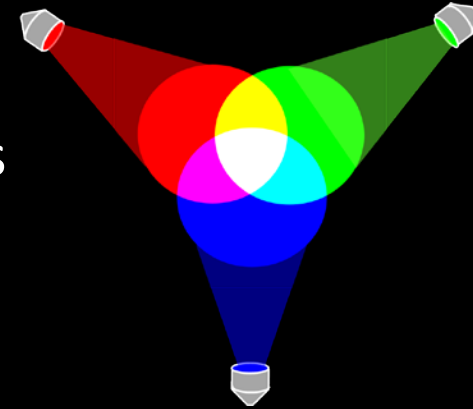


UP.GRADE seminar:  
Human Vision and Colour Pipelines



The human colour vision from  
optics to perception

Andrew Stockman



**CAMERIMAGE**

International Film Festival  
Bydgoszcz, 11 - 18 November 2017



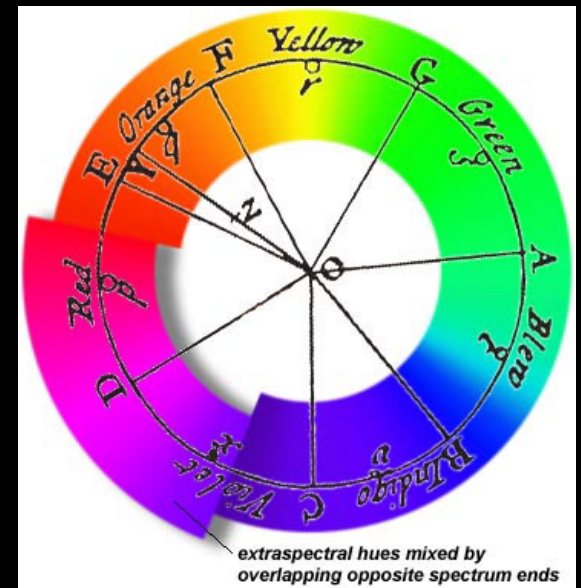
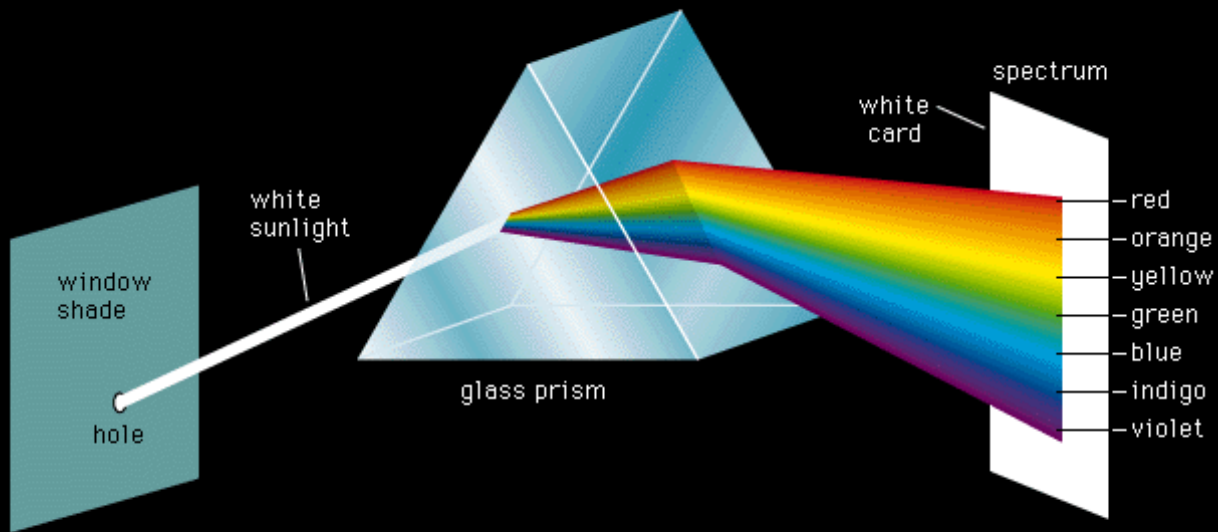
# OUTLINE

1. INTRODUCTION
2. COLOUR VISION AT THE SENSORS
3. COLOUR VISION AFTER THE SENSORS
4. ACHROMATIC AND CHROMATIC VISION
5. COLOUR IN TIME AND SPACE
6. COLOUR IN THE MIND

# 1. INTRODUCTION

# Light

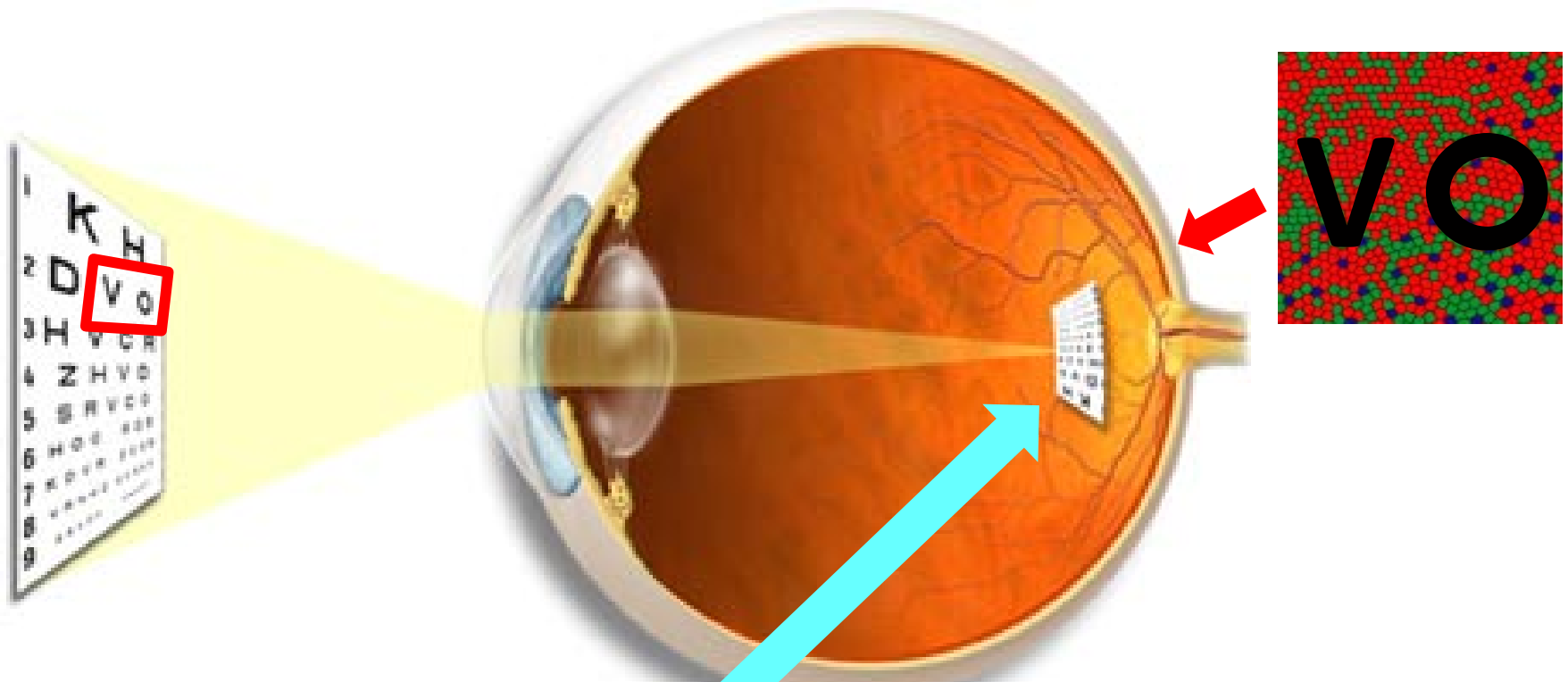
400 - 700 nm is important for vision





# Optical image

The retina is carpeted with light-sensitive rods and cones (the "sensors")



An inverted image is formed on the retina by the cornea and lens.

# Human photoreceptors (sensors)

## Rods

- Achromatic night vision
- 1 type



Rod or night sensor

## Cones

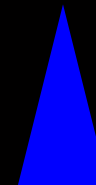
- Daytime, achromatic *and* chromatic vision
- 3 types



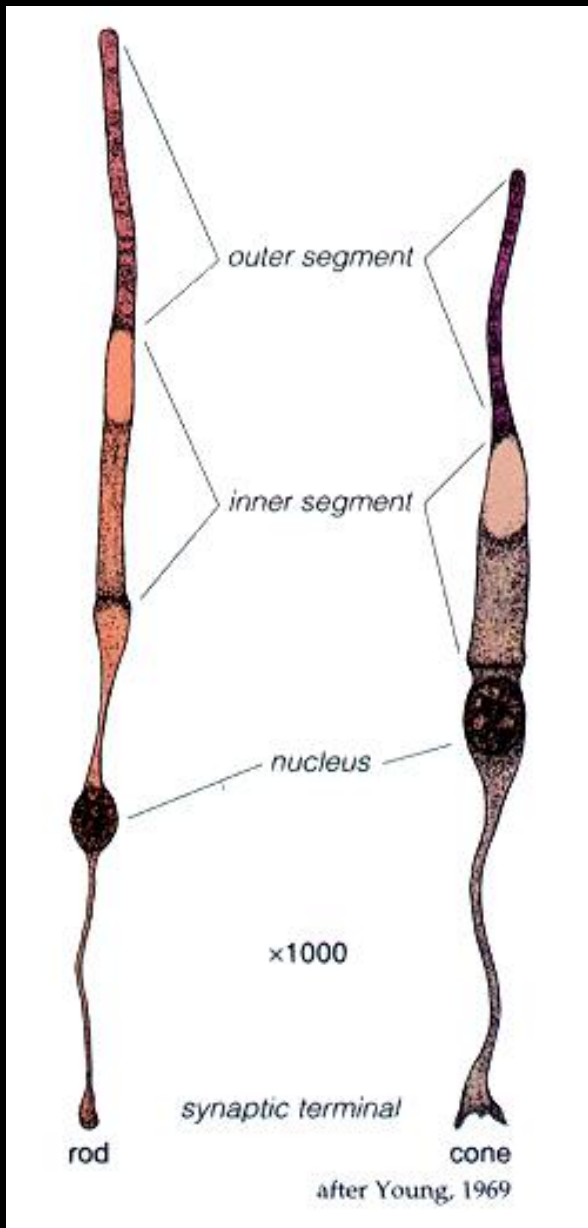
Long-wavelength-sensitive (L) cone or "red" sensor



Middle-wavelength-sensitive (M) cone or "green" sensor

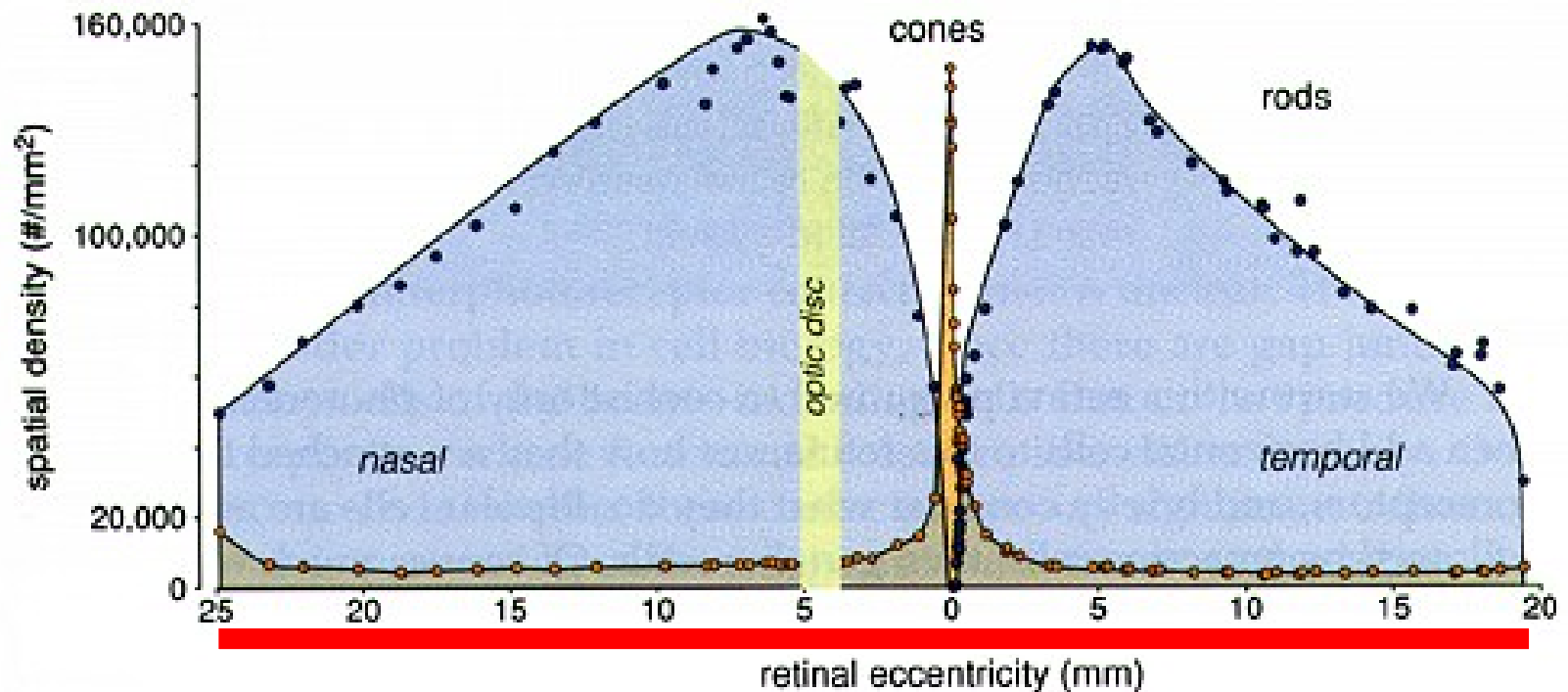
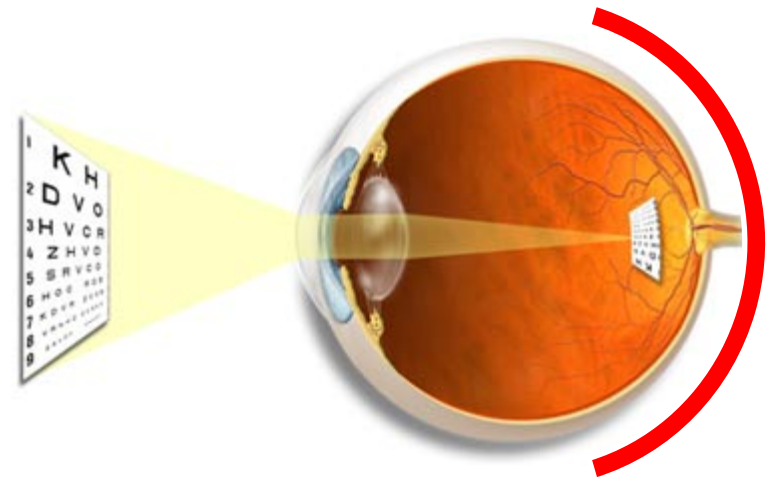


Short-wavelength-sensitive (S) cone or "blue" cone



# Rod and cone distribution

There are about 120 million rods but only 6 to 7 million cones in the human eye.

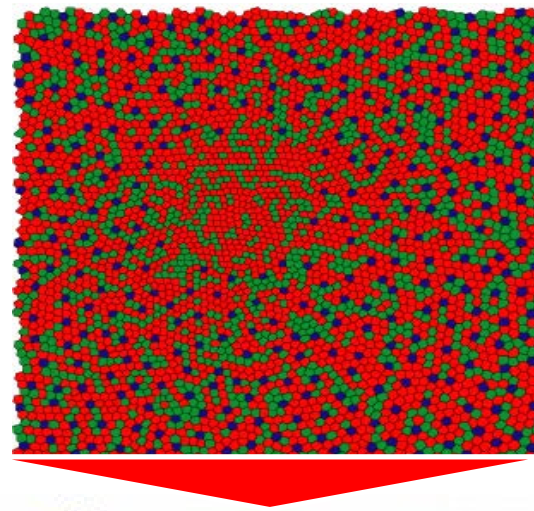


0.3 mm of eccentricity is about 1 deg of visual angle

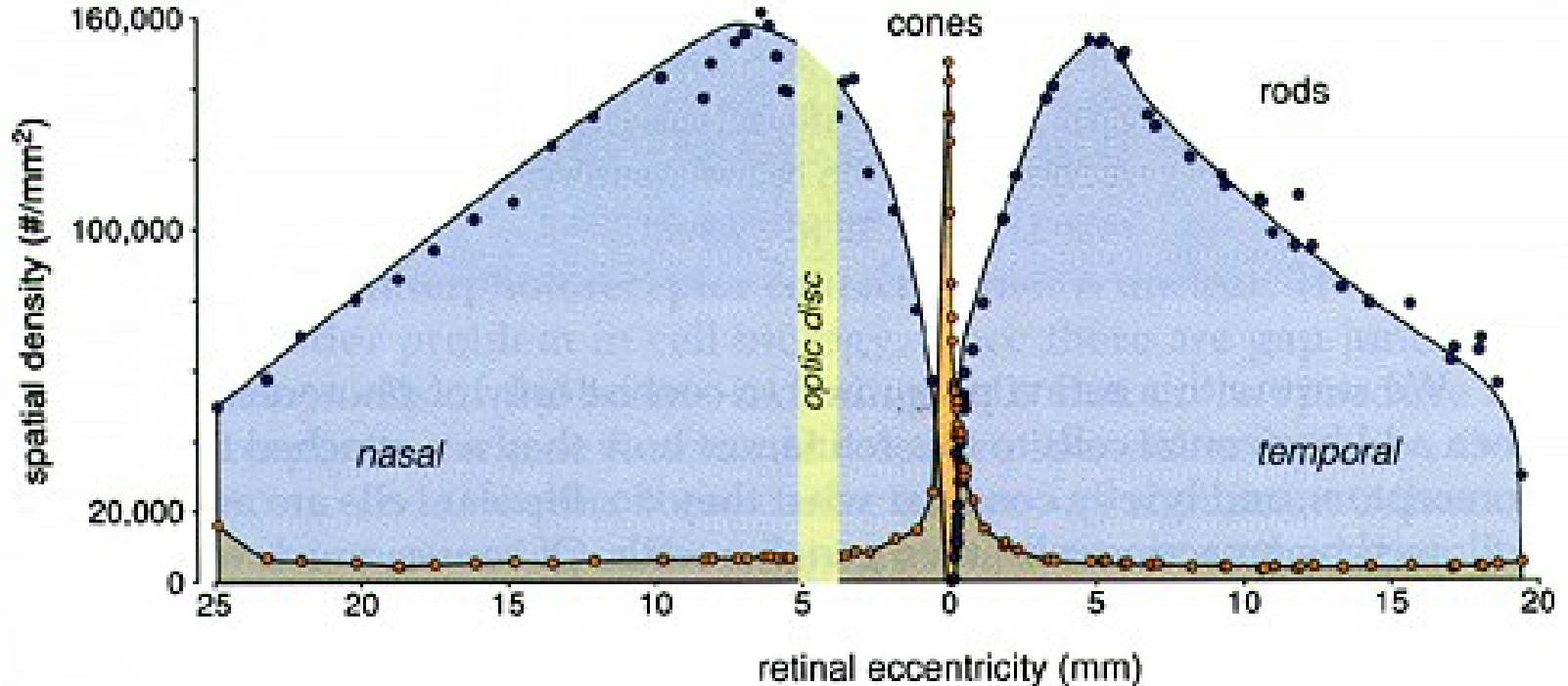
after Österberg, 1935; as modified by Rodieck, 1988

**NOT UNIFORMLY DISTRIBUTED!**

The centre of vision, the “fovea”, is rod-free, and the very centre, the “foveola”, is rod- and S-cone (blue sensor) free.



Come back to why the centre is blue-sensor free at the end (if there is time).

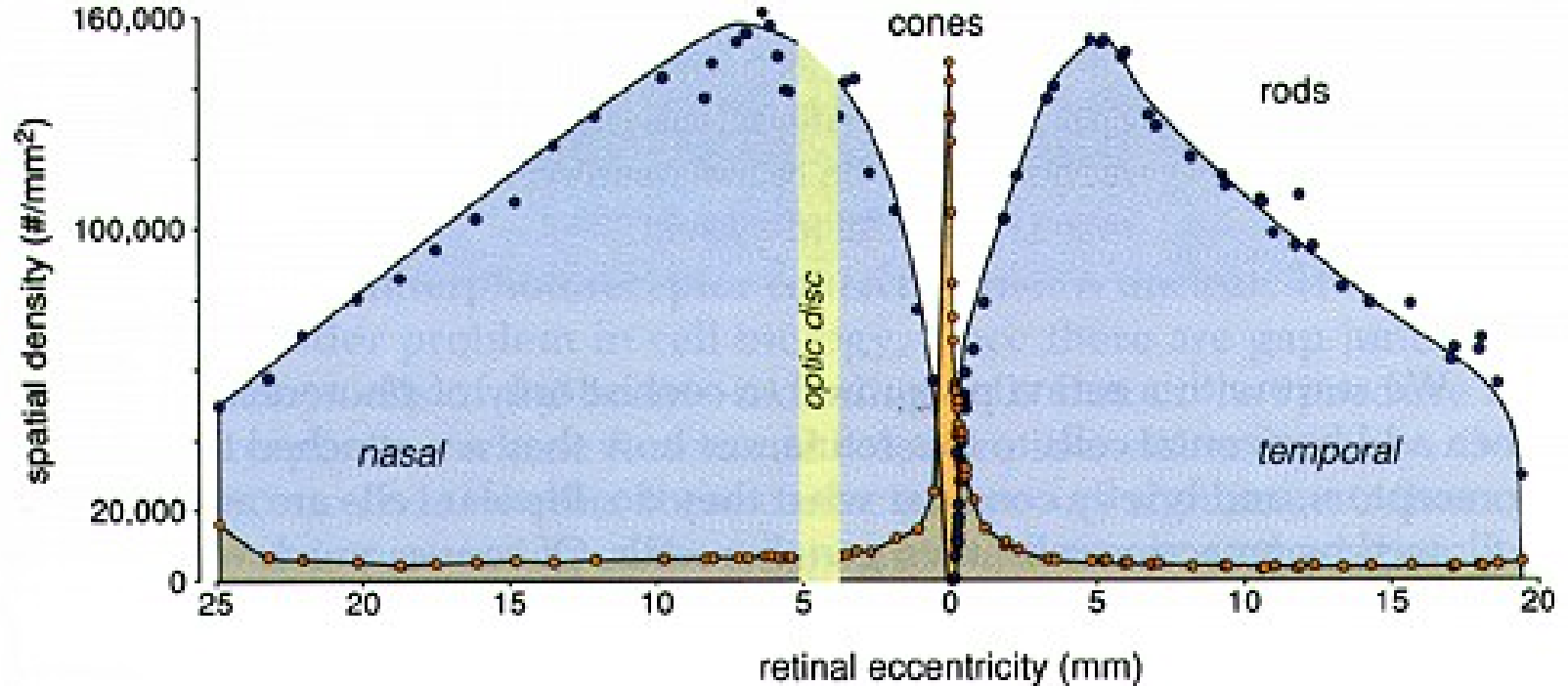


0.3 mm of eccentricity is about 1 deg of visual angle

after Österberg, 1935; as modified by Rodieck, 1988

During the day, you have to look at things directly to see them in detail

Cones peak at the centre of vision in the fovea at 0 deg



after Österberg, 1935; as modified by Rodieck, 1988

Original photograph



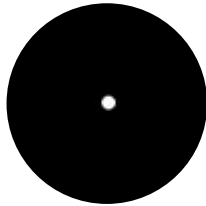
## The human visual system is a foveating system

Simulation of what we see when  
we fixate with cone vision...



# The eye is imperfect

Appears as a blur  
on the retina

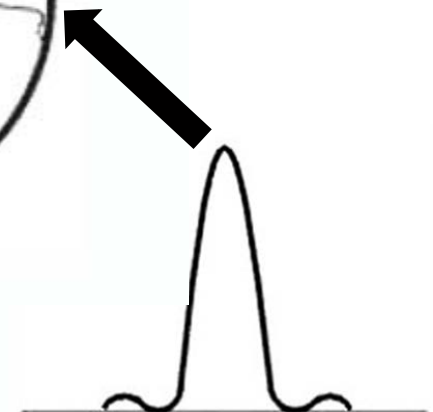


A small point  
in visual space



PSF

ASIDE



Point spread function (PSF)

## 2. COLOUR AT THE SENSORS



How dependent are  
we on colour?

No colour...



Colour...

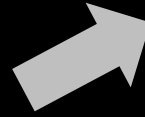


Colour is important because it helps us to discriminate **objects** from their surroundings.

But how important is it?

## ACHROMATIC COMPONENTS

Split the image into...



## CHROMATIC COMPONENTS





# CHROMATIC COMPONENTS



Chromatic information *by itself* provides relatively limited information...

# ACHROMATIC COMPONENTS



Achromatic information is important for fine detail in time and space ...

