

see similar files:

<http://farbe.li.tu-berlin.de/BEU5/BEULON1.TXT/.PS> or <http://farbe.li.tu-berlin.de/BEU5/BEU5.HTML>technical information: <http://farbe.li.tu-berlin.de>

sensation scaling functions

lightness L^* and tristimulus value Y

adaptation on surround white W
 $L^*_{W} = 100 \cdot (Y / 100)^{1/2,0}$

adaptation on surround grey Z
 $L^*_{Z} = 100 \cdot (Y / 100)^{1/2,4}$

description with CIELAB 1976

$L^*_{CIELAB} = 116 \cdot (Y / 100)^{1/3,0} - 16$

adaptation on surround black N

$L^*_{N} = 100 \cdot (Y / 100)^{1/3,0}$

44350-3N

Viewing situations of adjacent greys



Viewing situations of separated greys



44350-3N

Lightness L^*_{x} for surround mean grey Z (sRGB)
For separated surface colours in the range 0.0036-R:0.90

or the digital range 1/255-0.0039-R:1.00 it is valid:
 $L^*_{Zx} = a \cdot (R/R_x)^k$ [1] $a=100$; $R_x=1,00$; $k=0,42=1/2,4$
 $= b \cdot (R/R_x)^k$ [2] $b=\text{at}(R/R_x)^{k=50}$; $R_x=0,18$

For $R=R_x$ it is valid: $L^*_{Zx}=50$.

Derivation of equation [2] gives with $1-k=0,58$:
 $\delta L^*_{Zx}/\delta R = c \cdot (R/R_x)^{1-k}$ [3] $c=(b/k)R_x=21/18=1,17$

for the threshold $\delta L^*_{Zx}/\delta R=1$
 $\delta R = d \cdot (R/R_x)^{1-k}$ [4] $d=R_x/(b/k)=18/21=0,86$

For the surround lightness $L^*_{Zx}=50$ with $R=R_x$ the threshold is:
 $\delta L^*_{Zx}=0,86$. This threshold is independent of k.

44350-3N

Lightness L^*_{x} for surround mean grey Z (sRGB)
For separated surface colours in the range 3.6-Y:90

or the digital range 100/255-0.39-Y:100 it is valid:
 $L^*_{Zx} = a \cdot (Y/Y_x)^k$ [1] $a=100$; $Y_x=1,00$; $k=0,42=1/2,4$
 $= b \cdot (Y/Y_x)^k$ [2] $b=\text{at}(Y/Y_x)^{k=50}$; $Y_x=0,18$

For $Y=Y_x$ it is valid: $L^*_{Zx}=50$.

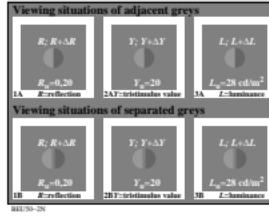
Derivation of equation [2] gives with $1-k=0,58$:
 $\delta L^*_{Zx}/\delta Y = c \cdot (Y/Y_x)^{1-k}$ [3] $c=(b/k)Y_x=21/18=1,17$

for the threshold $\delta L^*_{Zx}/\delta Y=1$
 $\delta Y = d \cdot (Y/Y_x)^{1-k}$ [4] $d=Y_x/(b/k)=18/21=0,86$

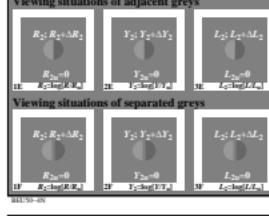
For the surround lightness $L^*_{Zx}=50$ with $Y=Y_x$ the threshold is:
 $\delta L^*_{Zx}=0,86$. This threshold is independent of k.

44350-7N

<http://farbe.li.tu-berlin.de/BEU5/BEULON1.TXT/.PS>; only vector graphic VG; start output N: no 3D-linearization (OL) in file (F) or PS-startup (S), page 1/1



44350-2N



44350-4N

Lightness L^*_{x} for surround mean grey Z (sRGB)
For separated surface colours in the range 3.6-L:90

or the digital range 100/255-0.39-L:100 it is valid:
 $L^*_{Zx} = a \cdot (L/L_x)^k$ [1] $a=100$; $L_x=142 \cdot \text{cd}/m^2$; $k=0,42$
 $= b \cdot (L/L_x)^k$ [2] $b=\text{at}(L/L_x)^{k=50}$; $L_x=18$

For $L=L_x$ it is valid: $L^*_{Zx}=50$.

Derivation of equation [2] gives with $1-k=0,58$:
 $\delta L^*_{Zx}/\delta L = c \cdot (L/L_x)^{1-k}$ [3] $c=(b/k)L_x=21/18=1,17$

for the threshold $\delta L^*_{Zx}/\delta L=1$
 $\delta L = d \cdot (L/L_x)^{1-k}$ [4] $d=L_x/(b/k)=18/21=0,86$

For the surround lightness $L^*_{Zx}=50$ with $L=L_x$ the threshold is:
 $\delta L^*_{Zx}=0,86$. This threshold is independent of k.

