


## DIGITAL COLOR

Tuesday, August 6, 1996

Computers have been used to generate synthetic images since the first SIGGRAPH, and to generate color images for nearly that long. But only recently has it become practical to create and reproduce digital images with predictable, accurate color, and only recently has it become reasonably easy to move images from the SIGGRAPH world into video, film, and print. This course explains the science behind color reproduction, image digitization, and image reproduction in video, film, print and computer graphics.

Portions of this course are based on the book *A Technical Introduction To Digital Video*, by Charles A. Poynton, copyright © 1996, John Wiley & Sons, Inc. These notes may not be duplicated or redistributed without the express written permission of John Wiley & Sons, Inc.

8:30a–9:15a	1	<b>Tone reproduction</b> (Poynton) 
9:15a–10:00a	2	<b>Color reproduction</b> (Poynton)
10:00a–10:15a		—break—
10:15a–11:00a	3	<b>Video and computer graphics</b> (Poynton)
11:00a–12:00n	4	<b>Film</b> (Olson)
12:00n		—lunch—
1:30p–2:15p	5	<b>Print</b> (Bourgoin)
2:15p–3:00p	6	<b>Color management systems</b> (De Clippeleer)
3:00p–3:15p		—break—
3:15p–4:15p	7	<b>Human interface</b> (Poynton)
4:15p–5:00p		Q & A

Appendices	A	Gamma (Poynton)
	B	Behind Gamma's Disguise (Olson)
	C	Tonal Scales and Solitaire Cine-3 Lookup Tables (Olson)
	D	Color Film Exposure in CRT Image Recorders (Olson)

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