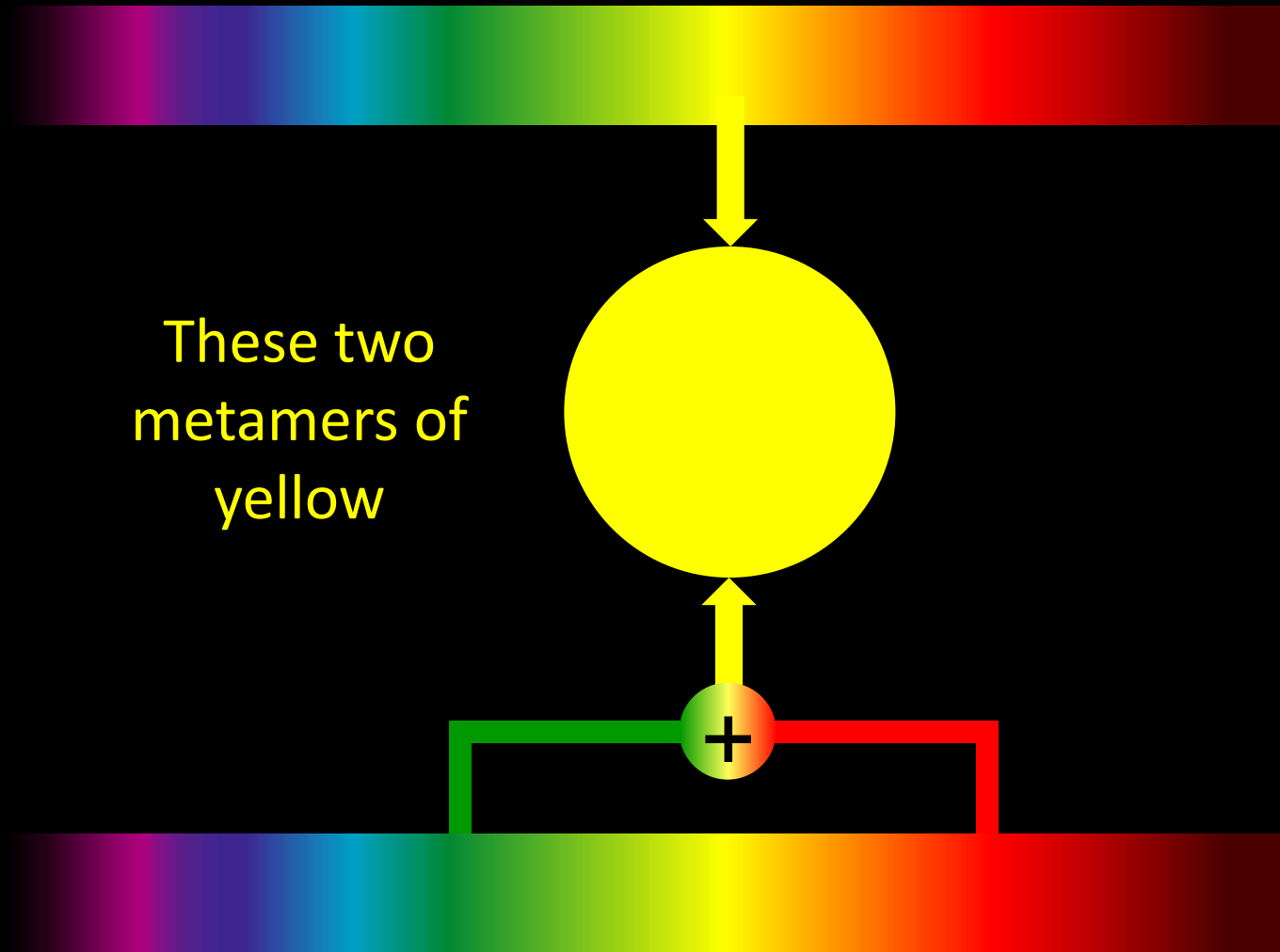
Are the colours that we see...



a property of mainly physics or biology?

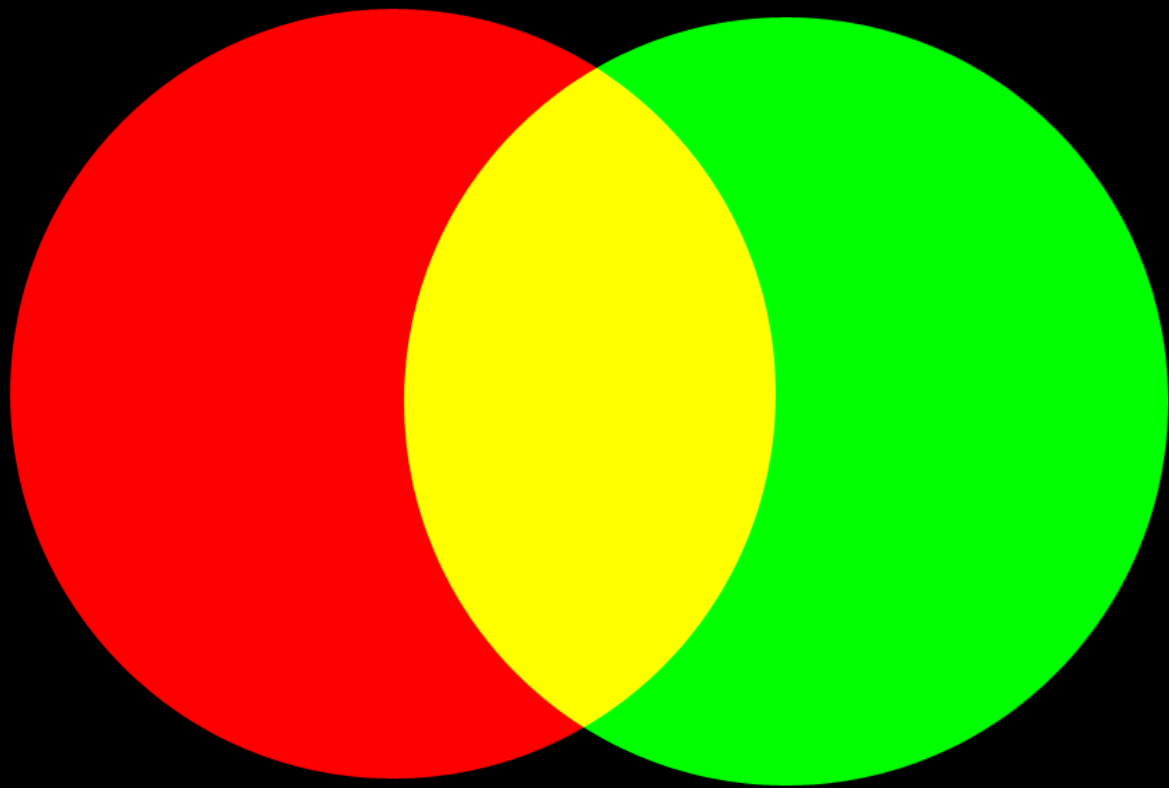


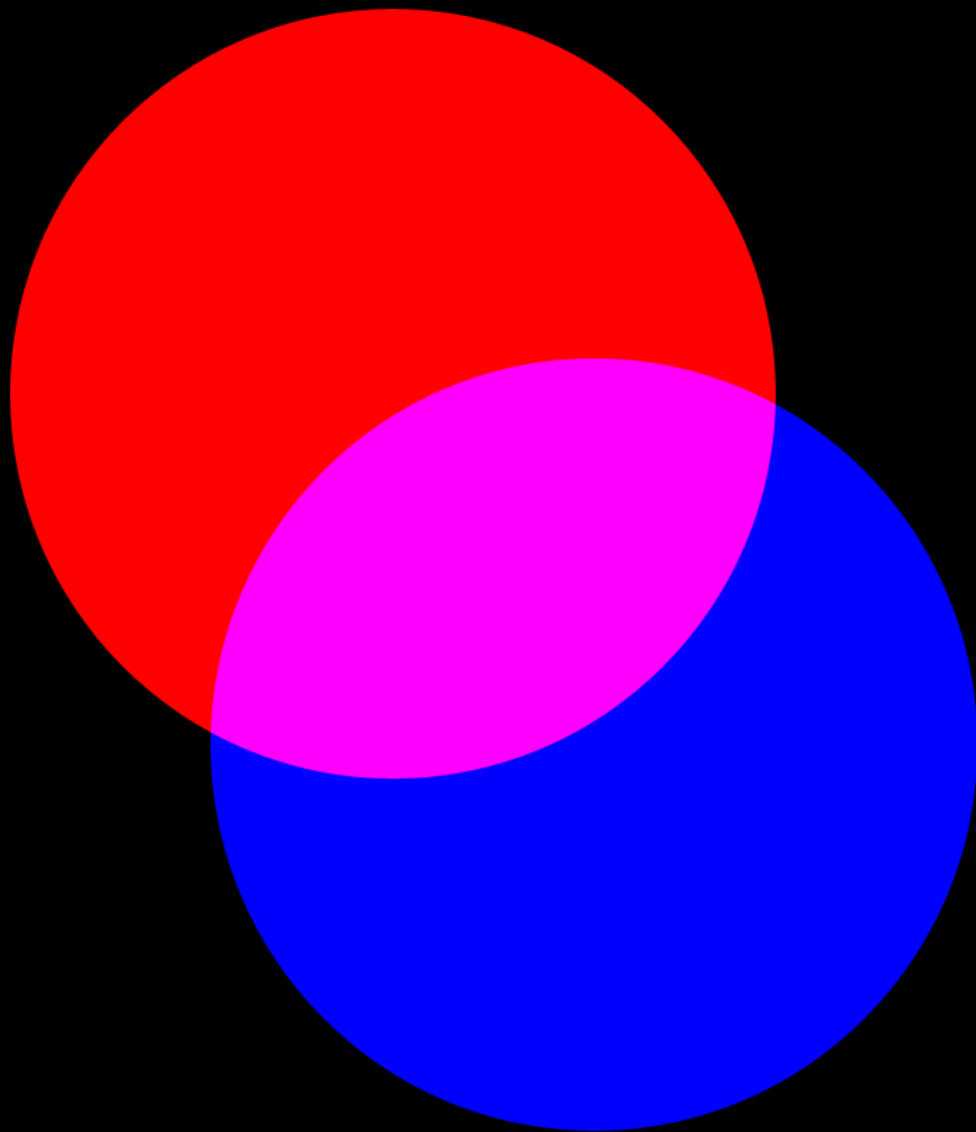
Colour isn't just about physics. For example:

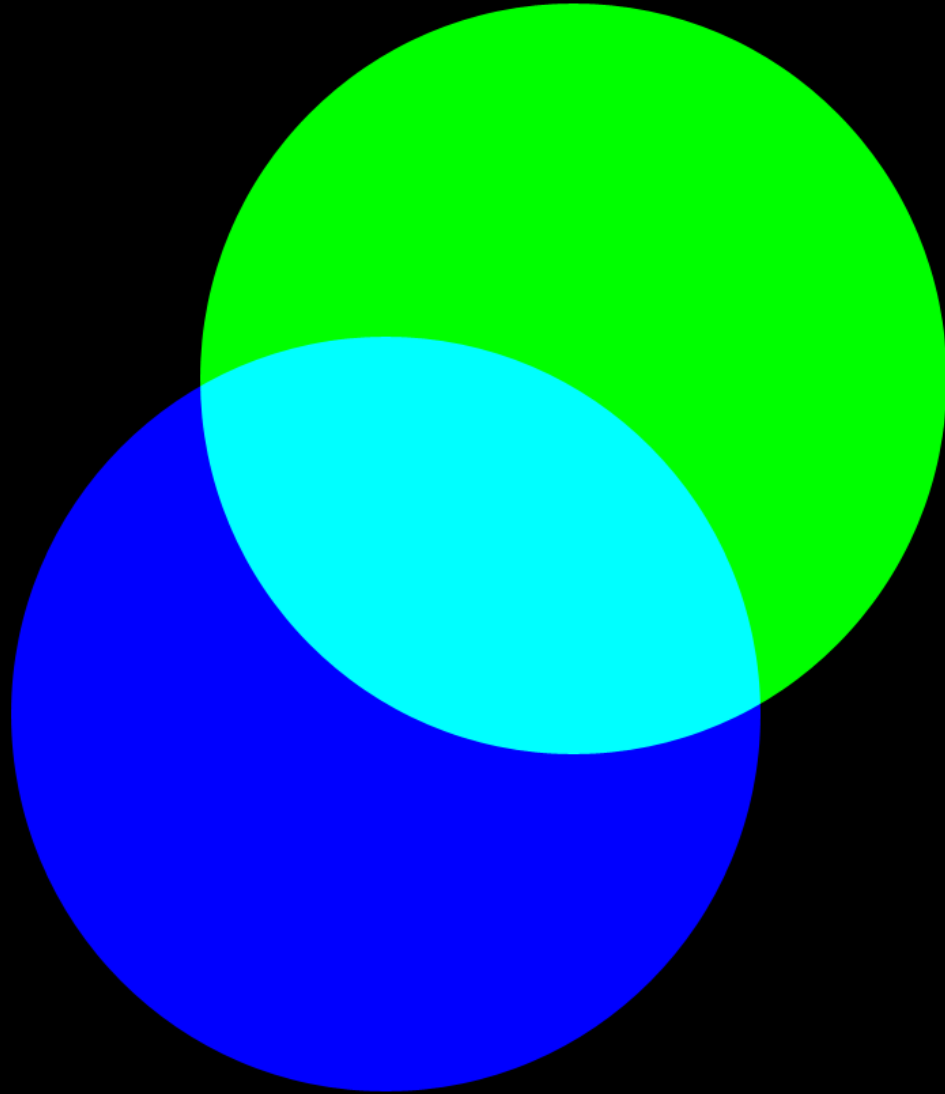


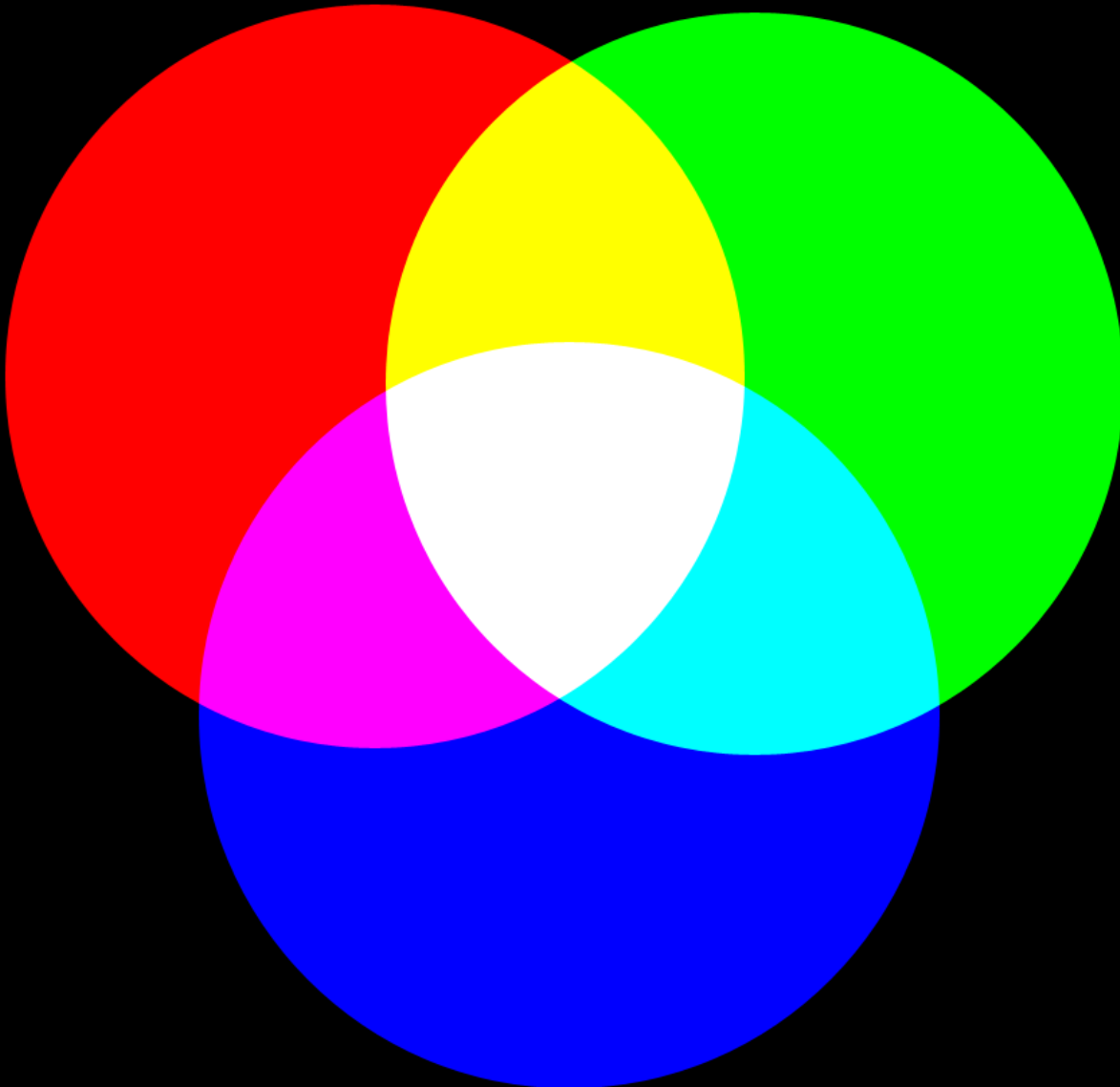
though physically very different, can appear identical.

There are many other such  
metamers or matches...

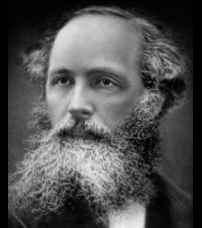
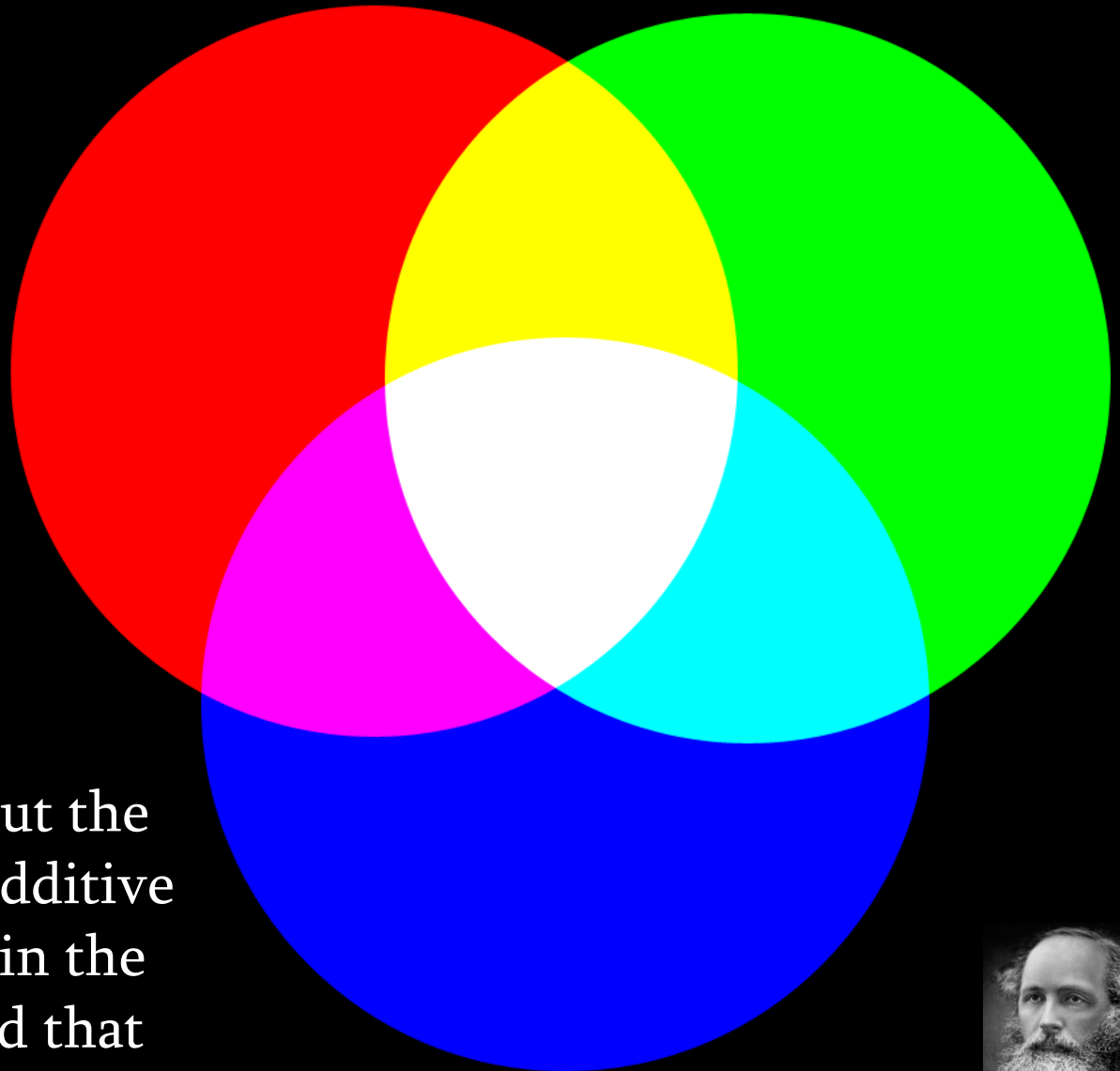


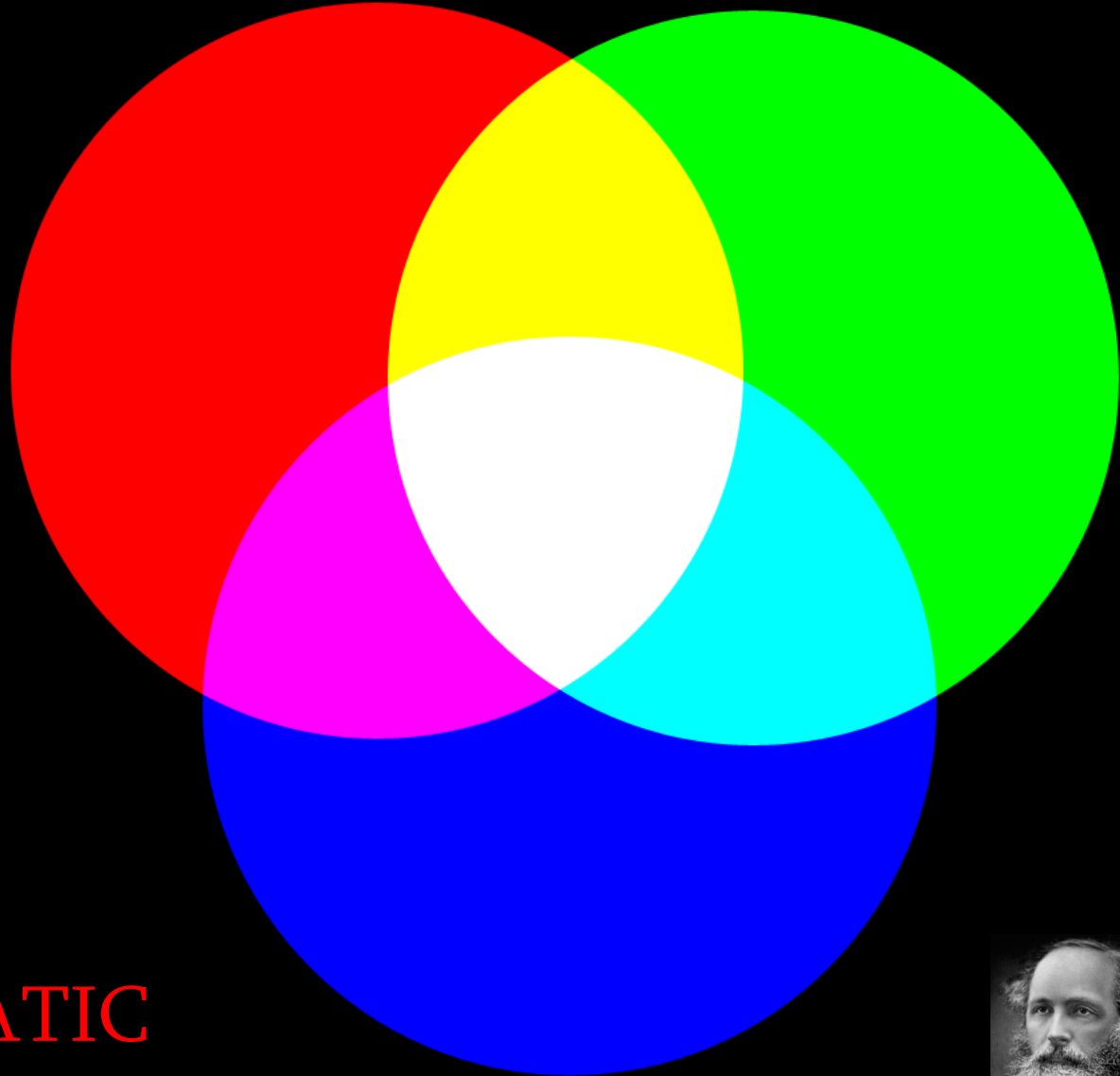




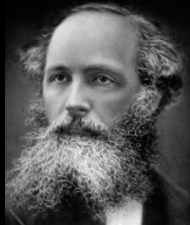


Before we knew about the underlying biology, additive colour mixing done in the 19<sup>th</sup> century revealed that colour vision was...





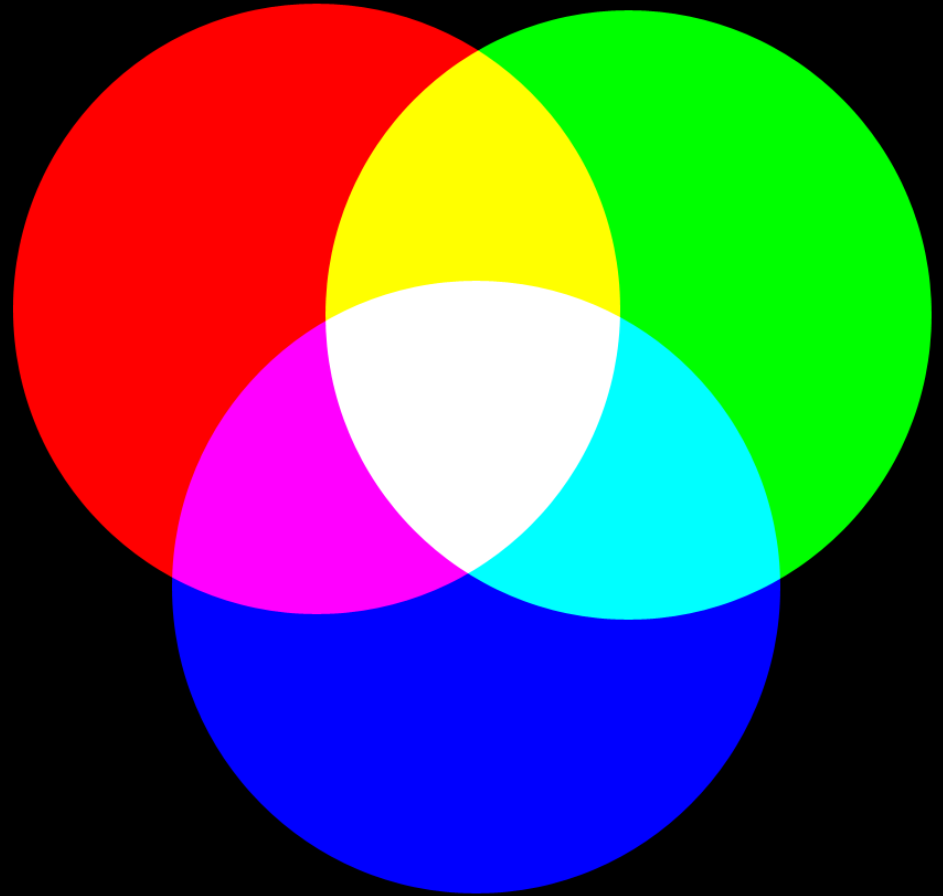
TRICHROMATIC





Trichromacy means that colour vision at the input to the visual system is relatively simple.