44350-3N

Lightness L^*_{x} for the Just Noticeable Difference (JND)
For adjacent surface colours in the range 3.6-L:90

or the digital range 100/255-0.39-L:100 it is valid:
 $L^*_{ZJND} = a \cdot (L/L_x)^k$ [1] $a=572$; $L_x=142 \cdot \text{cd}/m^2$; $k=0,14$
 $= b \cdot (L/L_x)^k$ [2] $b=\text{at}(L/L_x)^{k=45}$; $L_x=18$

For $L=L_x$ it is valid: $L^*_{ZJND}=45$.

Derivation of equation [2] gives with $1-k=0,86$:
 $\delta L^*_{ZJND}/\delta L = c \cdot (L/L_x)^{1-k}$ [3] $c=(b/k)L_x=63/18=3,5$

for the threshold $\delta L^*_{ZJND}/\delta L=1$
 $\delta L = d \cdot (L/L_x)^{1-k}$ [4] $d=L_x/(b/k)=18/21=0,86$

For the surround lightness $L^*_{ZJND}=45$ with $L=L_x$ the threshold is:
 $\delta L^*_{ZJND}=0,86$. This threshold is independent of k.

44350-2N

Lightness L^*_{x} for surround white W
For separated surface colours in the range 0.0036-R:0,90

or the digital range 1/255-0.0039-R:1.00 it is valid:
 $L^*_{Wx} = a \cdot (R/R_x)^k$ [1] $a=100$; $R_x=1,00$; $k=0,33=1/3,0$
 $= b \cdot (R/R_x)^k$ [2] $b=\text{at}(R/R_x)^{k=56}$; $R_x=0,18$

For $R=R_x$ it is valid: $L^*_{Wx}=56$.

Derivation of equation [2] gives with $1-k=0,67$:
 $\delta L^*_{Wx}/\delta R = c \cdot (R/R_x)^{1-k}$ [3] $c=(b/k)R_x=19/18=1,05$

for the threshold $\delta L^*_{Wx}/\delta R=1$
 $\delta R = d \cdot (R/R_x)^{1-k}$ [4] $d=R_x/(b/k)=18/19=0,95$

For the surround lightness $L^*_{Wx}=50$ with $R=R_x$ the threshold is:
 $\delta L^*_{Wx}=0,95$. This threshold is independent of k.

44350-3N

Lightness L^*_{x} for surround black N
For adjacent surface colours in the range 3.6-Y:90

or the digital range 100/255-0.39-Y:100 it is valid:
 $L^*_{Ny} = a \cdot (Y/Y_x)^k$ [1] $a=100$; $Y_x=1,00$; $k=0,33=1/3,0$
 $= b \cdot (Y/Y_x)^k$ [2] $b=\text{at}(Y/Y_x)^{k=56}$; $Y_x=0,18$

For $Y=Y_x$ it is valid: $L^*_{Ny}=56$.

Derivation of equation [2] gives with $1-k=0,67$:
 $\delta L^*_{Ny}/\delta Y = c \cdot (Y/Y_x)^{1-k}$ [3] $c=(b/k)Y_x=19/18=1,05$

for the threshold $\delta L^*_{Ny}/\delta Y=1$
 $\delta Y = d \cdot (Y/Y_x)^{1-k}$ [4] $d=Y_x/(b/k)=18/19=0,95$

For the surround lightness $L^*_{Ny}=50$ with $Y=Y_x$ the threshold is:
 $\delta L^*_{Ny}=0,95$. This threshold is independent of k.

44350-3N

Lightness L^*_{x} for surround white W
For adjacent surface colours in the range 3.6-T:90

or the digital range 100/255-0.39-T:100 it is valid:
 $L^*_{Ty} = a \cdot (T/T_x)^k$ [1] $a=100$; $T_x=100 \cdot \text{cd}/m^2$; $k=0,50=1/2,0$
 $= b \cdot (T/T_x)^k$ [2] $b=\text{at}(T/T_x)^{k=42}$; $T_x=18$

For $T=T_x$ it is valid: $L^*_{Ty}=42$.

Derivation of equation [2] gives with $1-k=0,50$:
 $\delta L^*_{Ty}/\delta T = c \cdot (T/T_x)^{1-k}$ [3] $c=(b/k)T_x=21/18=1,17$

for the threshold $\delta L^*_{Ty}/\delta T=1$
 $\delta T = d \cdot (T/T_x)^{1-k}$ [4] $d=T_x/(b/k)=18/21=0,86$

For the surround lightness $L^*_{Ty}=50$ with $T=T_x$ the threshold is:
 $\delta L^*_{Ty}=0,86$. This threshold is independent of k.

44350-3N

TUB-test chart BEU5; Viewing situations of colours in 3 surrounds N, Z, and W
Lightness functions and derivations for separated and adjacent colours in three surrounds

input: rgb/n

