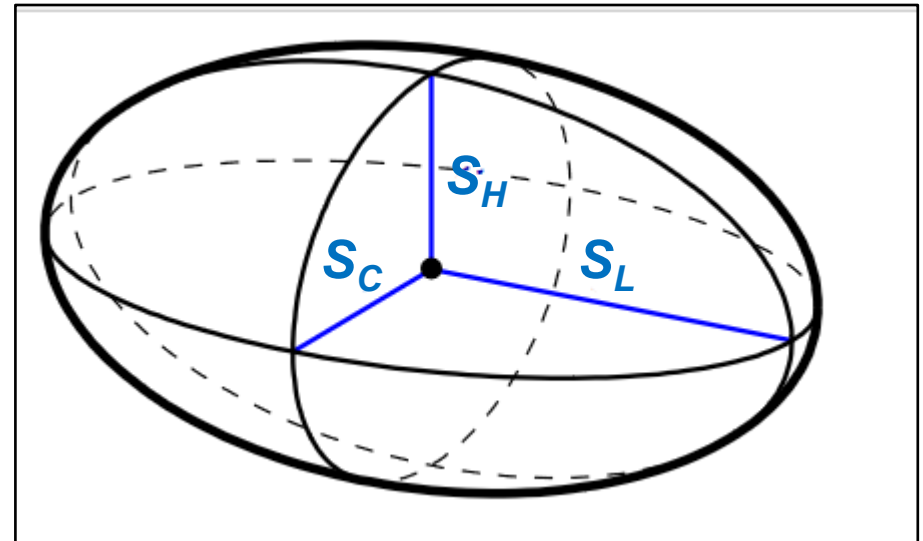
$l$  = Lightness Adjustment Factor

$c$  = Chroma Adjustment Factor

Ellipsoid

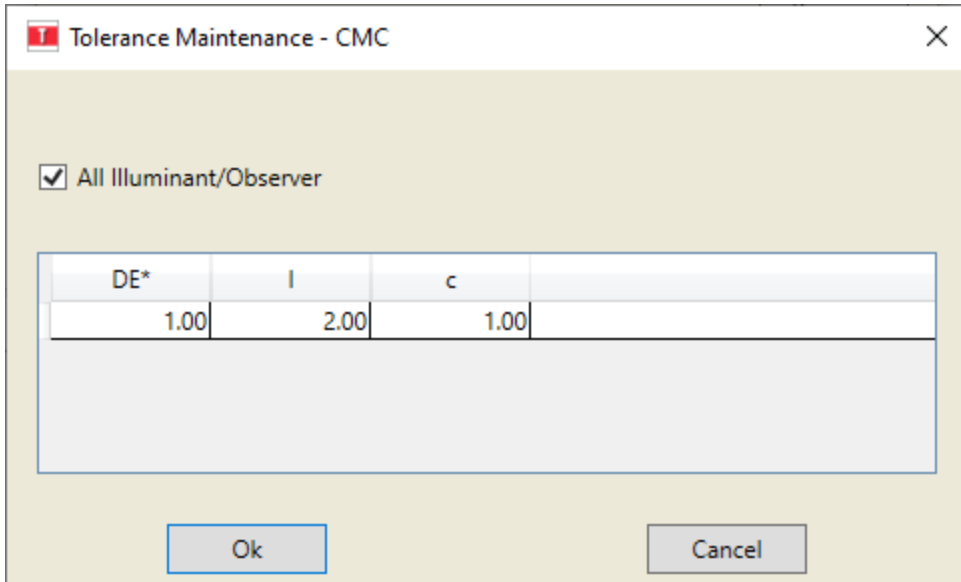


$$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$$



# CMC Color Difference Equation

Meaning of the Value of the CMC DE



$$\Delta E_{CMC(l:c)}^* = \left[ \left( \frac{\Delta L^*}{l S_L} \right)^2 + \left( \frac{\Delta C_{ab}^*}{c S_C} \right)^2 + \left( \frac{\Delta H_{ab}^*}{S_H} \right)^2 \right]^{1/2}$$

$$\Delta E_{CMC}^* = 1.0$$

Batch is on surface of ellipsoid.