It is a 3 variable system...

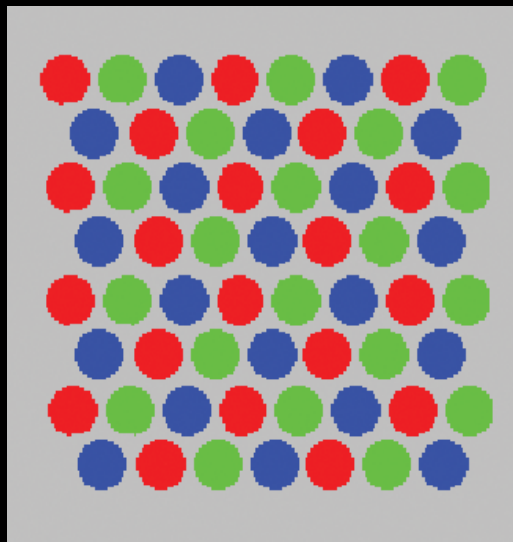


# Colour TV

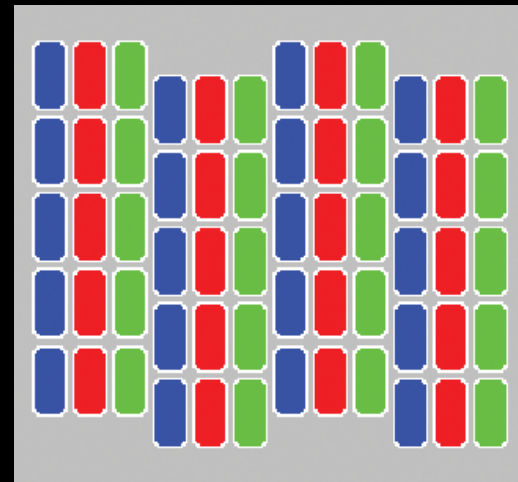
Trichromacy is exploited in colour reproduction, since the myriad of colours perceived can be produced by mixing together small dots of three colours.

If you look closely at a colour television (or this projector output)...

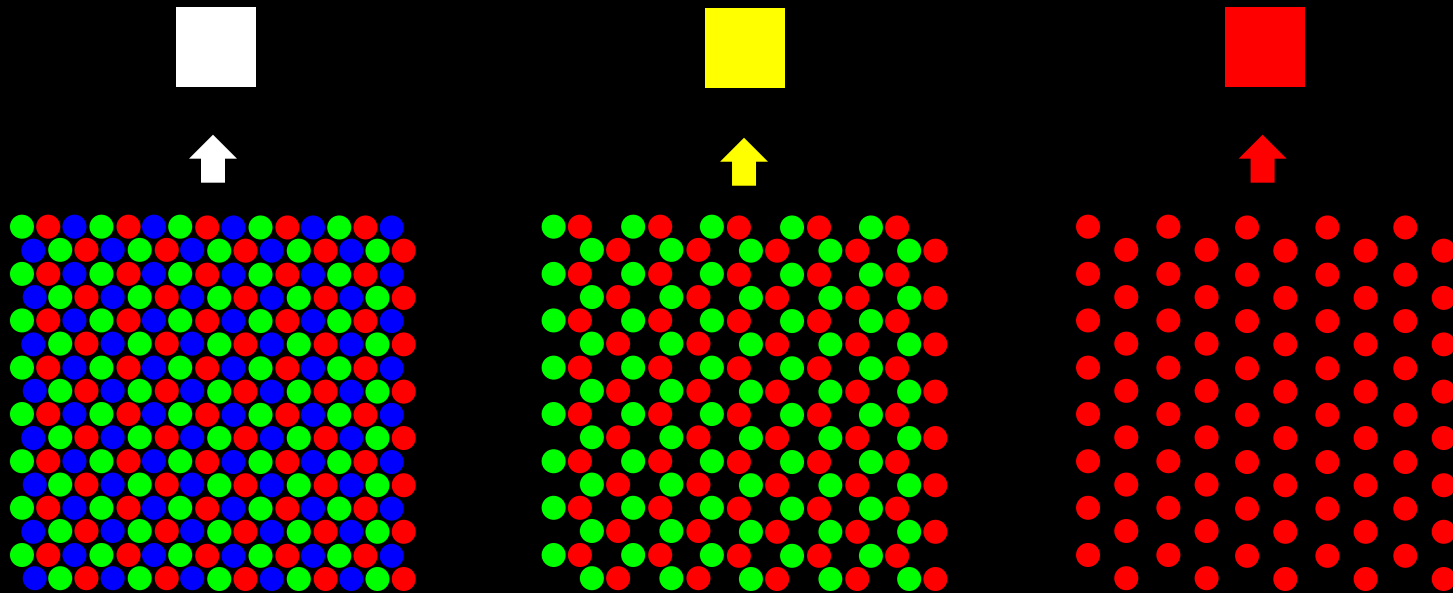
*3-coloured dots*



*3-coloured bars*



The dots produced by a TV or projector are so small that they are mixed together by the eye and thus appear as uniform patches of colour

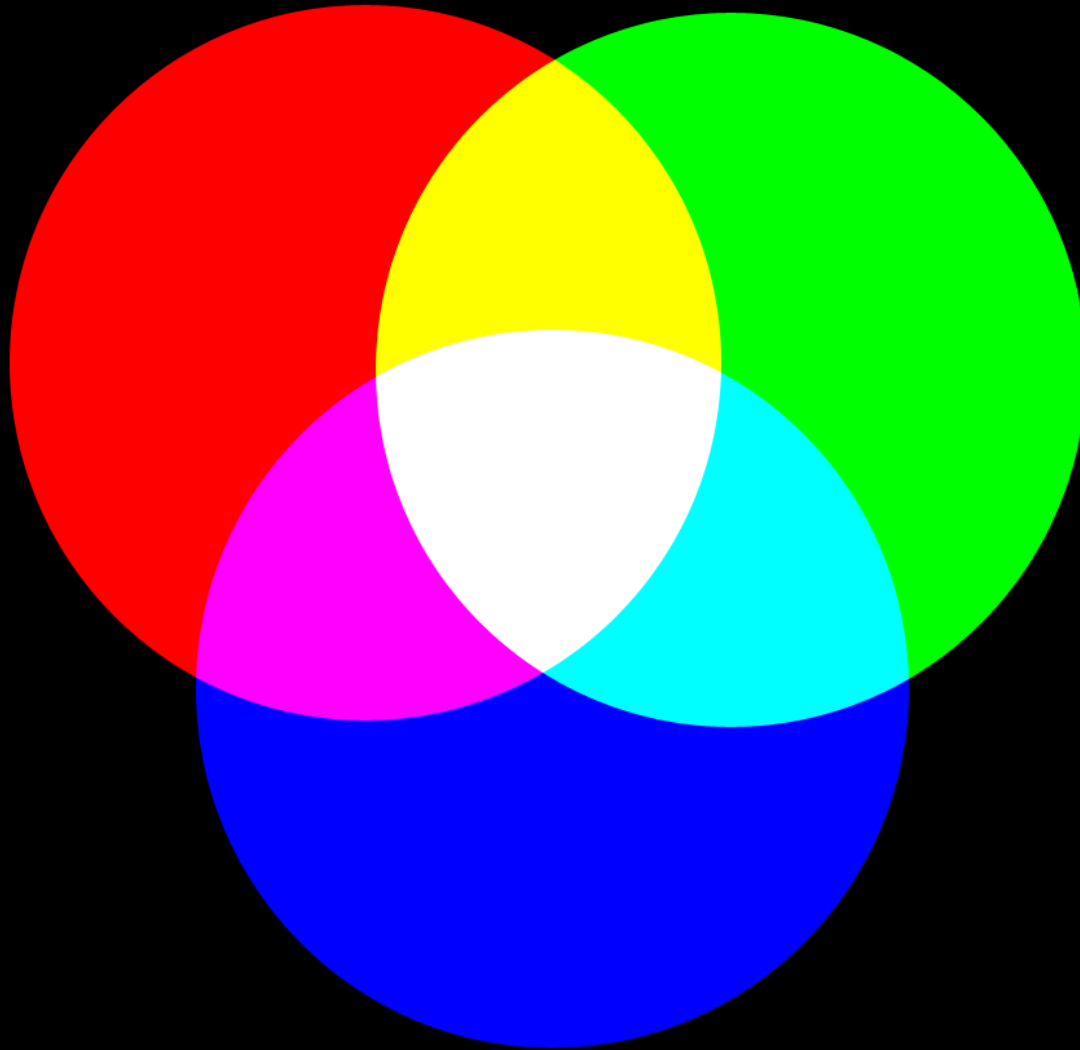




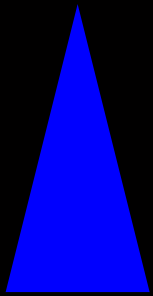
A Sunday afternoon on the island of La Grande Jatte

George Seurat

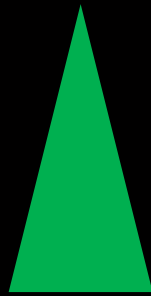
Why is human vision trichromatic?



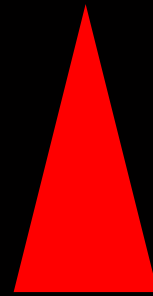
The main reasons are because just **THREE** cone photo-receptors or sensors are responsible for daytime colour vision:



Short-wavelength-sensitive or “blue” sensor



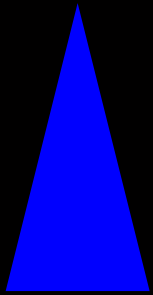
Middle-wavelength-sensitive or “green” sensor



Long-wavelength-sensitive or “red” sensor

And because each sensor produces a **UNIVARIANT** output.

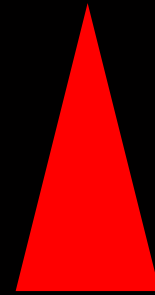
COLOUR VISION AND VISION, IN GENERAL, IS FUNDAMENTALLY LIMITED BY THE PROPERTIES OF THESE SENSORS...



Short-wavelength-  
sensitive or “blue”  
sensor



Middle-wavelength-  
sensitive or “green”  
sensor



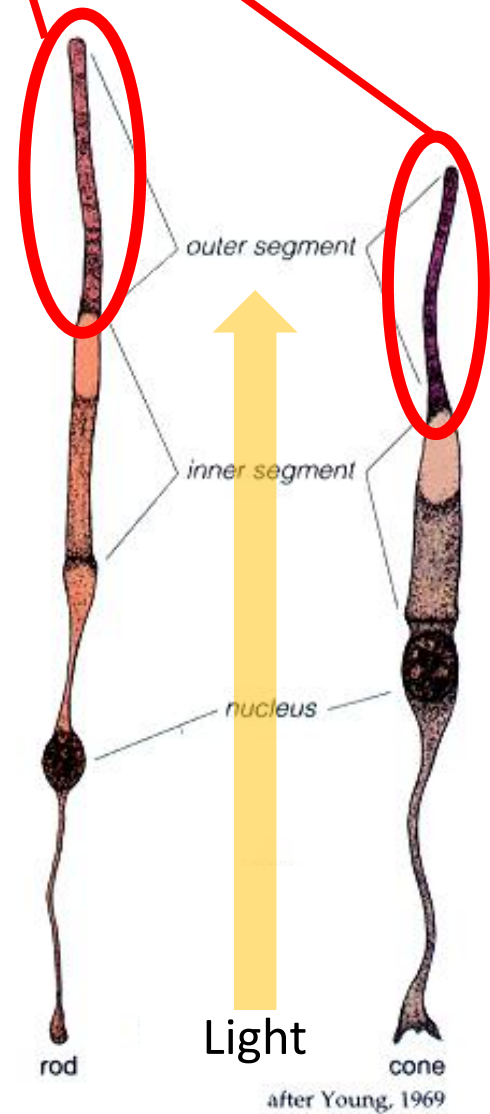
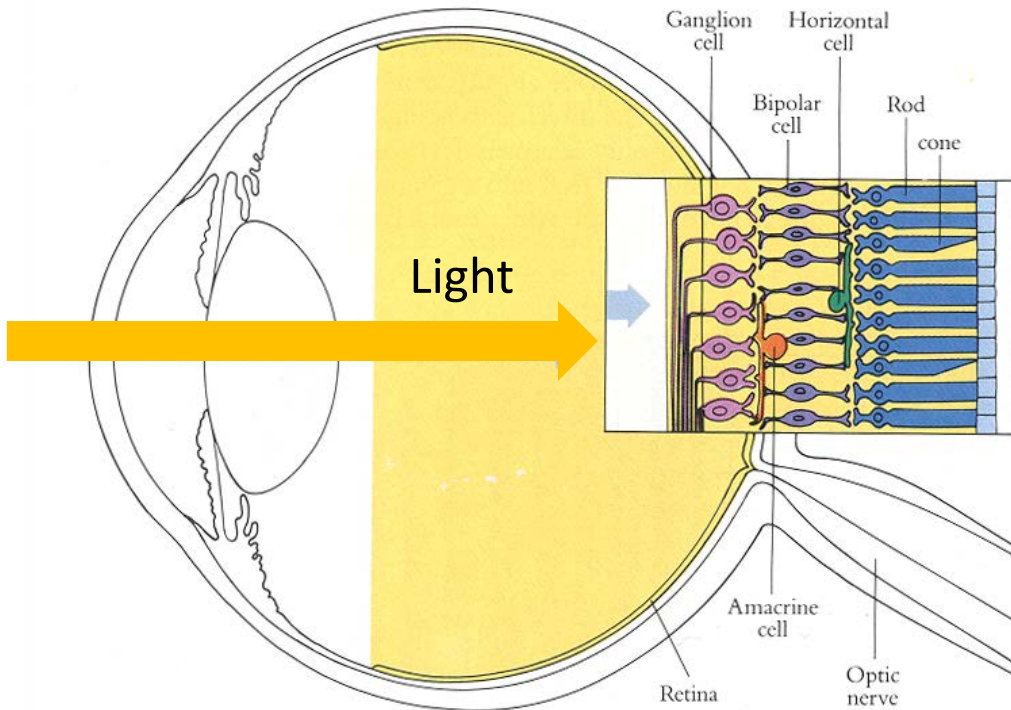
Long-wavelength-  
sensitive or “red”  
sensor

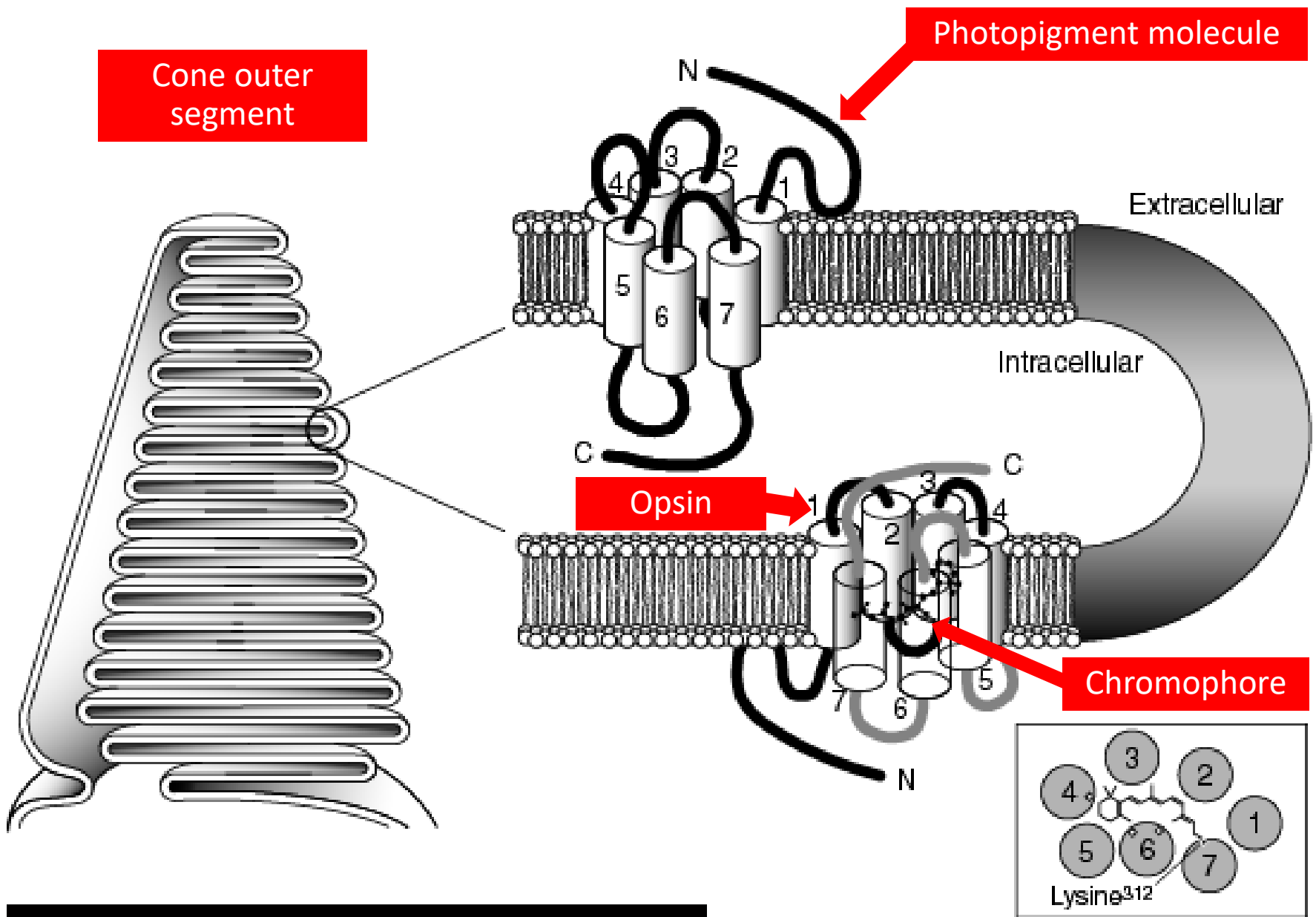
# What is univariance?

Univariance can be explained simply at the molecular level by the interaction of photons with the photopigment molecules in each photoreceptor...



The light-sensitive photopigment molecules lie inside the rod and cone outer segments.





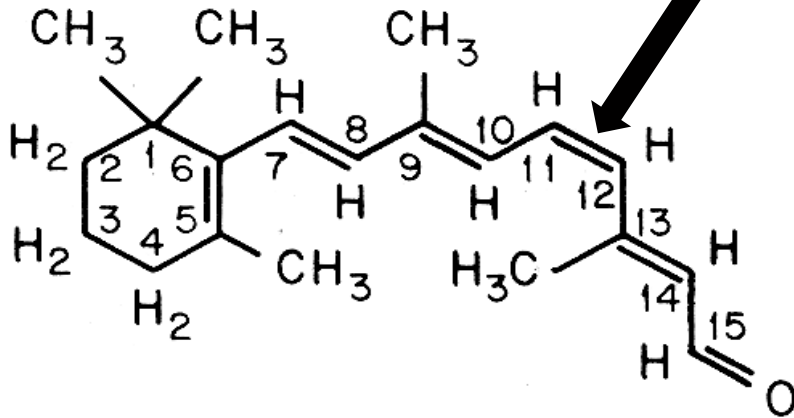
**Photopigment molecules (cone)**

# Chromophore

(*chromo-* colour, + *-phore*, producer)  
Light-catching portion of any molecule

11-*cis* retinal

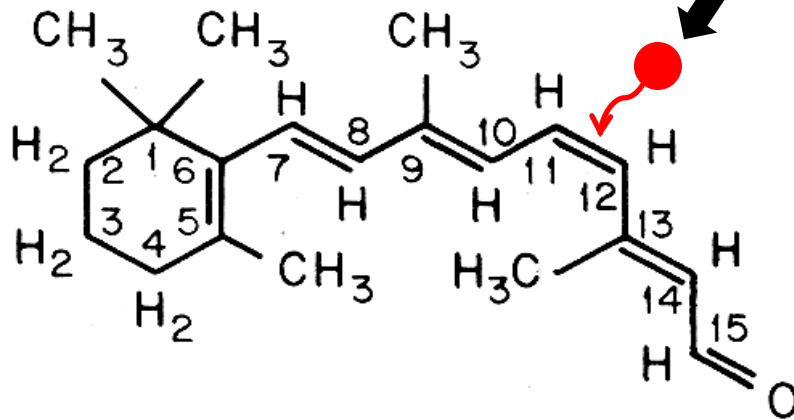
The molecule is twisted at the 11th carbon.



# Chromophore

(*chromo-* colour, + *-phore*, producer)  
Light-catching portion of any molecule

11-*cis* retinal

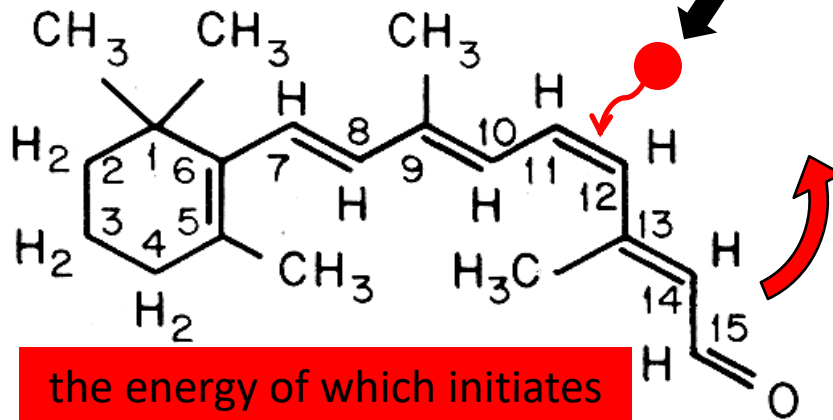


A photon is absorbed

# Chromophore

(*chromo-* colour, + *-phore*, producer)  
Light-catching portion of any molecule

11-*cis* retinal



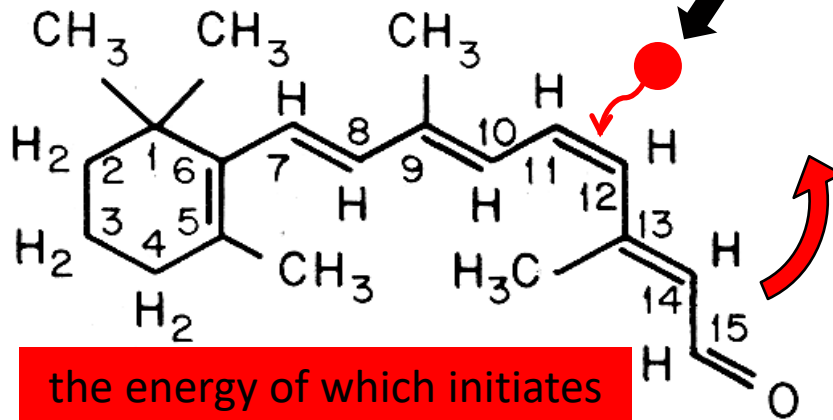
A photon is absorbed

the energy of which initiates  
a conformational change to...

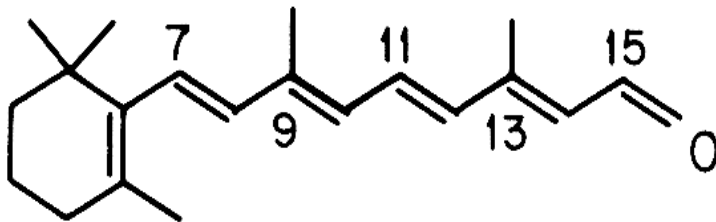
# Chromophore

(*chromo-* colour, + *-phore*, producer)  
Light-catching portion of any molecule

11-*cis* retinal



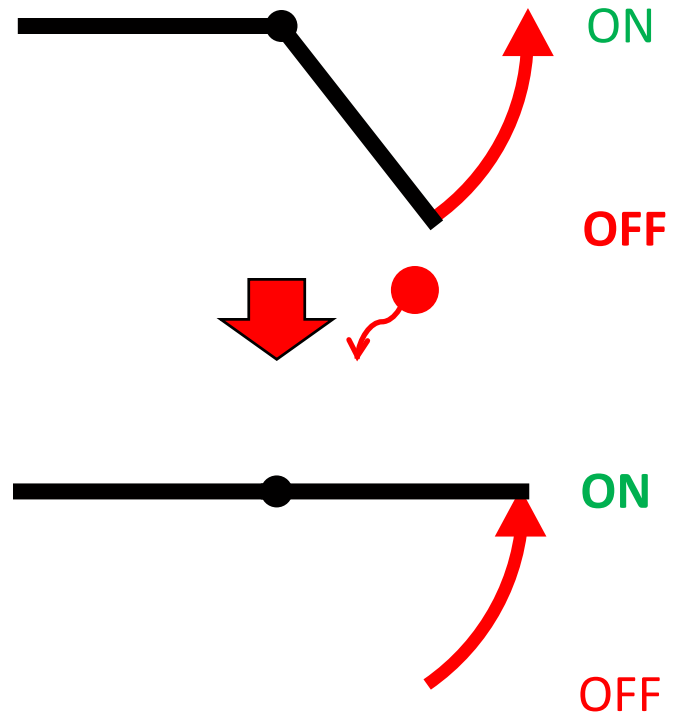
the energy of which initiates a conformational change to...



all-*trans* retinal

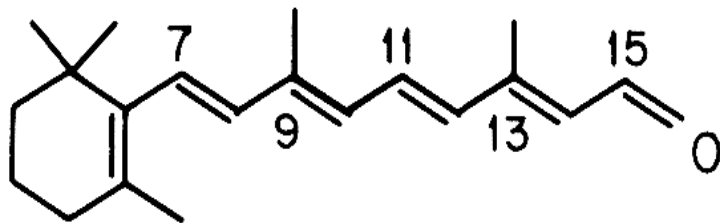
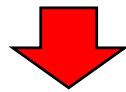
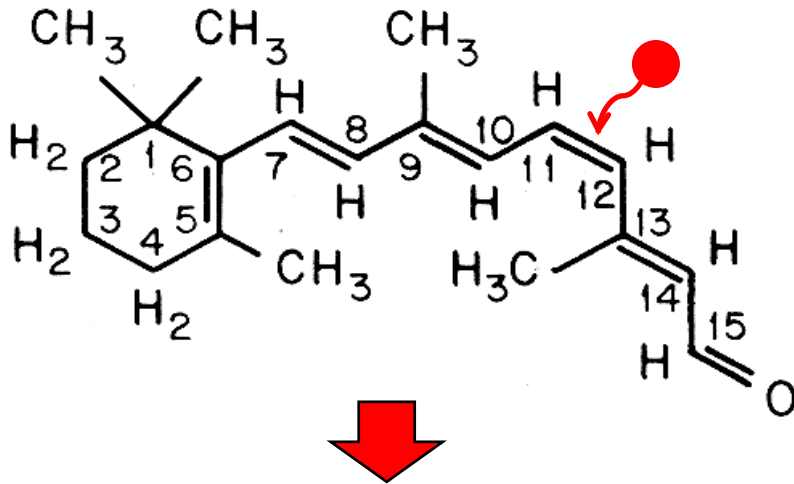
A photon is absorbed

Think of this molecule as a photo-sensitive switch!



# Chromophore

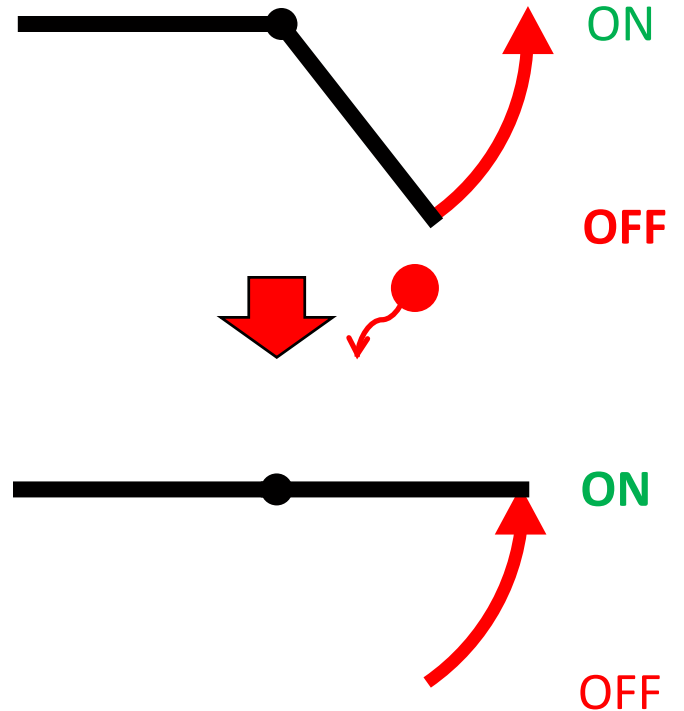
11-*cis* retinal



all-*trans* retinal

Crucially, the event is binary or “all or nothing”.

If a photon is absorbed it has the same effect as any other absorbed photon, whatever its wavelength.

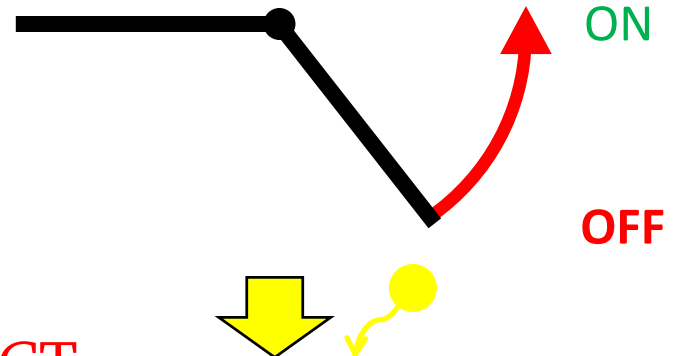
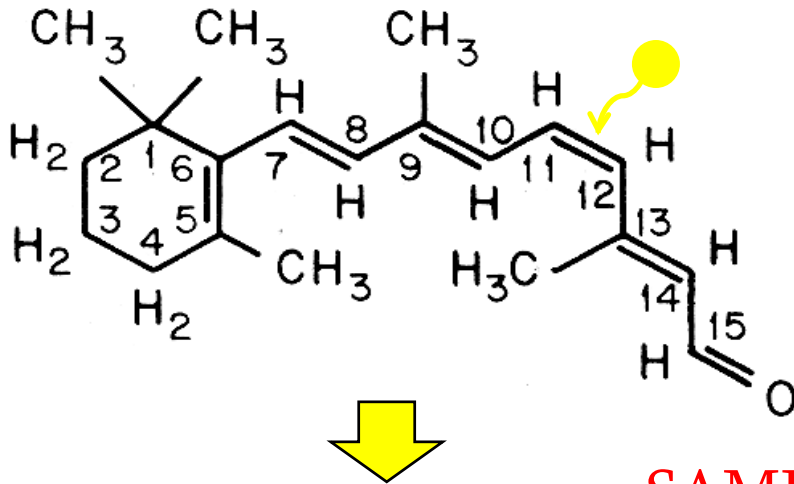


# Chromophore

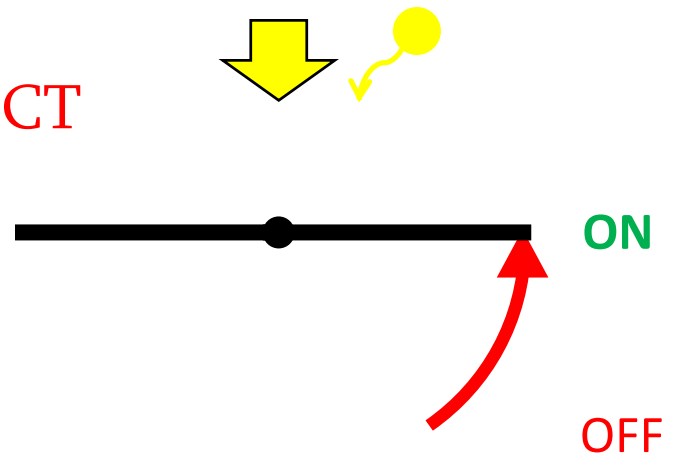
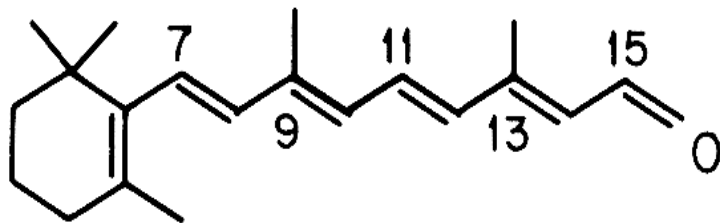
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11-*cis* retinal



SAME EFFECT



all-*trans* retinal

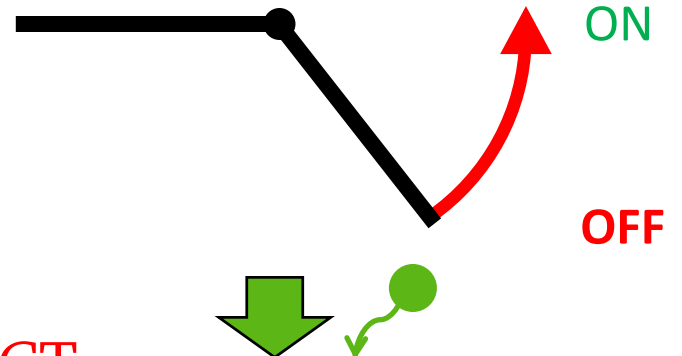
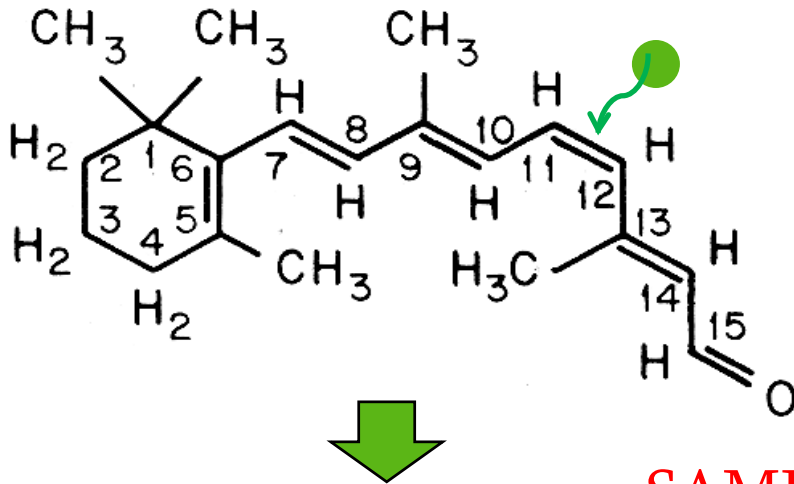


# Chromophore

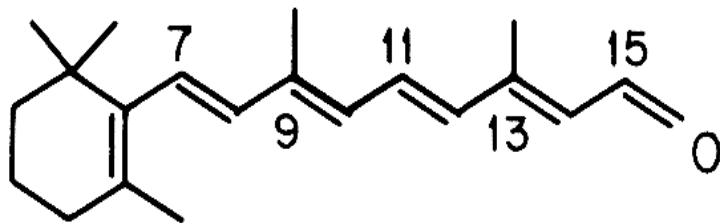
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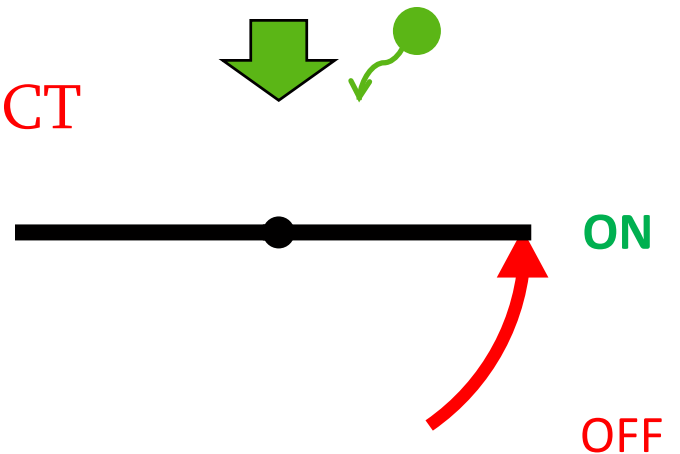
11-*cis* retinal



SAME EFFECT



all-*trans* retinal

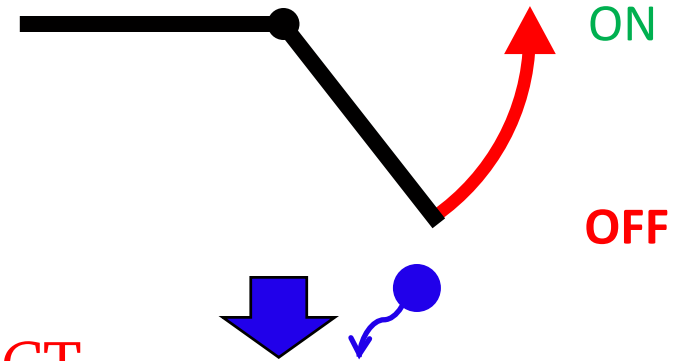
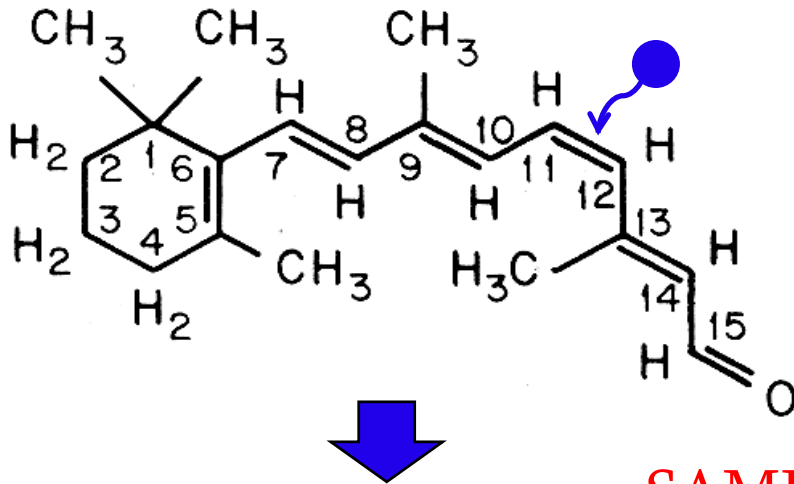


# Chromophore

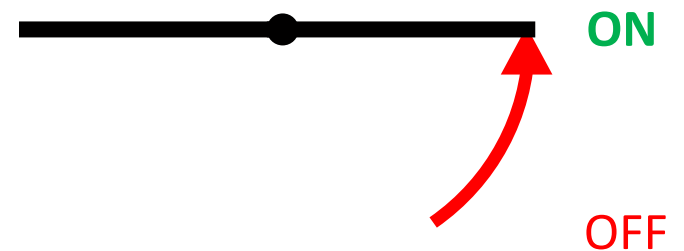
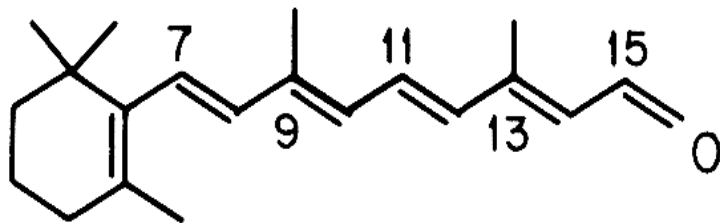
Crucially, the event is binary or “all or nothing”.

If a photon is absorbed it has the same effect as any other absorbed photon, whatever its wavelength.

11-*cis* retinal



SAME EFFECT

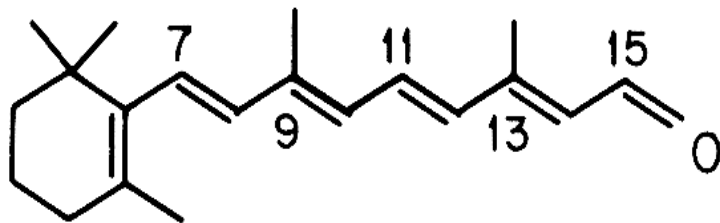
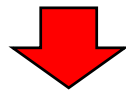
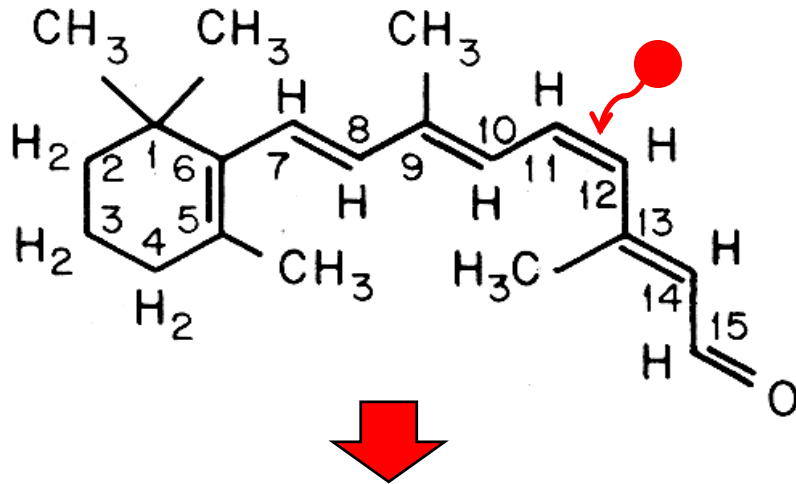


all-*trans* retinal

# Chromophore

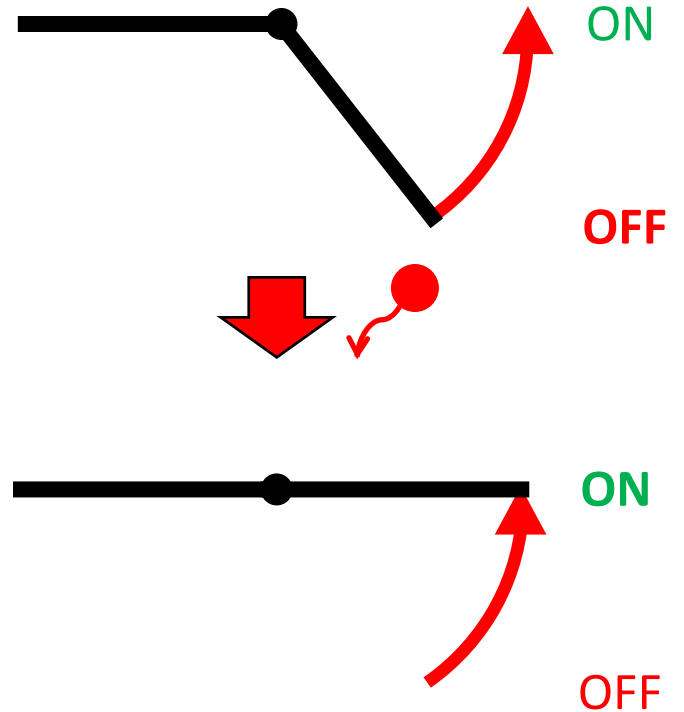
This process cannot encode wavelength (colour)!

11-*cis* retinal



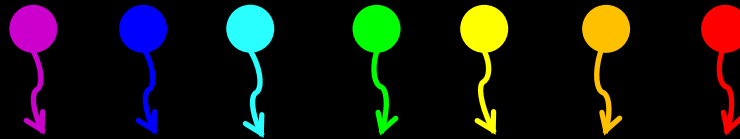
all-*trans* retinal

It is “UNIVARIANT”



# UNIVARIANCE

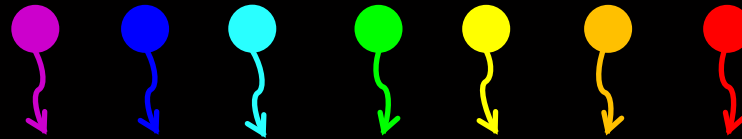
Once absorbed, all these photons...



have the same effect.

# UNIVARIANCE

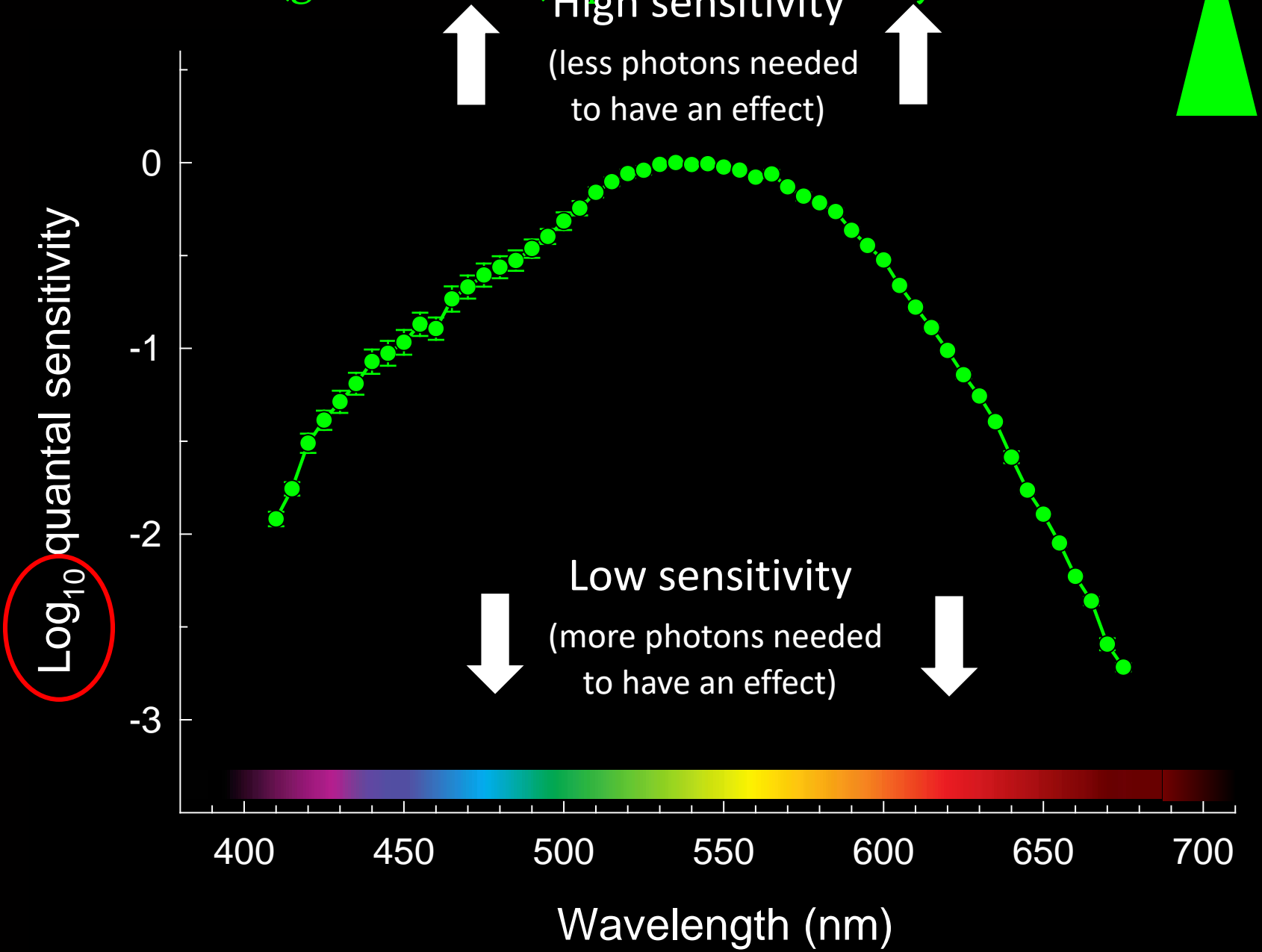
What does vary with wavelength is the **probability** that a photon will be absorbed.



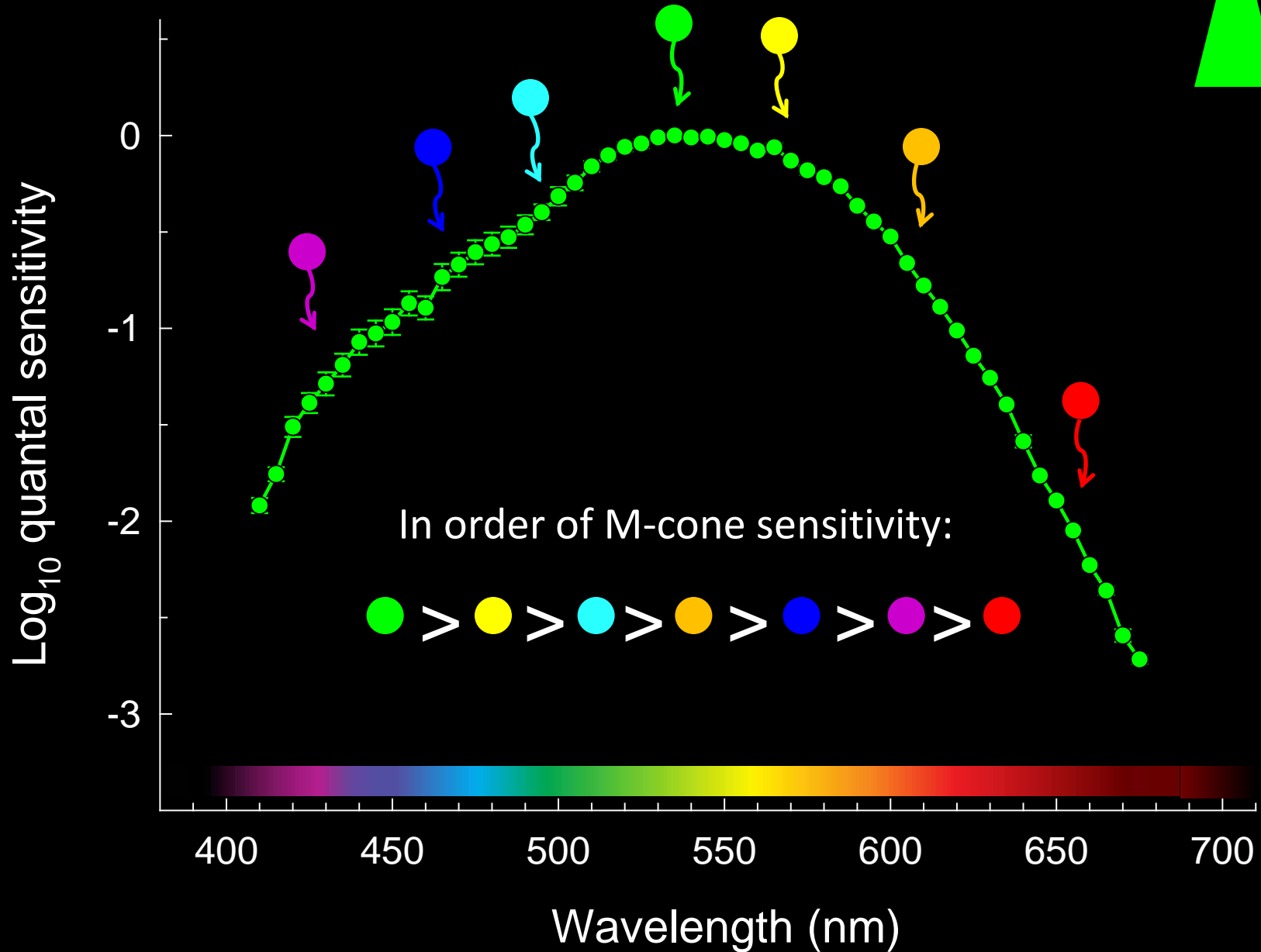
This is reflected in what is called the cone “**spectral sensitivity function**”, an example of which is the middle-wavelength-sensitive (M-) cone function...