$$\Delta E_{CMC}^* < 1.0$$

Batch is inside ellipsoid (Pass)

$$\Delta E_{CMC}^* > 1.0$$

Batch is outside ellipsoid (Fail)

***l*** = Lightness Factor

Allows adjustment of  $DL^*$  Semi-axis

***c*** = Chroma Factor

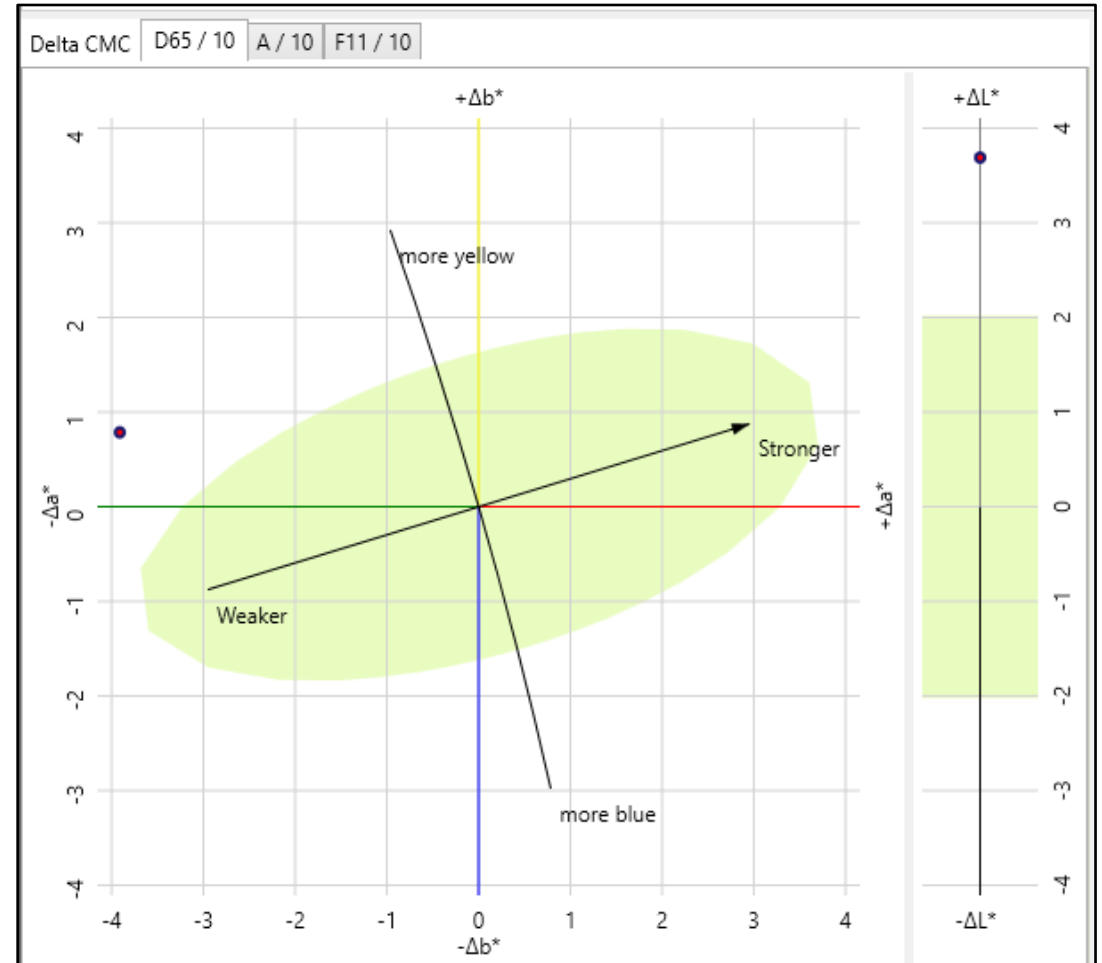
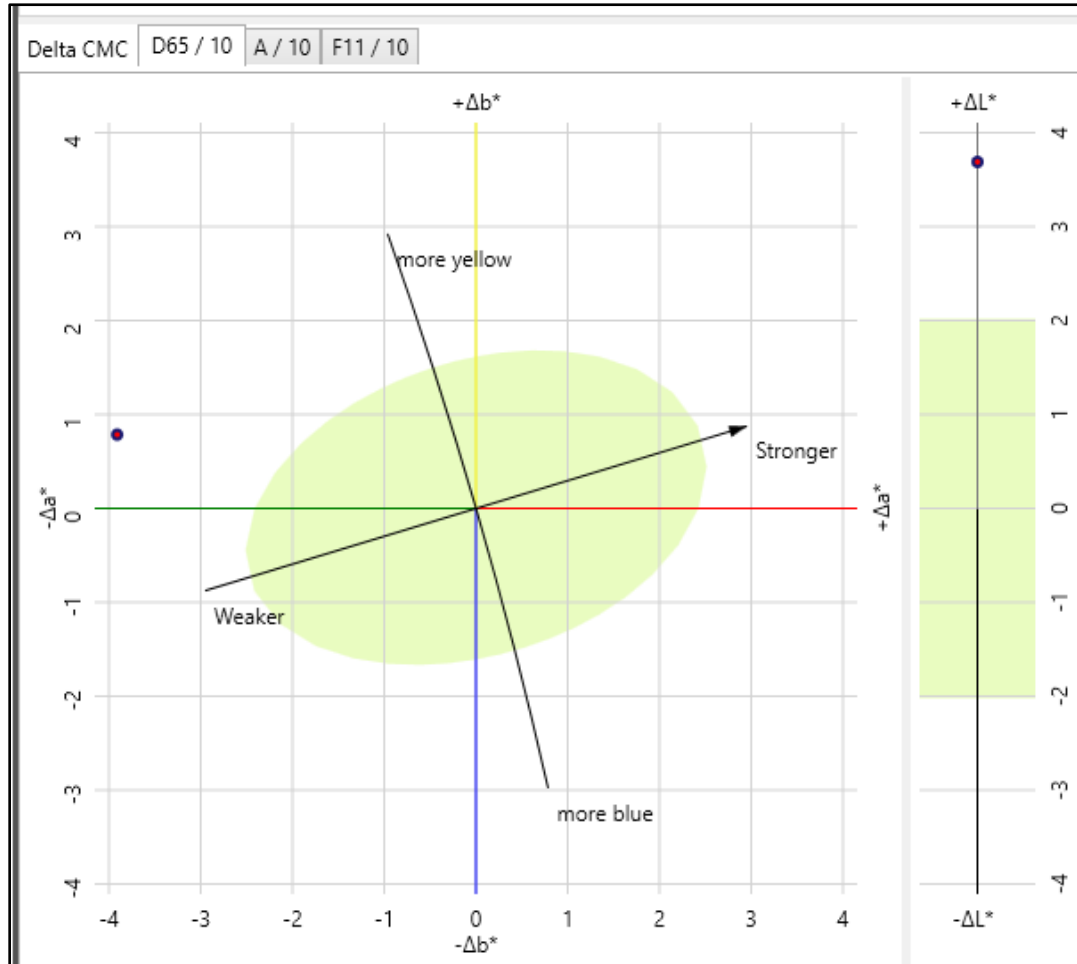
Allows adjustment of  $DC^*$  Semi-axis

# CMC Color Difference Equation

Changing the Value of the CMC Adjustment Factor

$l = 2$   $c = 1$

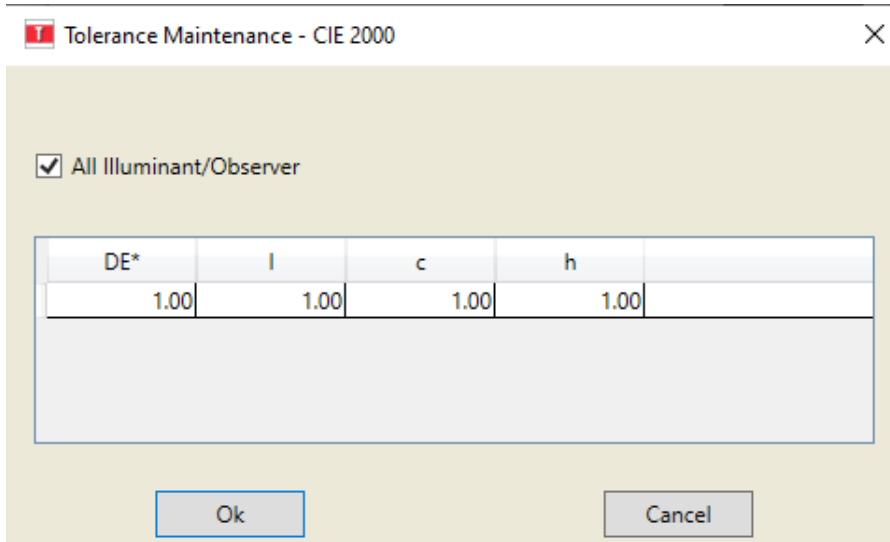
$l = 2$   $c = 1.5$





# CIE 2000 Color Difference Equation

Meaning of the Value of the CIE 2000 DE



$$\Delta E_{00}^* = \sqrt{\left(\frac{\Delta L'}{k_L S_L}\right)^2 + \left(\frac{\Delta C'}{k_C S_C}\right)^2 + \left(\frac{\Delta H'}{k_H S_H}\right)^2 + R_T \frac{\Delta C'}{k_C S_C} \frac{\Delta H'}{k_H S_H}}$$

Includes lightness, chroma and hue weighting factors  
Improved gray colors  
Improved performance for blue colors using rotational factor

$K_L$  = Lightness Factor  
Allows adjustment of  $DL^*$  Semi-axis

$K_C$  = Chroma Factor  
Allows adjustment of  $DC^*$  Semi-axis

$K_H$  = Hue Factor  
Allows adjustment of  $DH^*$  Semi-axis

$S_L$  = Lightness Tolerance

$S_C$  = Chroma Tolerance

$S_H$  = Hue Tolerance

$DE_{00}^* = 1.0$   
Batch is on surface of ellipsoid.

$DE_{00}^* < 1.0$   
Batch is inside ellipsoid (Pass)

$DE_{00}^* > 1.0$   
Batch is outside ellipsoid (Fail)

# Webinar – Final Comments

Questions

# Next session:

We will talk about color tolerances

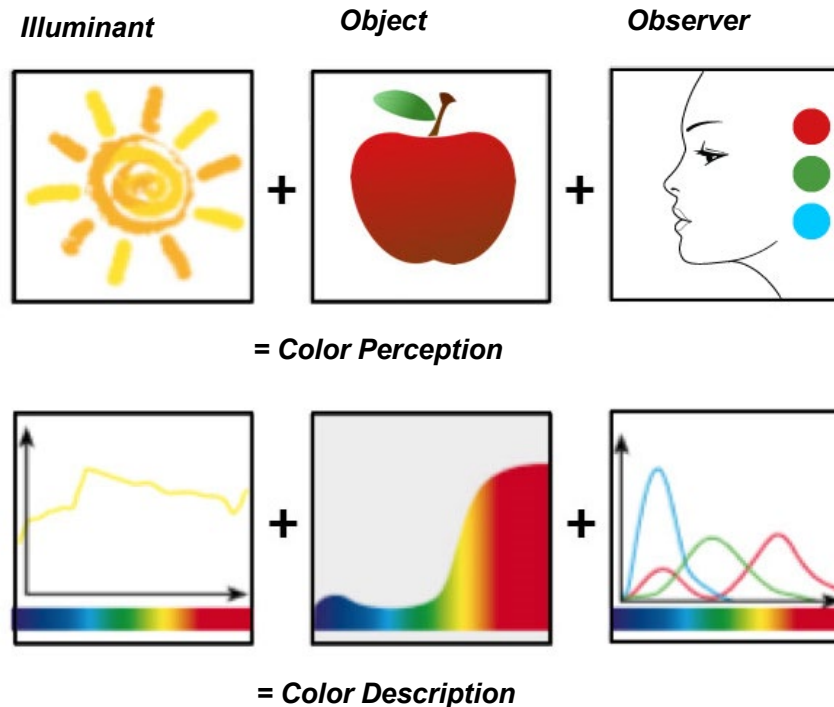
## Color Tolerances

DE

Rectangular

Ellipsoidal

AI Tolerancing



## Want to learn more?

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Sign up at [Datacolor Academy](#) for classroom style lectures and demonstrations covering useful color topics in select venues around the globe

Some useful reading material:

[Do You Know How Humans See Color?](#)

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