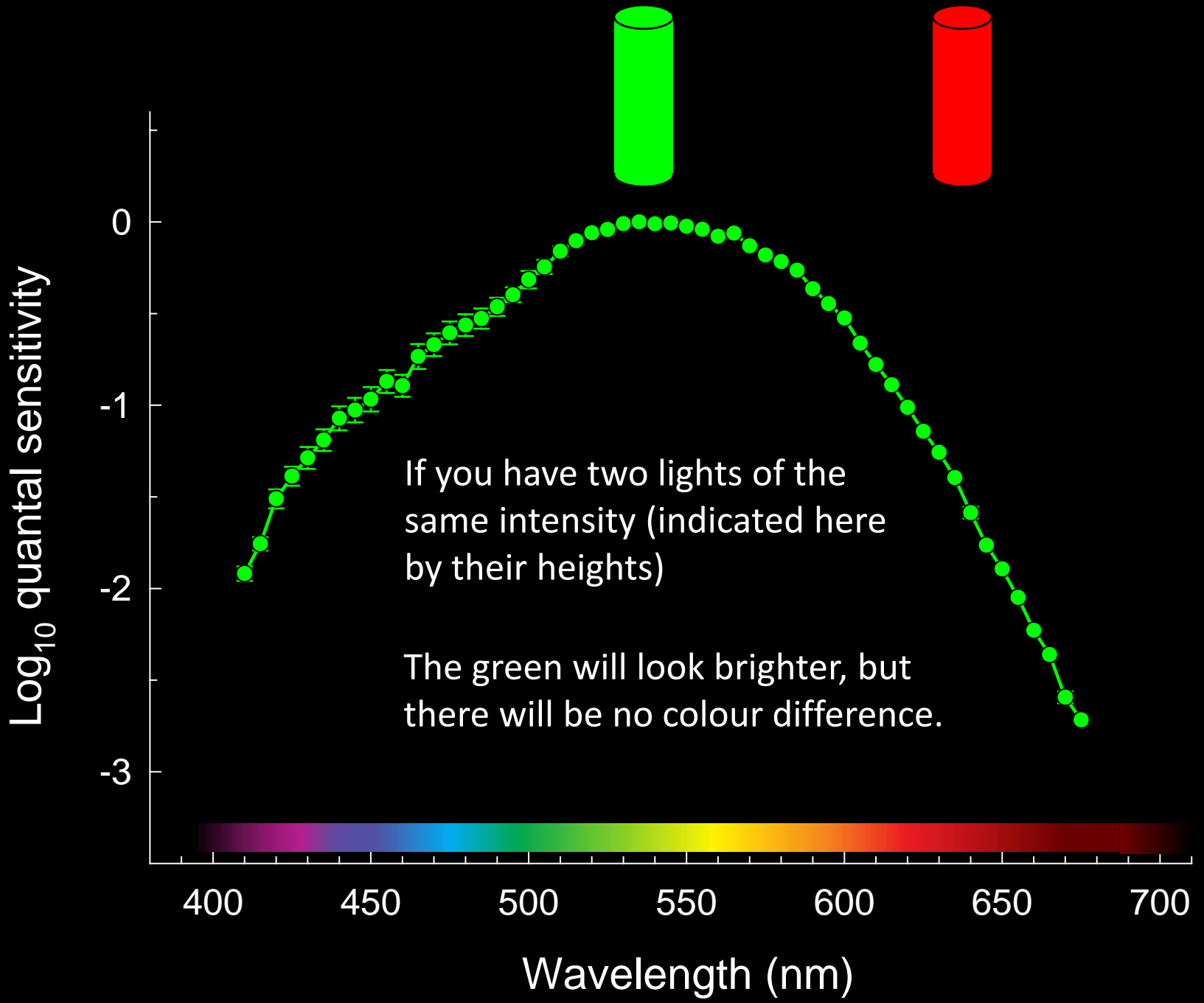
IN TERMS OF A CAMERA, THIS IS A SENSOR SPECTRAL SENSITIVITY.

# M-cone (green sensor) spectral sensitivity function

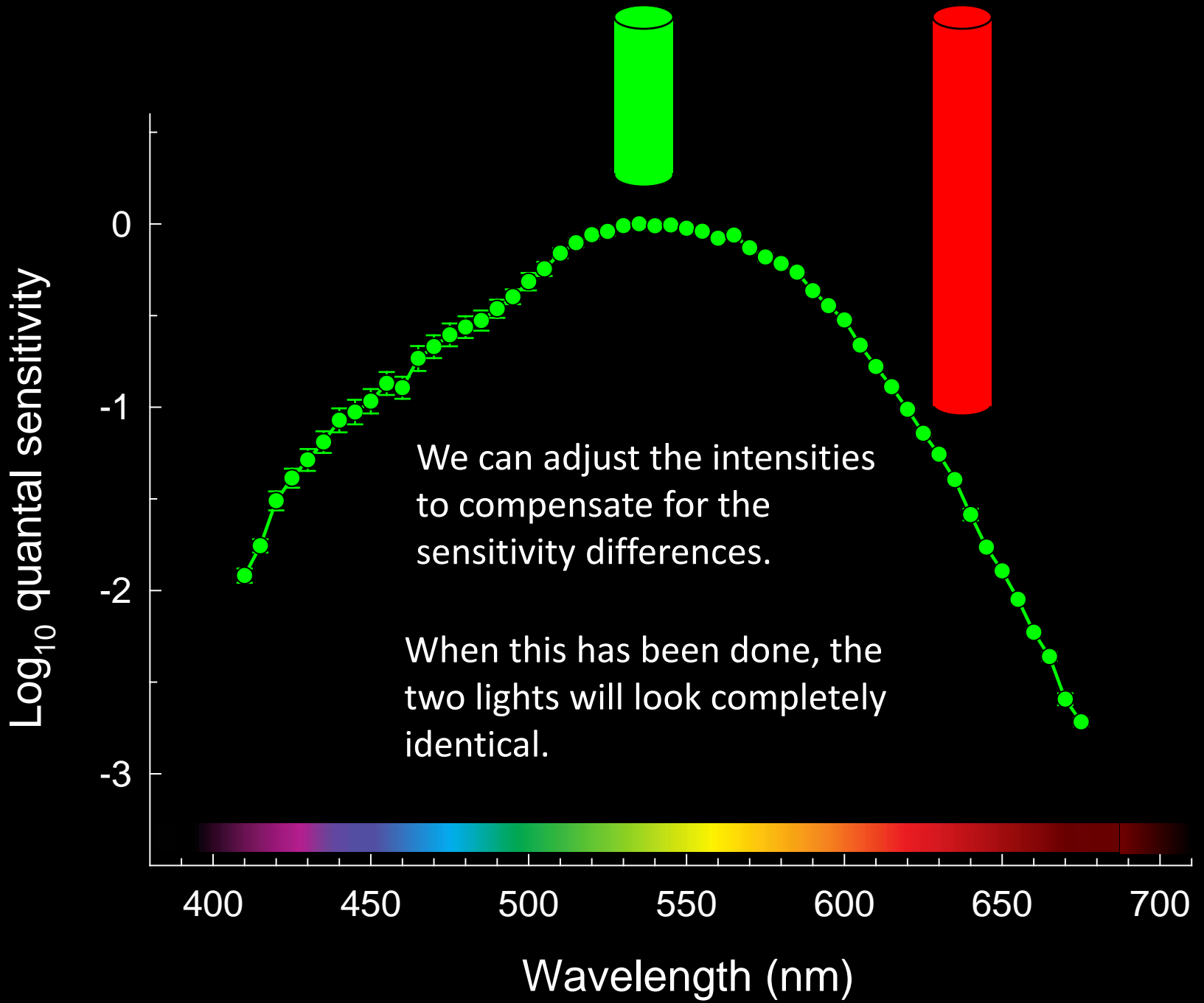


Imagine the sensitivity to these photons...









Thus, if we had only one photoreceptor, we would be colour-blind...



Examples: night vision (rod achromatopsia)

With two, we  
are dichromatic:

Protanopia (missing red sensor)



Tritanopia (missing blue sensor)



Deuteranopia (missing green sensor)





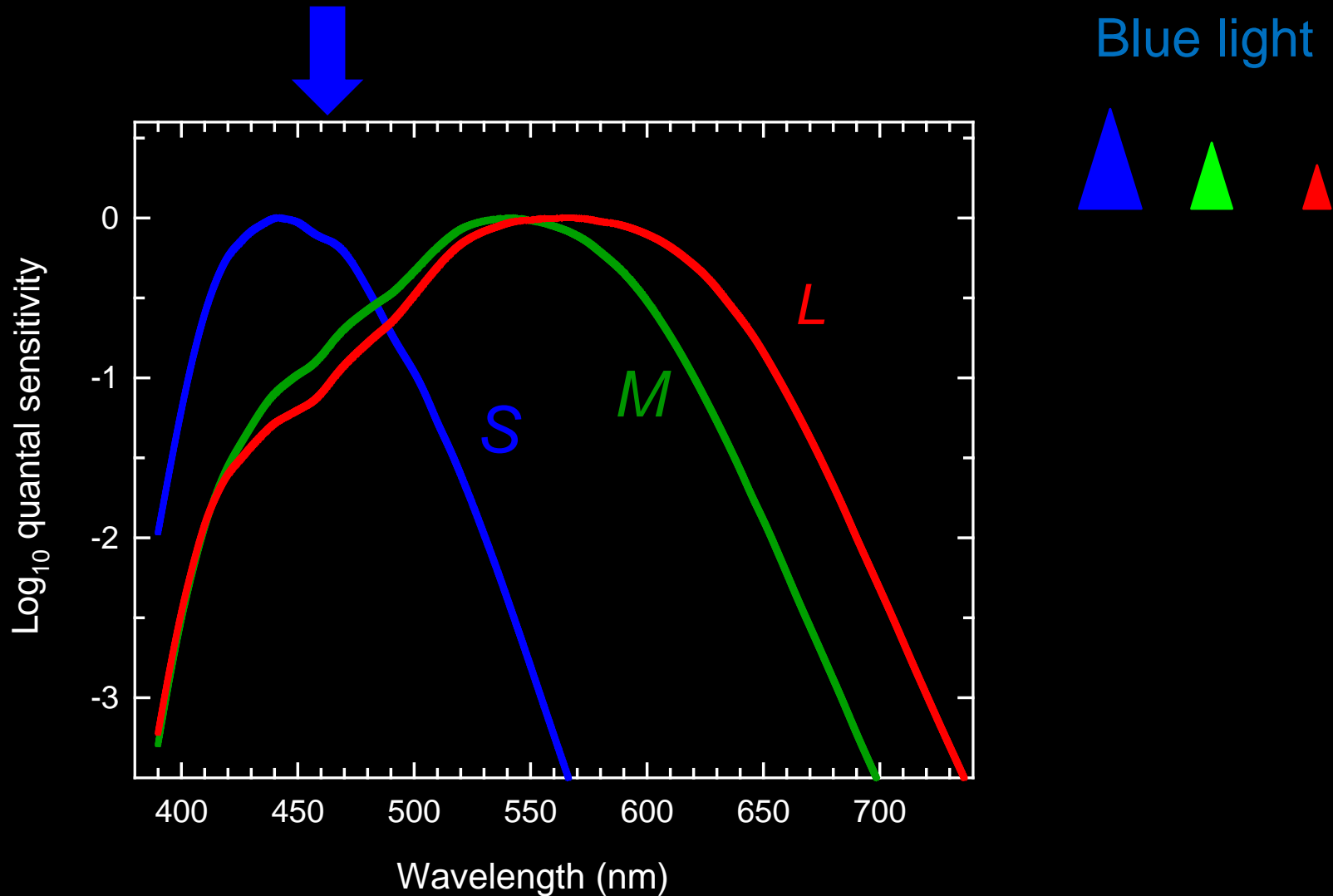
And with three, we enjoy trichromacy:



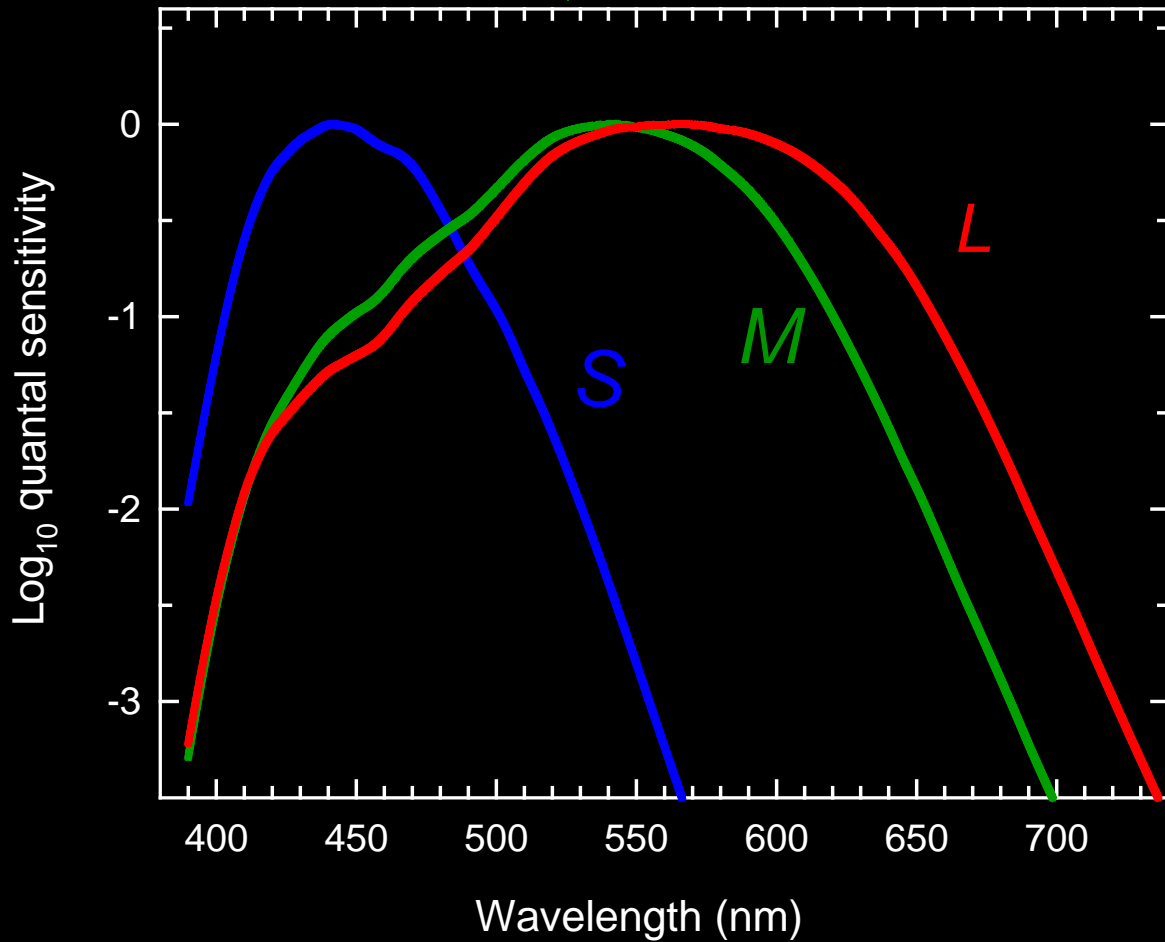
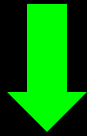
So, if each photoreceptor or sensor is colour-blind (univariant), how do we see colour?

Or to put it another way: How is colour encoded at the input to the visual system?

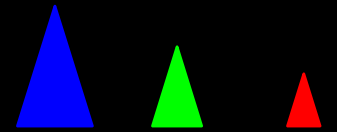
Colour is encoded by the relative cone outputs



# Colour is encoded by the relative cone outputs



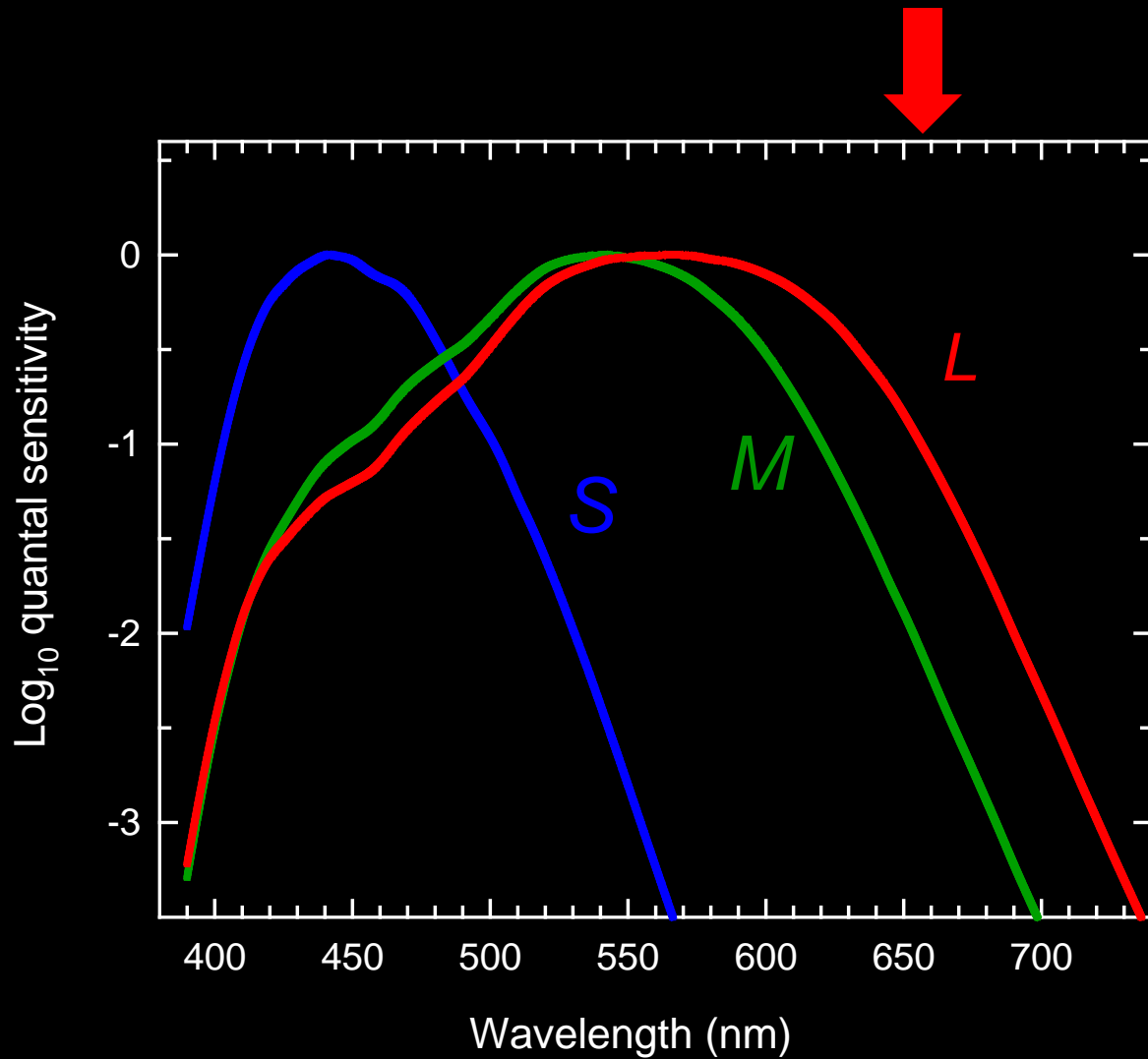
Blue light



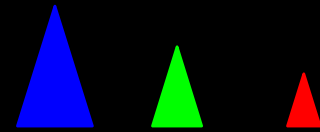
Green light



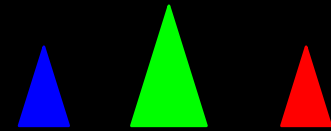
# Colour is encoded by the relative cone outputs



Blue light



Green light



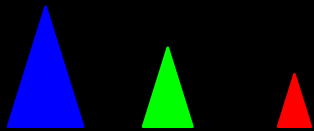
Red light



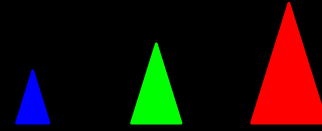


# Colour is encoded by the relative cone outputs

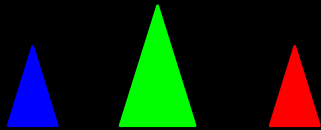
Blue light



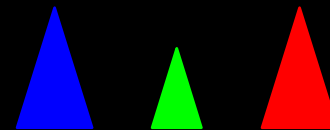
Red light



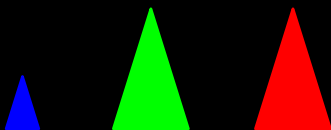
Green light



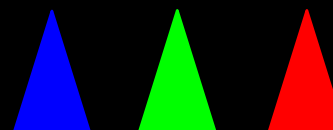
Purple light



Yellow light

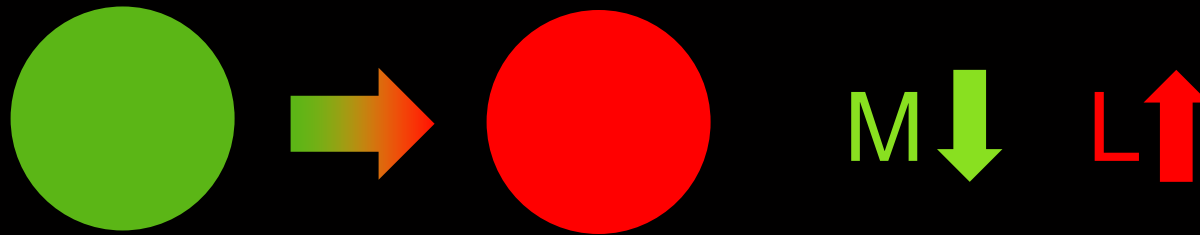


White light

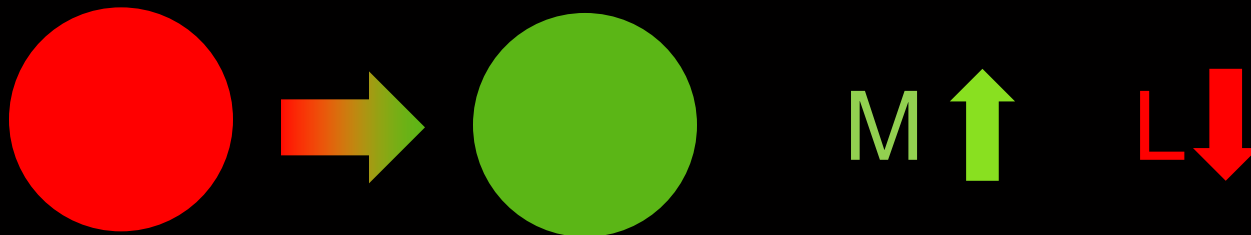


# TRICHROMACY

A change in colour from green to red causes a relative increase in the L-cone output but causes a decrease in the M-cone output.

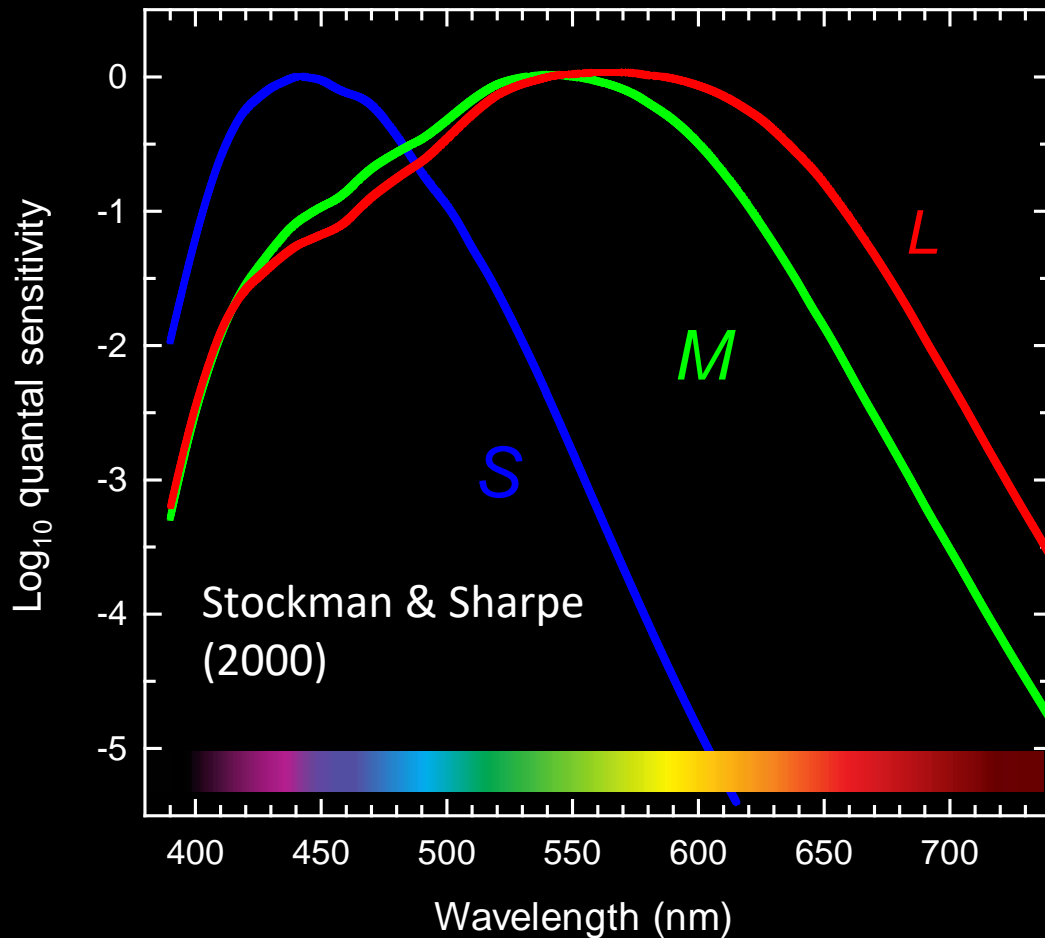


A change in colour from red to green causes a relative increase in the M-cone output but causes a decrease in the L-cone output.



Thus, colour is encoded by *comparing* the outputs of different cone sensors...

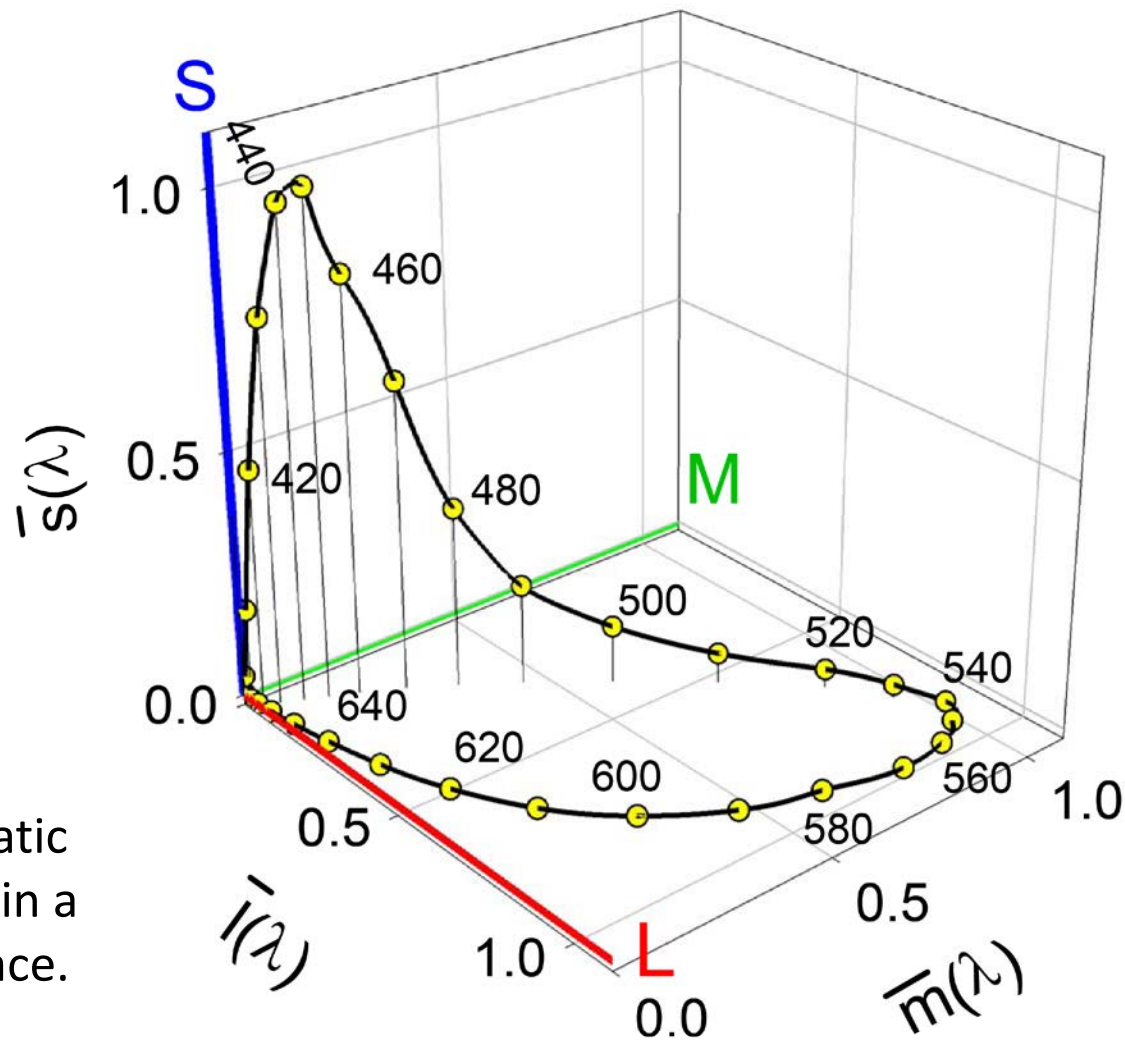
The Stockman & Sharpe (2000) cone sensor spectral sensitivities:



are the recent  
physiologically relevant  
LMS CIE (2006) color  
matching functions.

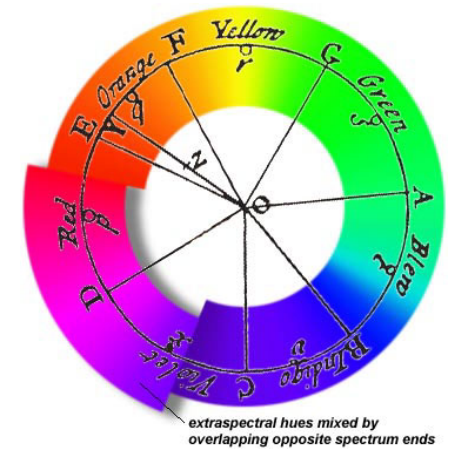
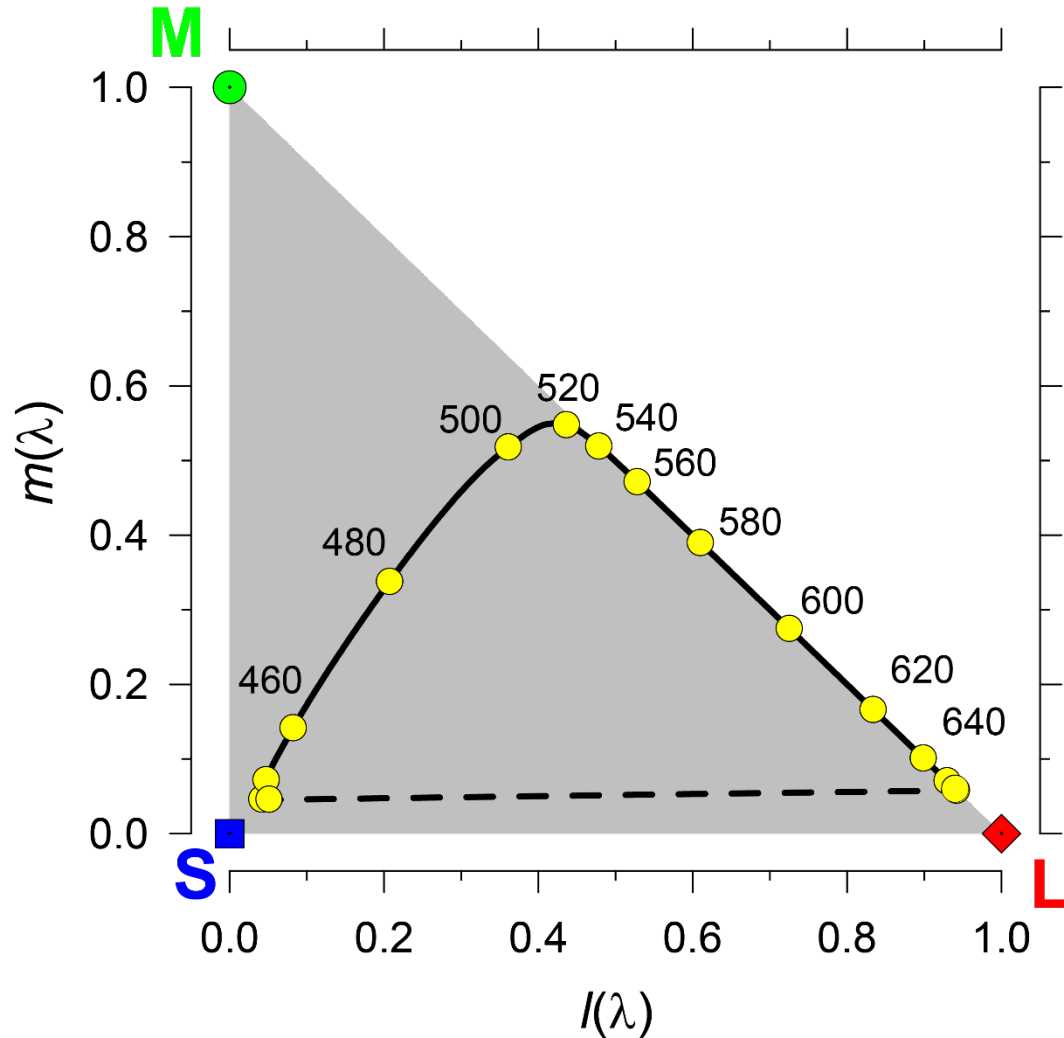
If we know these three spectral sensitivities, and thus the effects that lights have on the three cones, we can completely specify those lights.

# Defining colours in a 3-dimensional cone sensor colour space

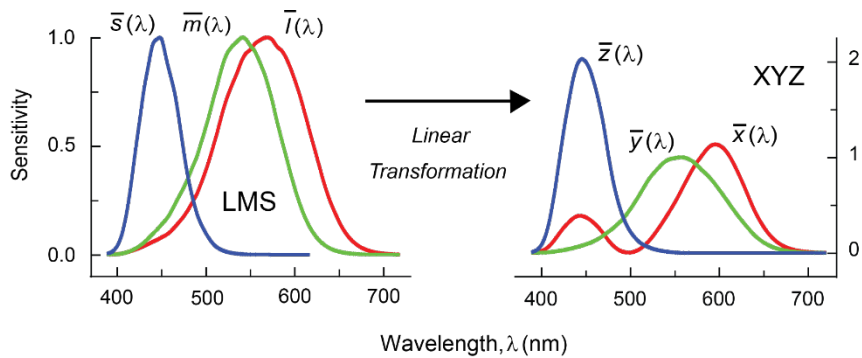
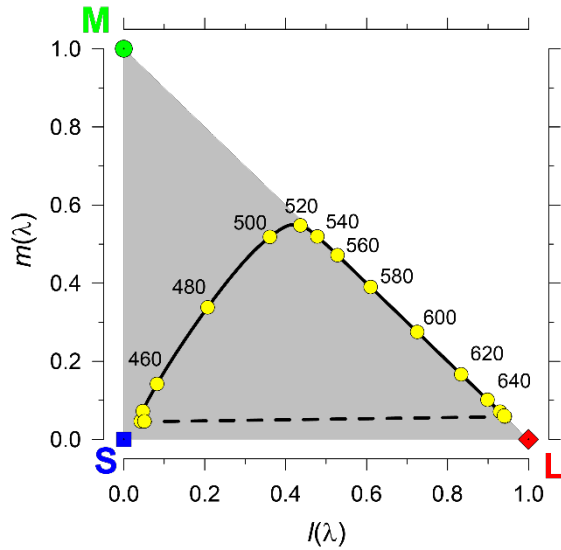


SPECTRUM LOCUS:  
Plot of monochromatic  
“spectral” lights (as in a  
rainbow) in LMS space.

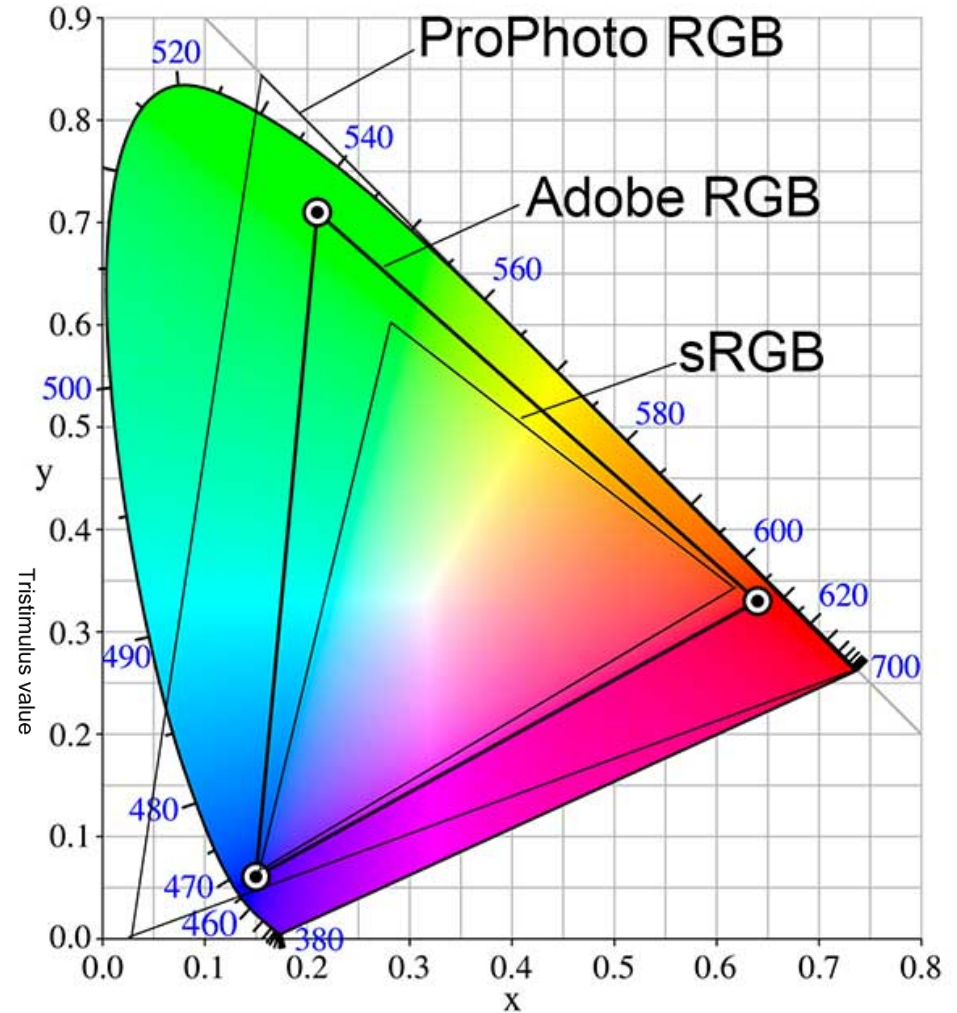
# Defining colours in a 2-dimensional cone sensor colour space (a plane of 3-D space)



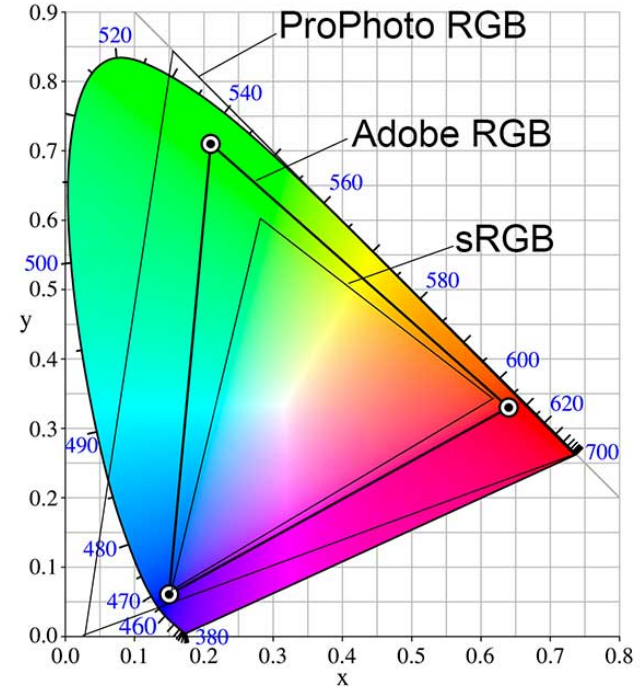
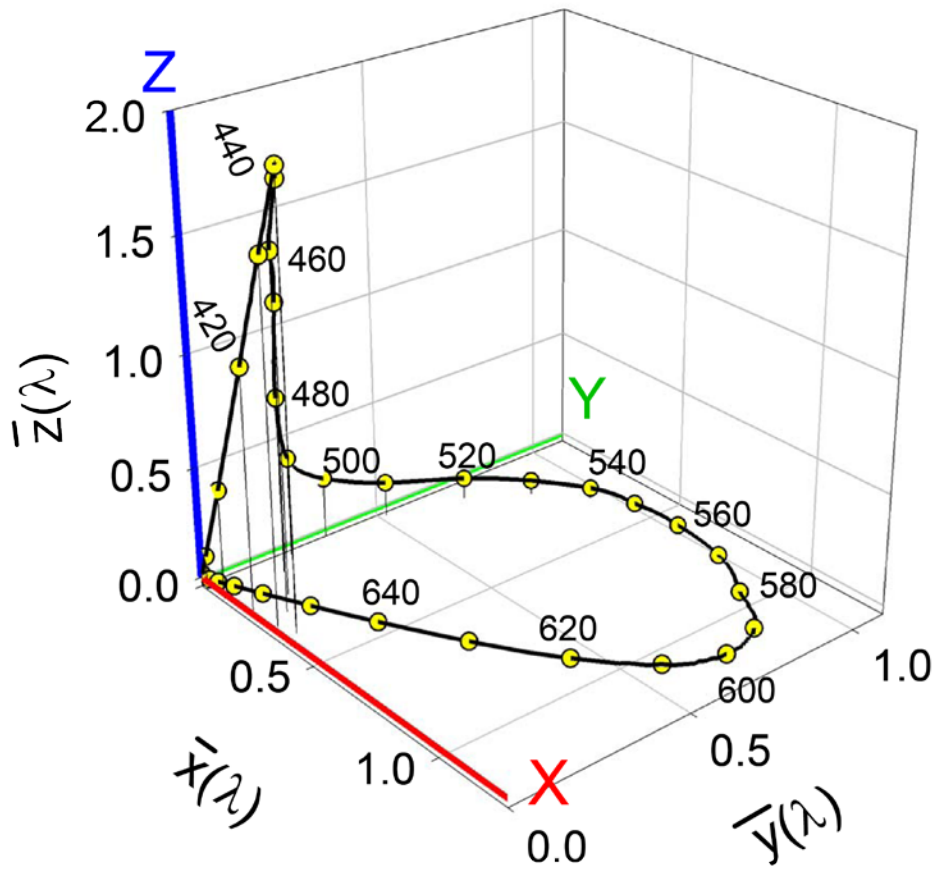
# 2-dimensional CIE XYZ colour space



Simple linear transformation  
from LMS sensors to XYZ  
sensors



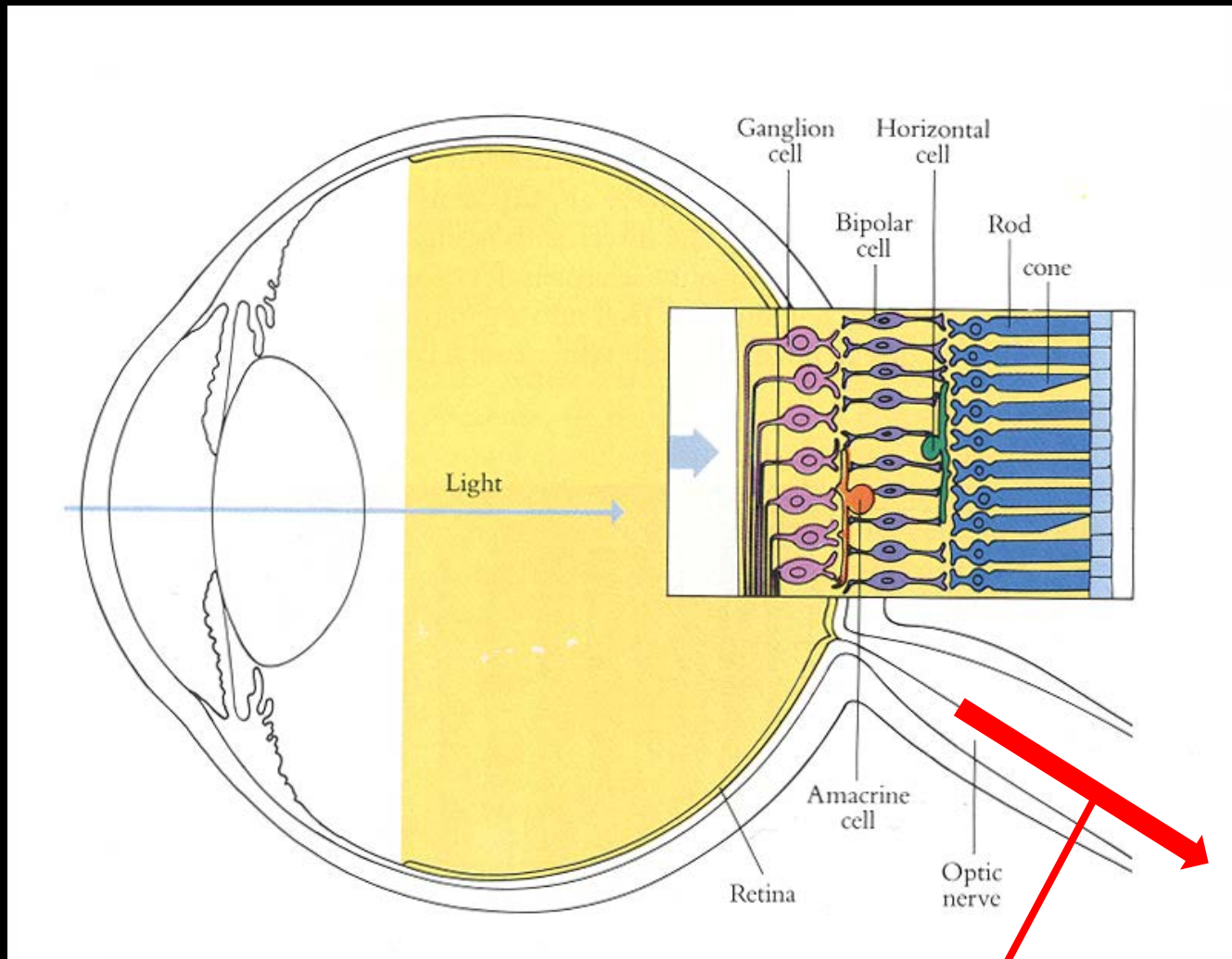
But the xy diagram is only a plane of a 3-dimensional XYZ sensor colour space.



### 3. COLOUR AFTER THE SENSORS



# How is colour encoded after the cones?

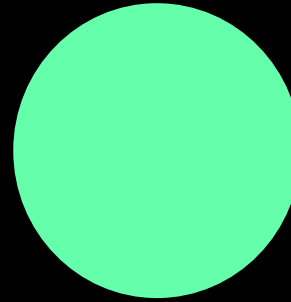


Before the signals are transmitted to the brain

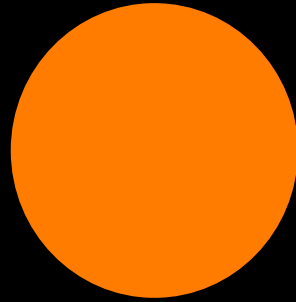
# Colour phenomenology

Can provide clues about how colours are processed after the photoreceptors...

Imagine a single patch of colour inside a dark surround

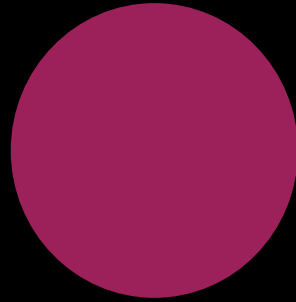


- ▶ Which pairs of colours coexist in a single, uniform patch of colour?
- ▶ Which pairs never coexist?



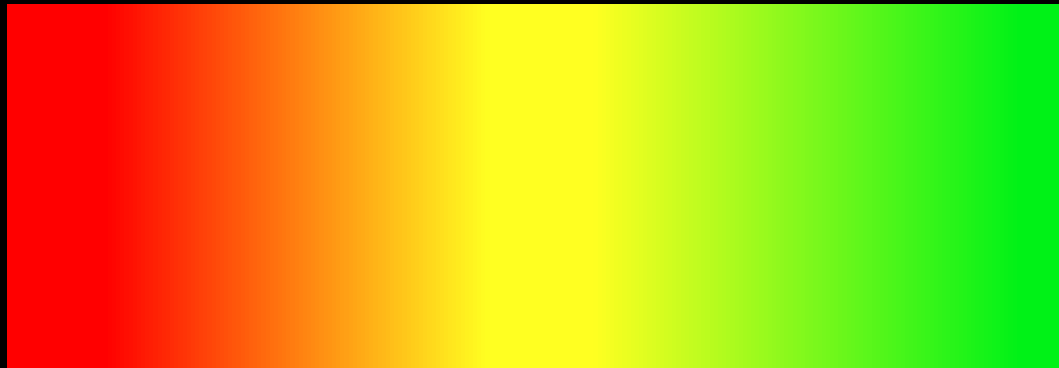
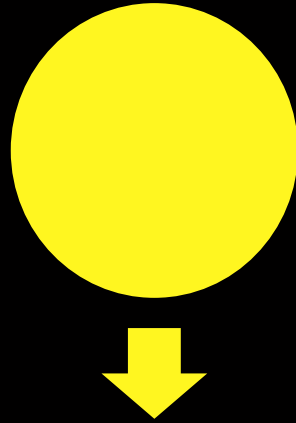
Can a patch be reddish-yellow?





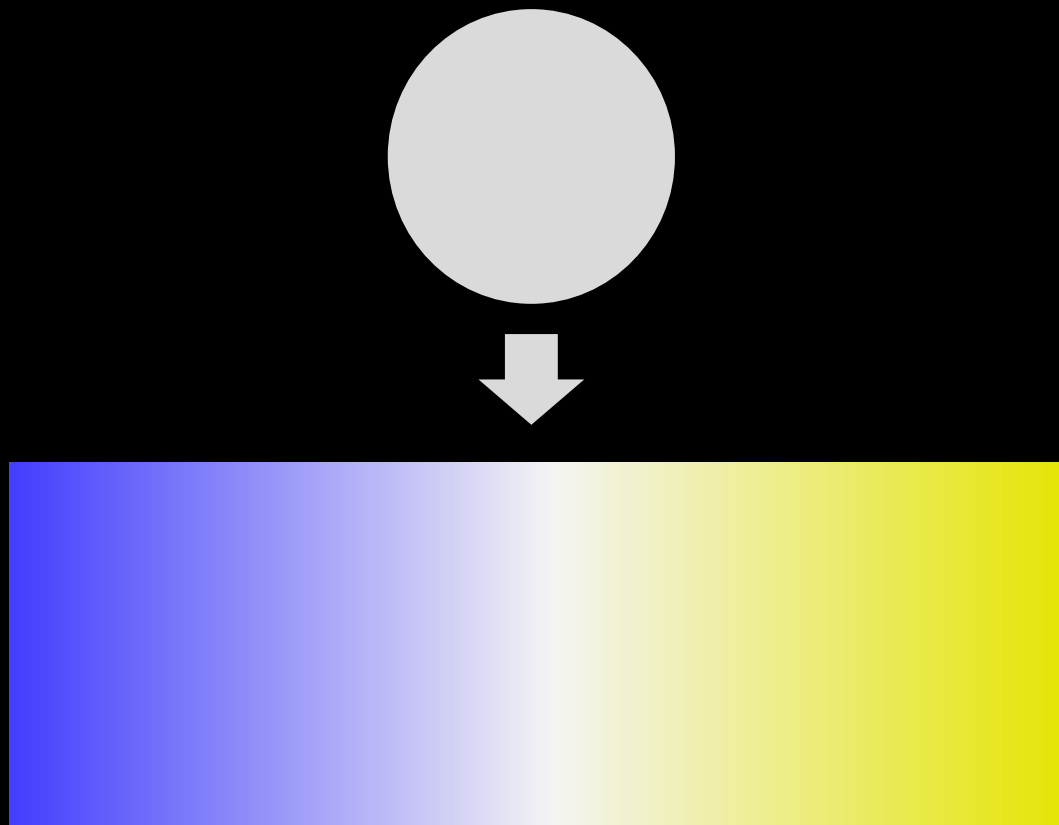
Can it be reddish-blue?





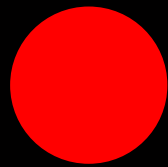
Can it be reddish-green?



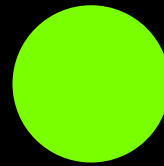


Can it be bluish-yellow? **X**

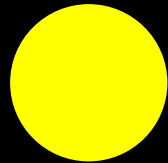
# The colour opponent theory of Hering



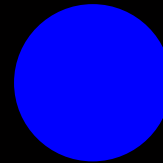
is opposed to



R-G



is opposed to



Y-B

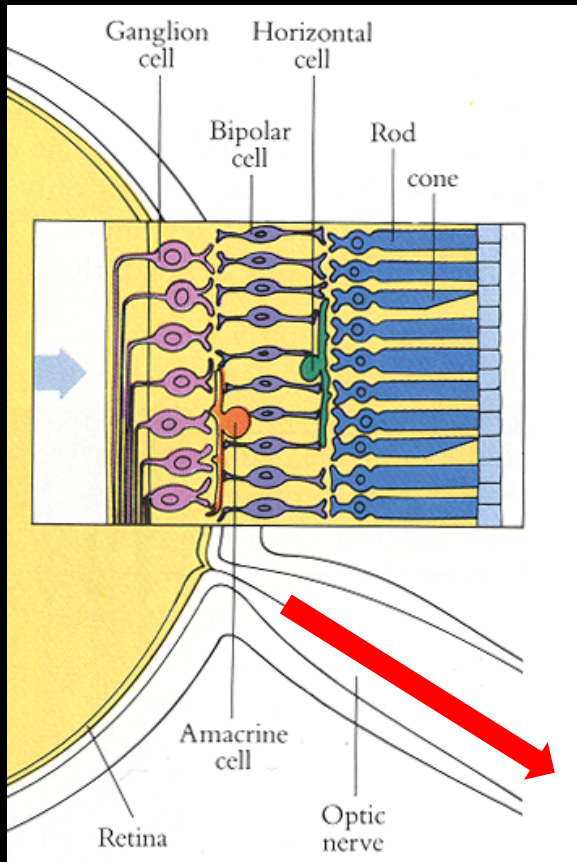
And indeed cells in the early visual pathway oppose the signals from different cone sensors and can be loosely classified as “red-green” or “blue-yellow” opponent:

**R-G** AND **B-Y**

But why is this processing going on in the retina?

Because there are only about 800,000 to 1.7 million fibres in the optic nerve, but 6-7 million cone sensors and 120 million rod sensors (plus the encoding changes from analogue at the sensor outputs to digital in the optic nerve).

Thus, there is a **BANDWIDTH PROBLEM**. Differencing solves some of this by “decorrelating” the sensor signals.





But in addition to the difference signals:

**R-G** AND **B-Y**

You also need an intensity or “luminance” signal, which is achieved by adding together the L- and M-cone (red and green sensor) signals:

**L+M** 

# 4. ACHROMATIC AND CHROMATIC CONE VISION

LUMINANCE AND COLOUR

Luminance is encoded by **summing** the L- and M-cone signals:

Blue light

L+M



Red light

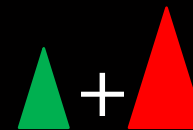


Green light

L+M



Purple light



Yellow light

L+M

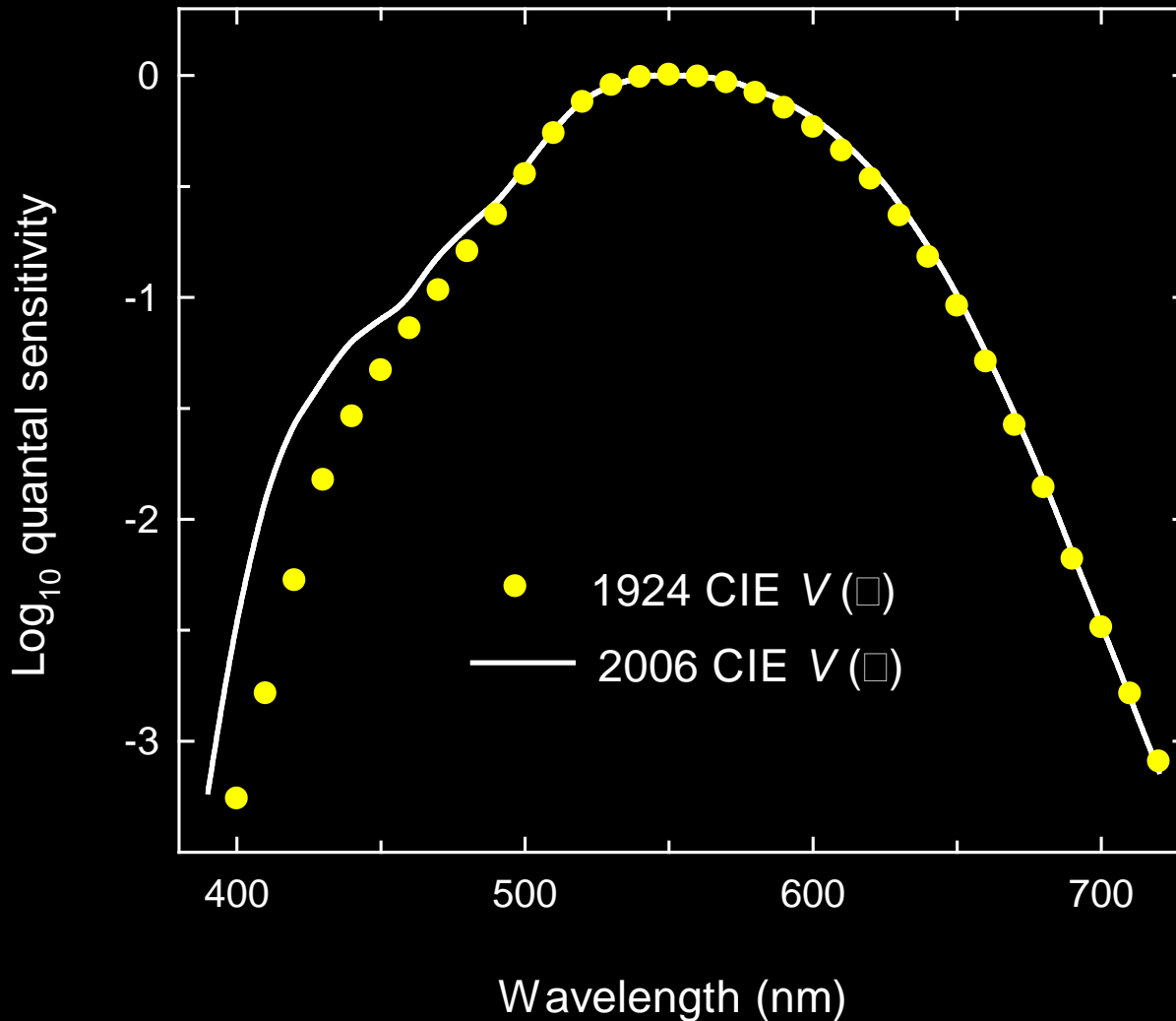


White light



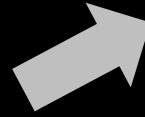


The luminance spectral sensitivity function is called “ $V(\lambda)$ ”, and is achieved simply by adding together the red and green sensor outputs (at least in principle).



Defines photopic luminosity:  
for example, lumens,  
lux,  $\text{cd}/\text{m}^2$ .

Colour is in many ways  
secondary to luminance



ACHROMATIC COMPONENTS



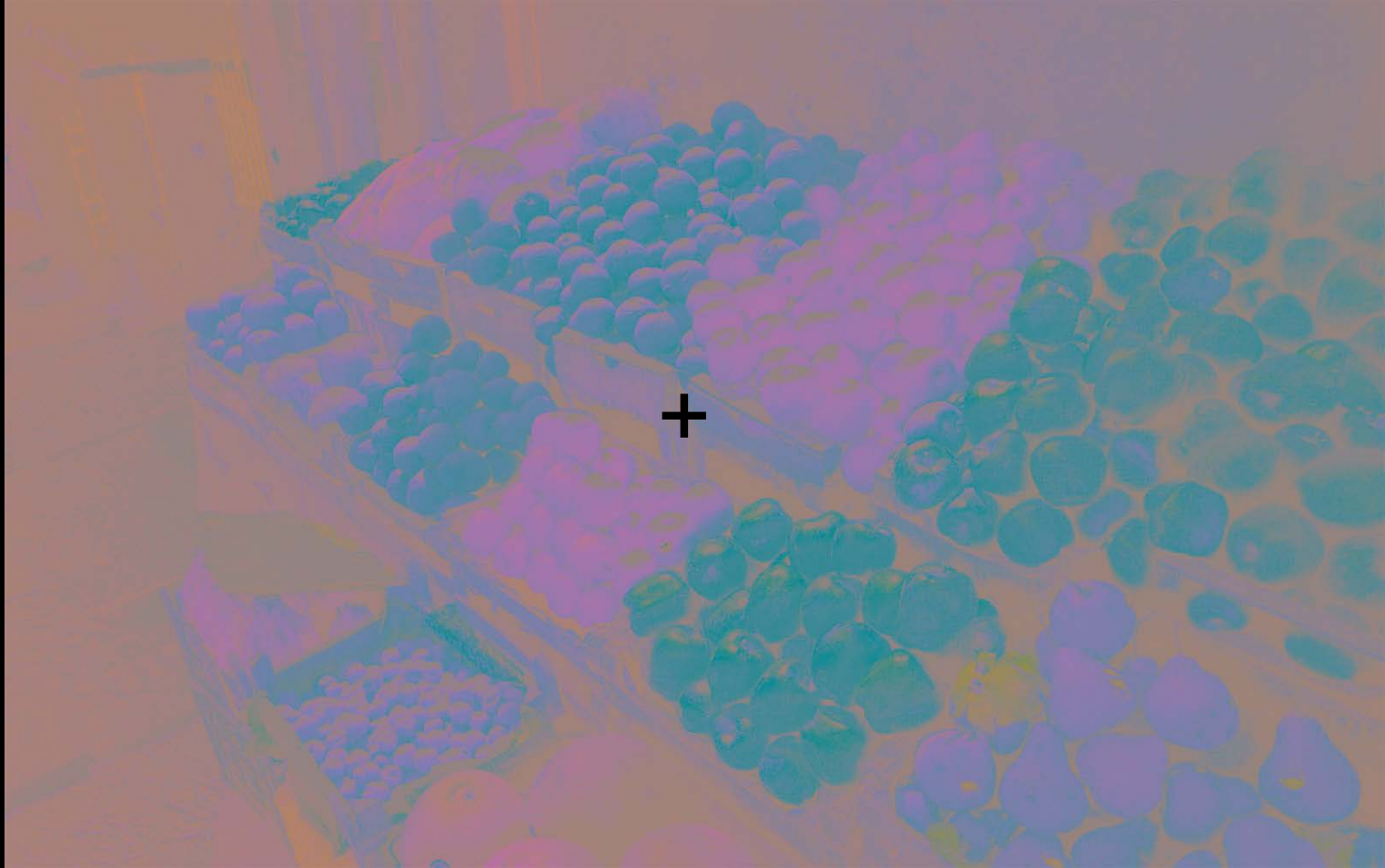
CHROMATIC COMPONENTS



# Demonstration:

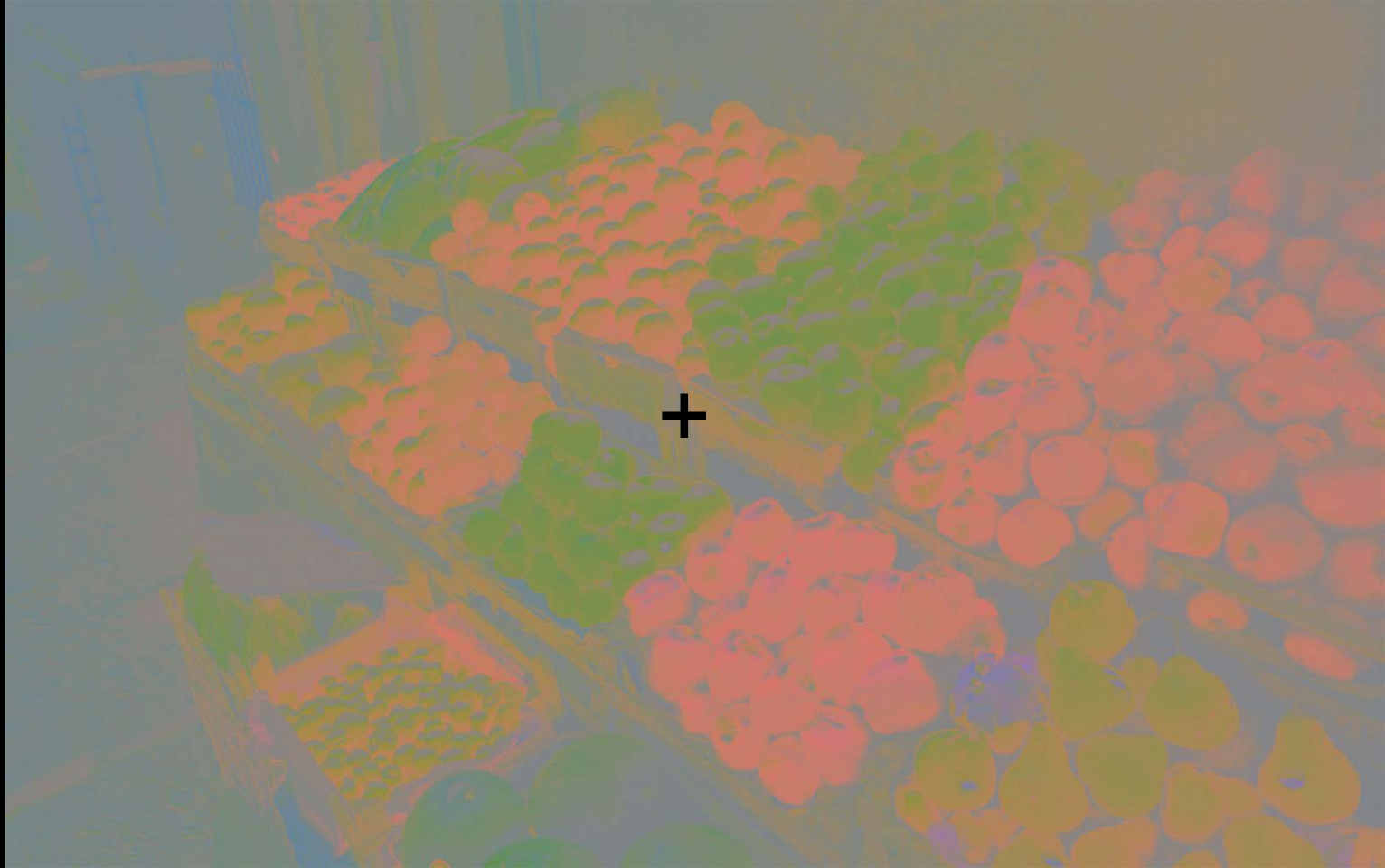




















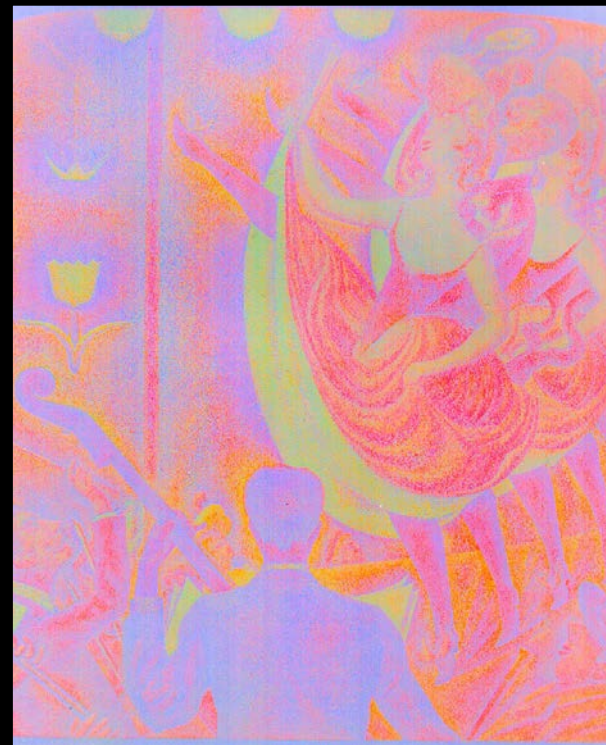
## Demonstration 2:

LUMINANCE



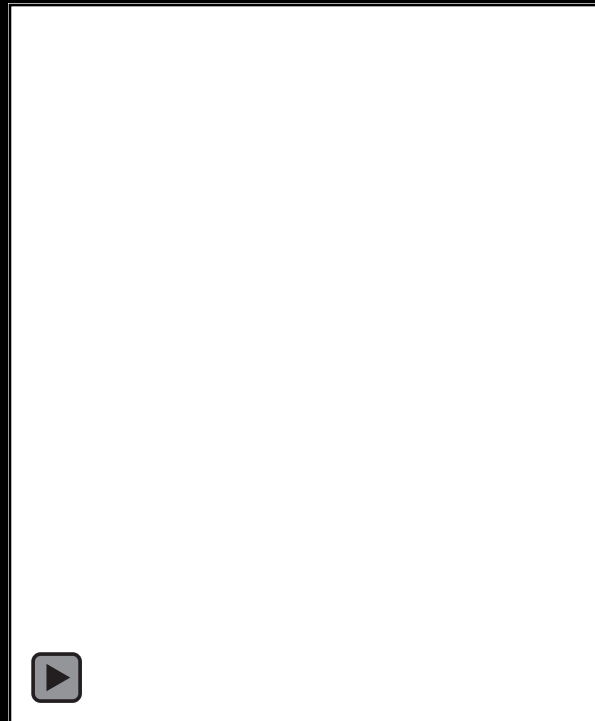
G. Seurat (c. 1889-90)  
*Le Chahut*  
[*The High-Kick, Can-Can*]

COLOUR

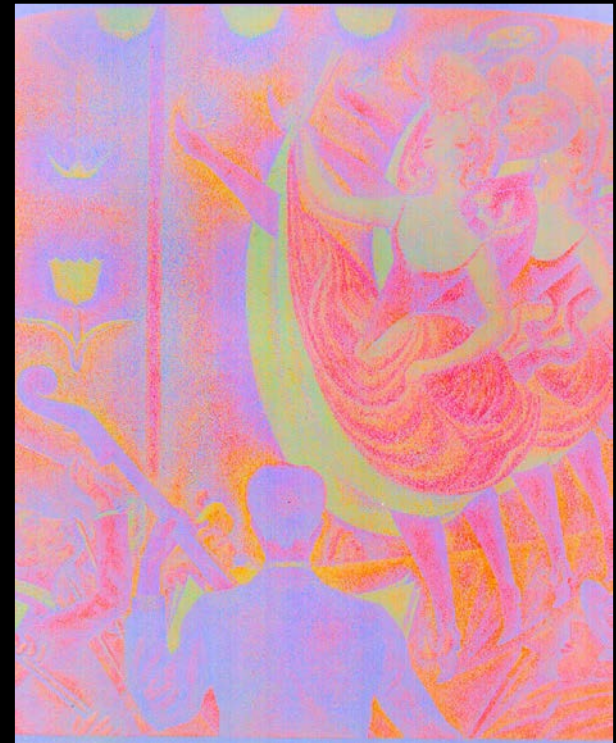


Courtesy: Jack Werner

## LUMINANCE



## COLOUR

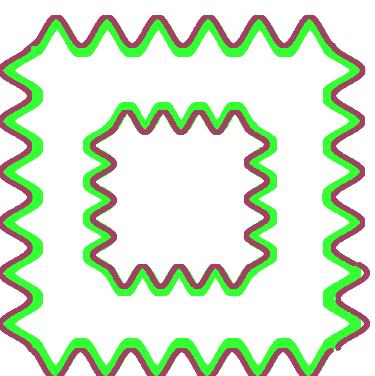
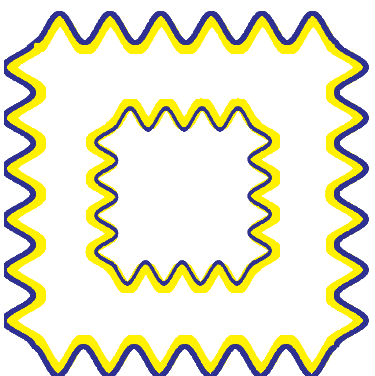
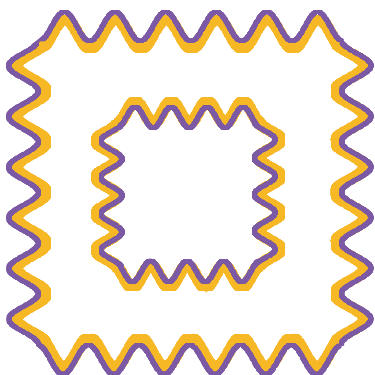
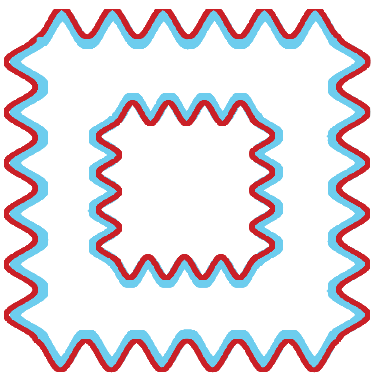


G. Seurat (c. 1889-90)  
*Le Chahut*  
*[The High-Kick, Can-Can]*

Courtesy: Jack Werner



Watercolour  
effect





Wassily Kandinsky  
*Untitled, also known as 'Bagatellen'* 1916  
Private Collection, London

## 5. COLOUR IN TIME AND SPACE



So far, we've mainly been talking about the colours of isolated patches of light. But the colour of a patch depends also upon:

(i) What precedes it (in time)

**COLOUR AFTER-EFFECTS**

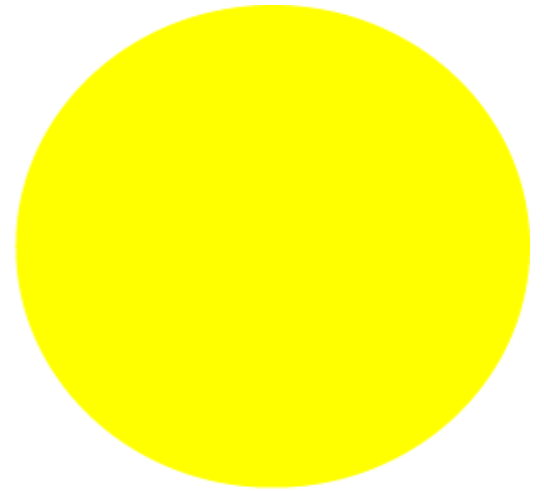
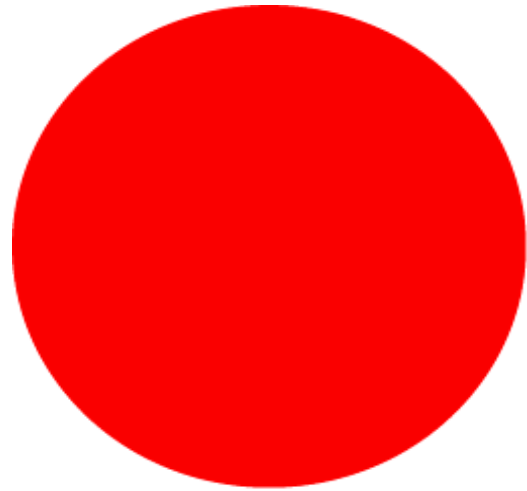
(ii) What surrounds it (in space)

**COLOUR CONTRAST**

**COLOUR ASSIMILATION**

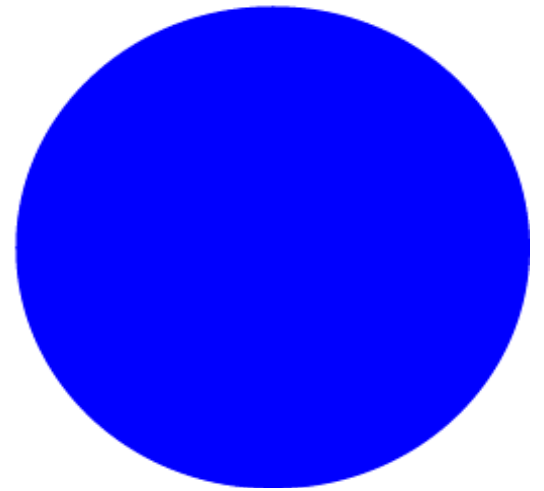
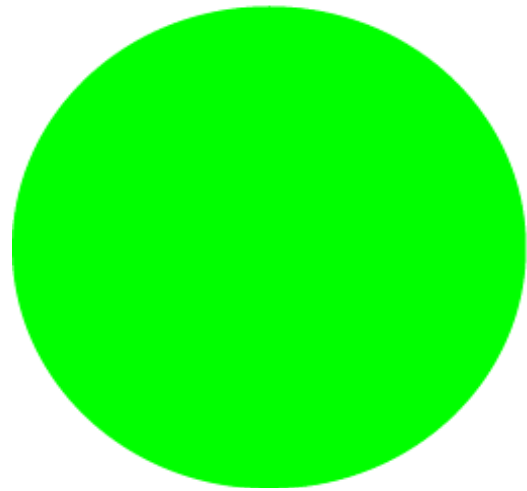
# COLOUR AFTER-EFFECTS

(what precedes the patch)



Colour  
after-effects

+



+

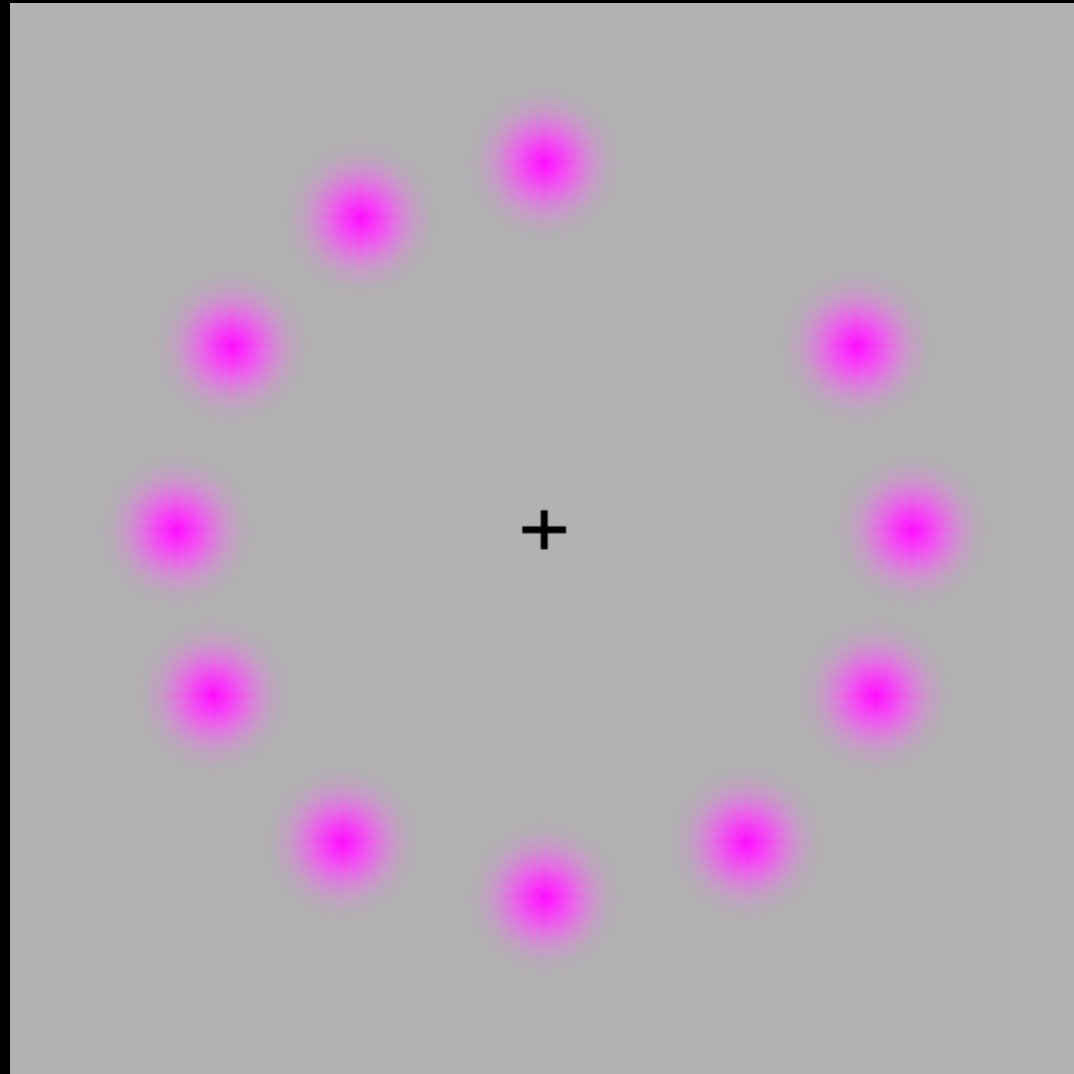




# Lilac chaser or Pac-Man illusion

The “phi”  
phenomenon

The basis of  
cinema!



# Lilac chaser or Pac-Man illusion



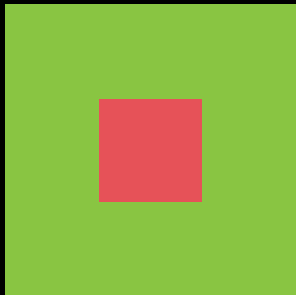
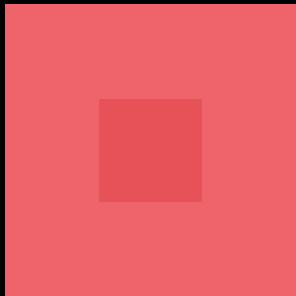
# COLOUR CONTRAST

(what surrounds the patch)

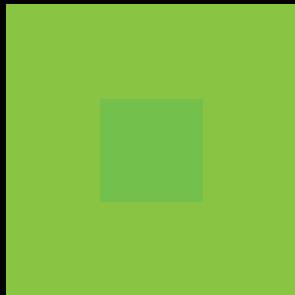
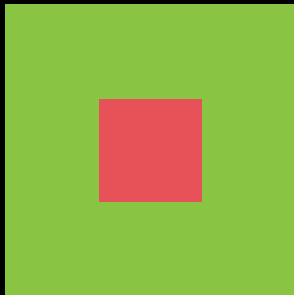
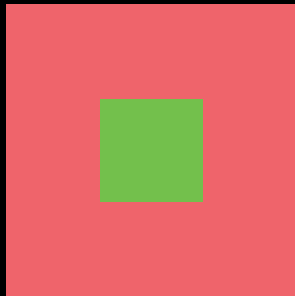
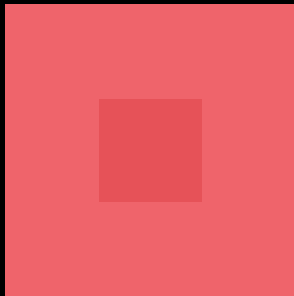
## Color contrast



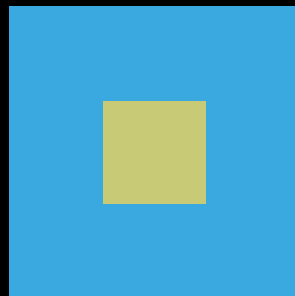
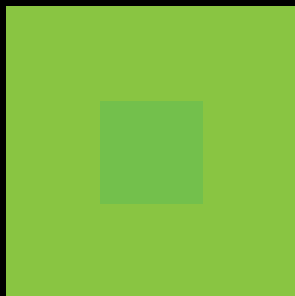
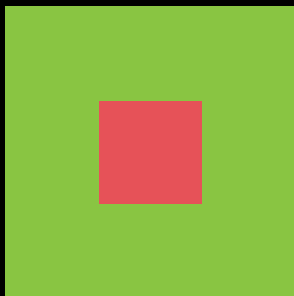
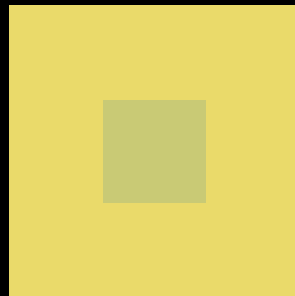
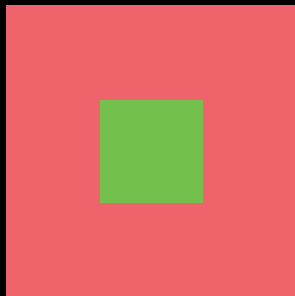
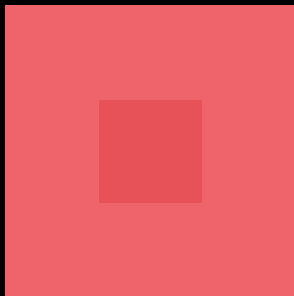
# Color contrast



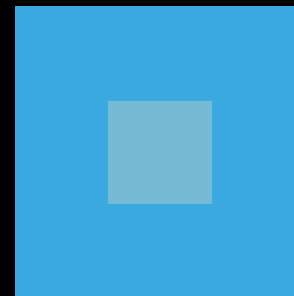
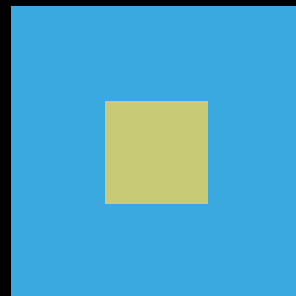
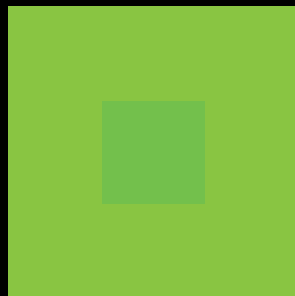
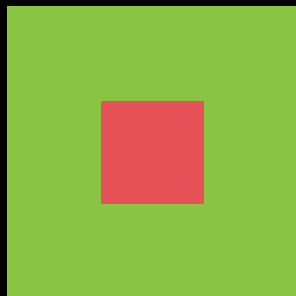
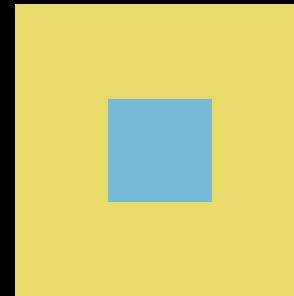
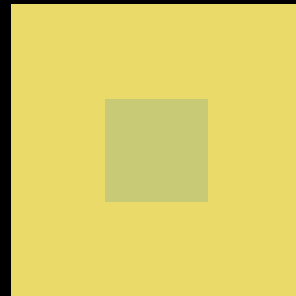
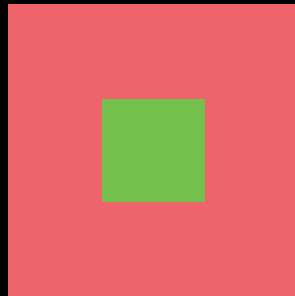
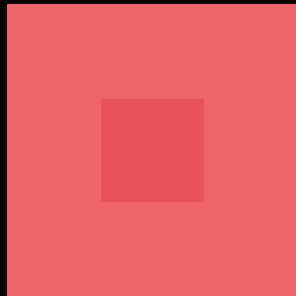
Color contrast



Color contrast



# Color contrast





The Night Cafe in Arles, by *Vincent Van Gogh* Watercolour, 1888.



Claude Monet, The Regatta at Argenteuil, c. 1872  
Musée d'Orsay, Paris

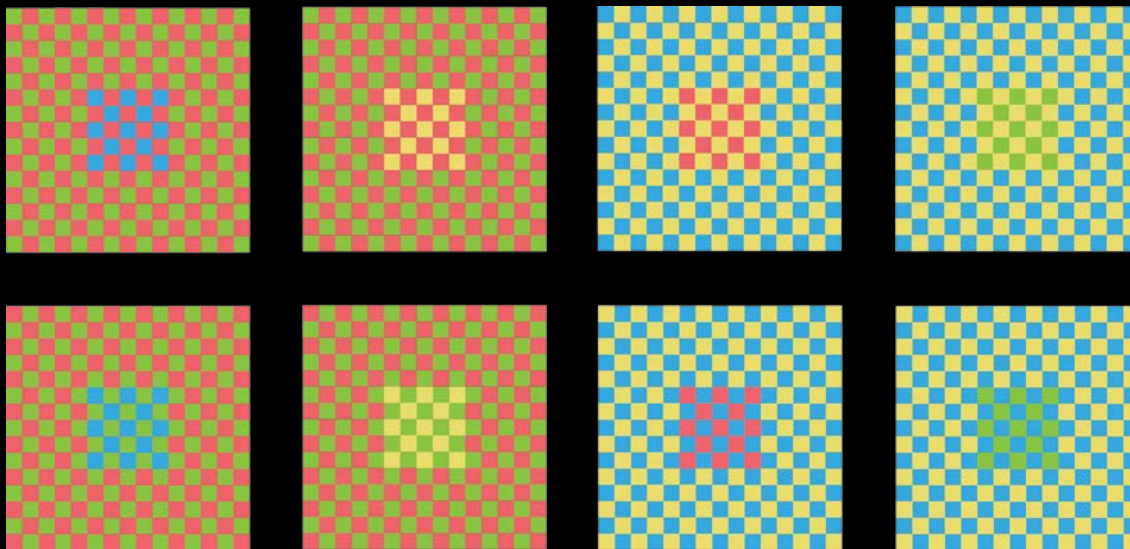


# COLOUR ASSIMILATION

Colour assimilation



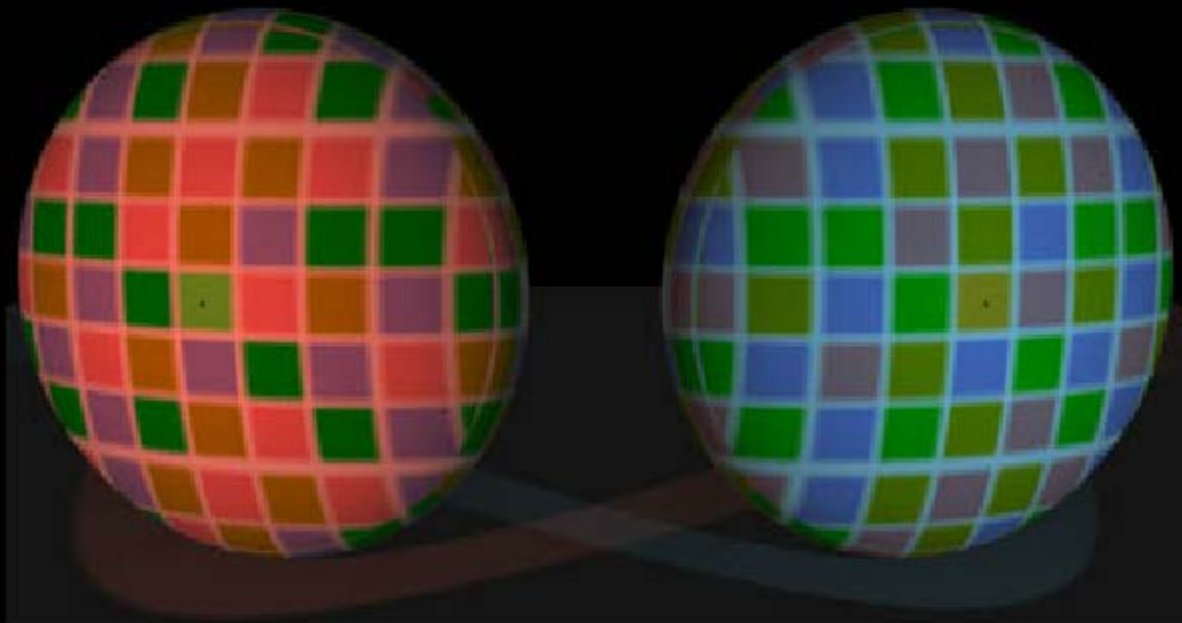
## Colour assimilation



## 6. COLOUR IN THE MIND

# Colour and the illuminant

► Show mask



The dress...

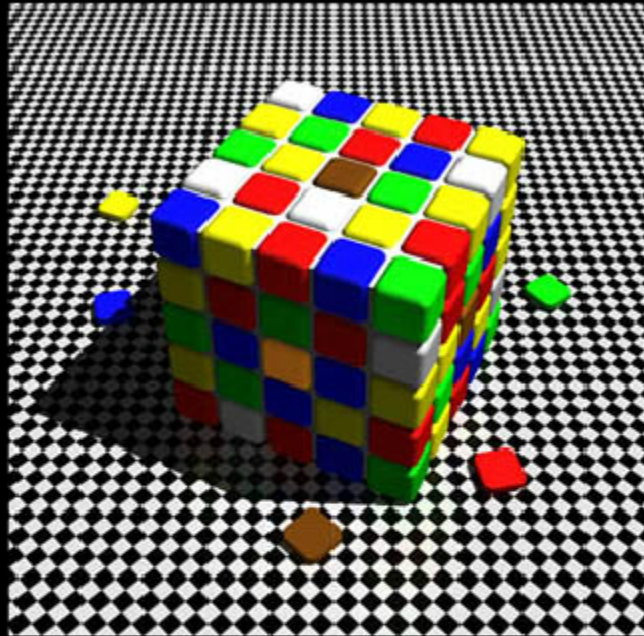


[www.wired.com](http://www.wired.com)



# Colour and brightness

THE EFFECT OF COLOR ON BRIGHTNESS PERCEPTION



The color of the "brown" Chiclet-like square in the middle of the upper face of the cube is identical to the "orange" square in the middle of the shaded face. To prove this, click on the "Play" button (top) to view an

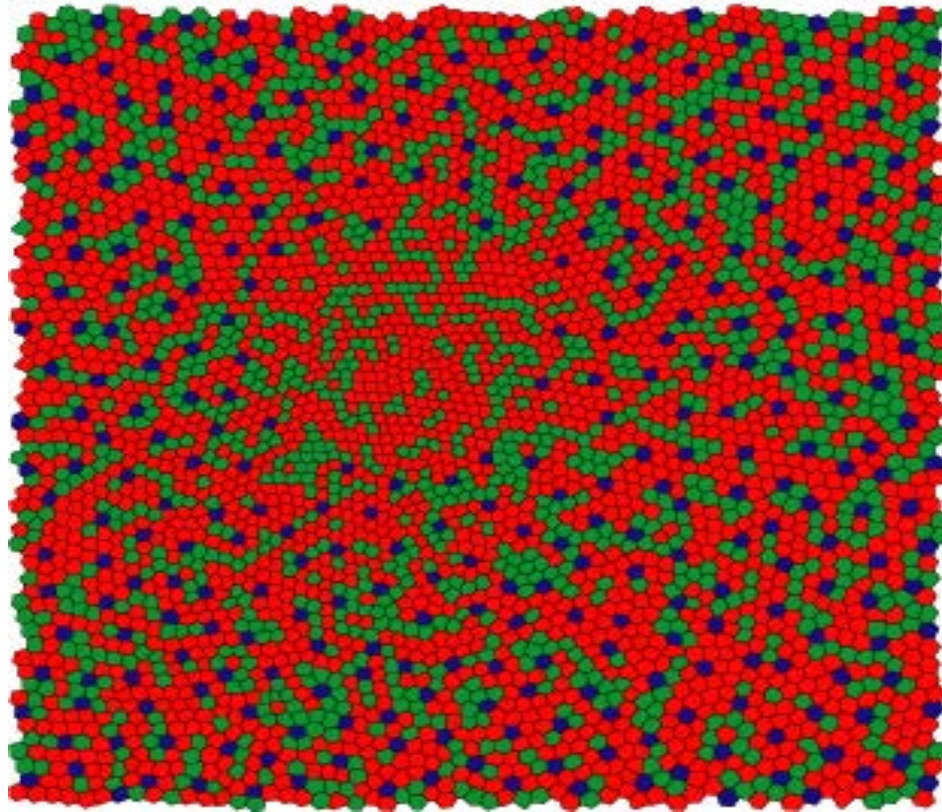


animation in which all but the center two squares are covered by a mask, or click on the "Move mask" button (bottom) to manually position the mask over the center squares.

[From Lotto, R. B. & Purves, D. The Effects of Color on Brightness. *Nature Neuroscience* 2, 1010-1014 (1999)]

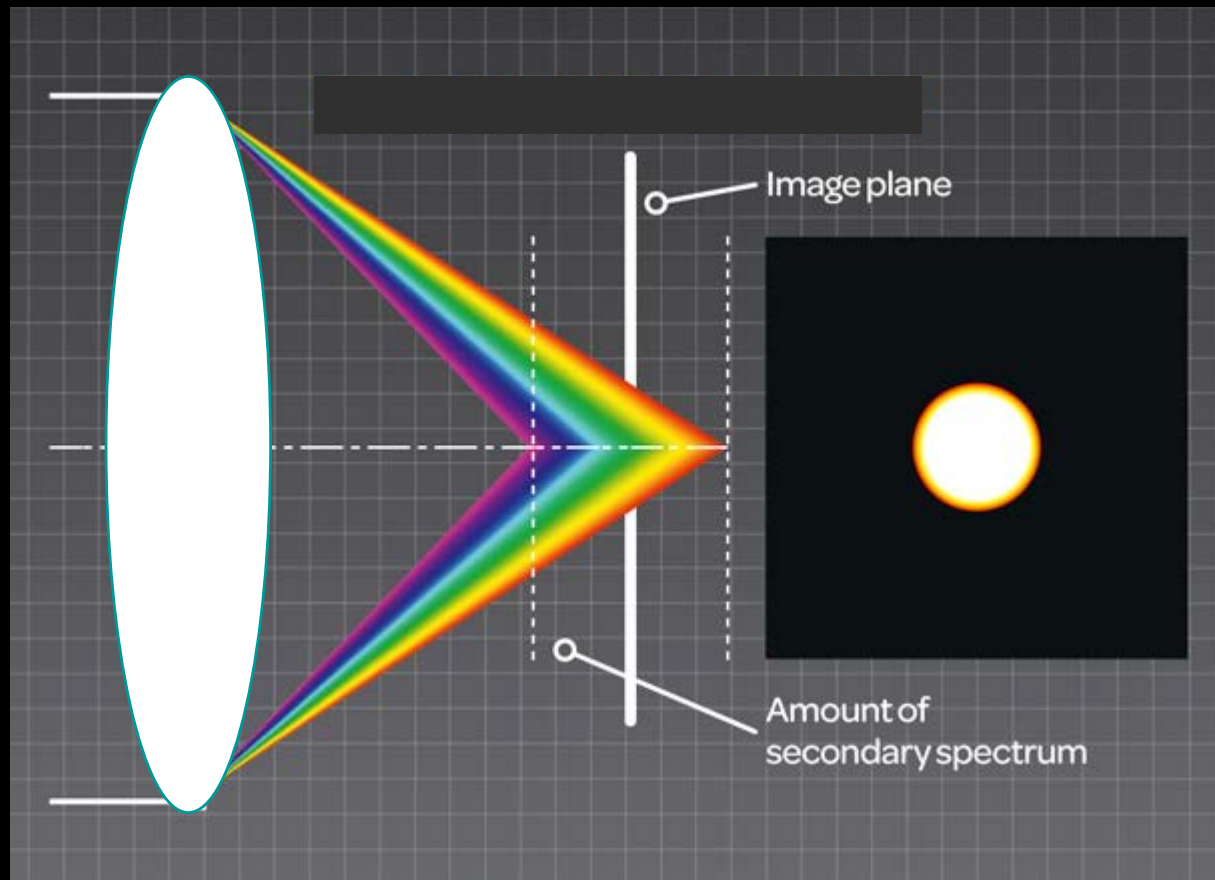


Why are S-cones sparse?



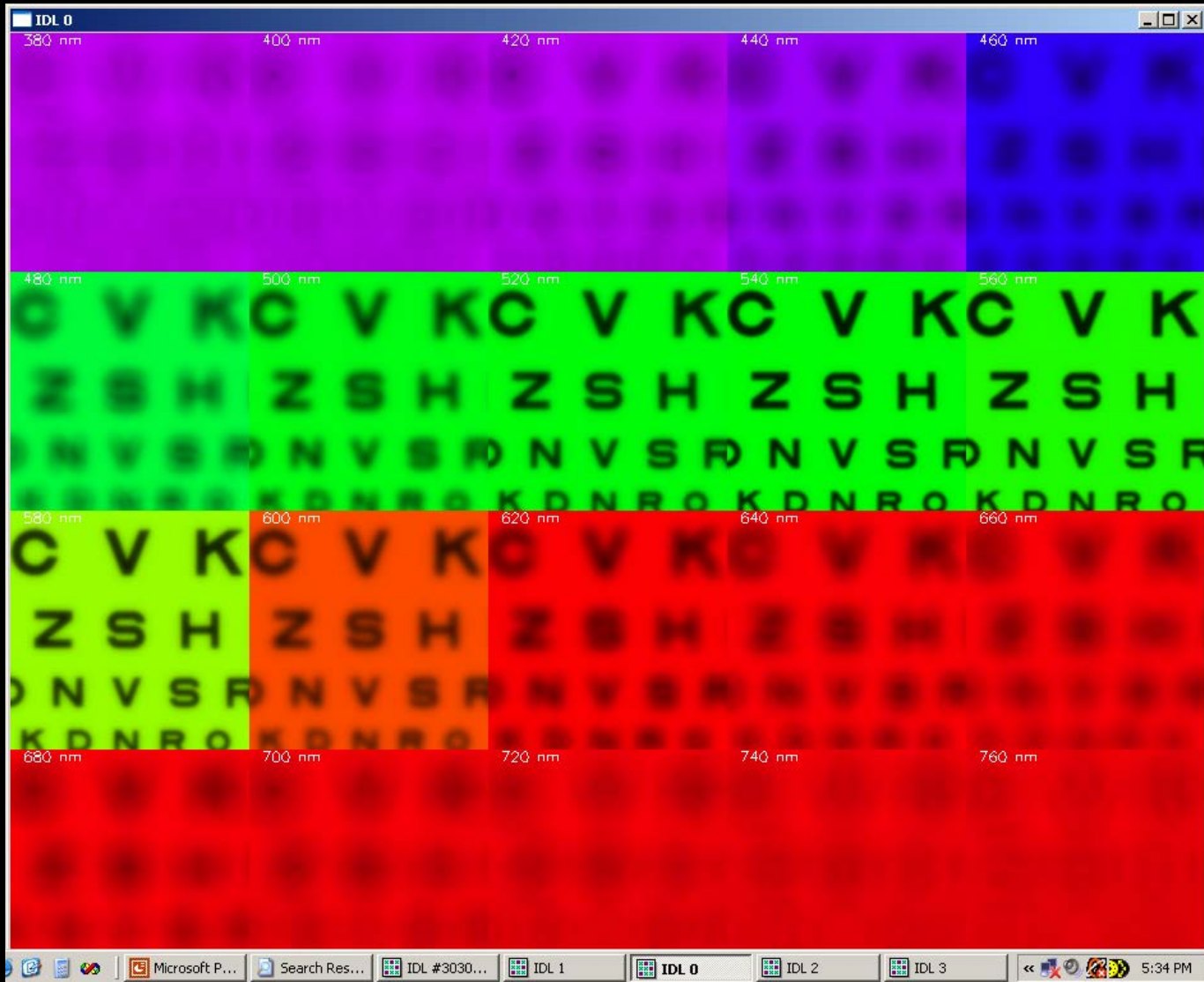


# Chromatic aberration

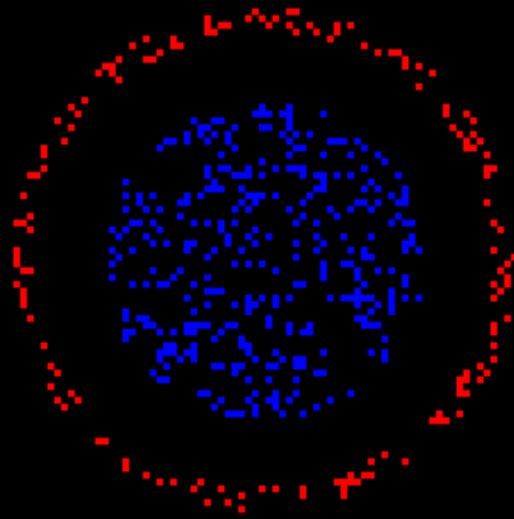


Base picture: Digital camera world

# Effect of chromatic blur on eye chart



# Chromostereopsis



Different colours are perceived  
at different depths...

# CONCLUSIONS

The human visual system works well (mostly, but there are some wonderful visual illusions or mistakes). However, it is far from perfect.

It is an evolutionary compromise, many aspects of which have been preserved since the first eyes evolved.

Many properties of cameras now exceed those of the visual system for which they are generating input!

But not always...

There is a need to understand how the visual system works (or is limited).