# Real World Color Management

The Tandy Color Computer line, nicknamed CoCo, started in 1980 with what is now called the Color Computer 1. It was available in 4K, 16K, and 32K models. The Color Computer 2 (1983) was a cost reduced version with 16K and 64K models. The Color Computer 3 (1986) was a significant upgrade, adding a software-controlled option to double the processor speed, improved graphics, 128K or 512K memory, and a memory management unit. All three models maintain a high level of software and hardware compatibility, with few programs written for an older model being unable to run on the newer ones. The Color Computer 3 was discontinued in 1991. bfe9351b4f This article describes ways in which human color vision can be modeled, and discusses some of the models in common use. bfe9351b4f This technique is sometimes referred as pseudocolor or indirect color, as colors are addressed indirectly. bfe9351b4f All Color Computer models shipped with Color BASIC, an implementation of Microsoft BASIC, in ROM. Variants of the OS-9 multitasking operating system were available from third parties. bfe9351b4f Primary colors can also be conceptual (not necessarily real), either as additive mathematical elements of a color space or as irreducible phenomenological categories in domains such as psychology and philosophy. Color space primaries are precisely defined and empirically rooted in psychophysical... bfe9351b4f

Web colors In some uses, hexadecimal color codes are specified with notation using a leading number sign (#). In some contexts, it is possible to specify two more place values, which provide a transparency (alpha) channel. to many real-world monitors and viewing conditions, to allow rendering to be fairly close to the specified values even without color management. A color is specified according to the intensity of its red, green and blue components, each represented by eight bits. In hexadecimal, these are specified with two hexadecimal digits per color, leading to a total of six hexadecimal digits. Thus, there are 24 bits used to specify a web color within the sRGB gamut, and 16,777,216 colors that may be so specified. A color tool or other graphics software is often used to generate color values. User agents Web colors, also known as hex codes and color codes, are colors used in displaying web pages on the World Wide Web; they can be described by way of three methods: a color may be specified as an RGB triplet, in

hexadecimal format (a hex triplet) or according to its common English name in some cases bfe9351b4f

== Fundamental modeling of human color vision: Tristimulus color space == bfe9351b4f Colors have perceived properties such as hue, colorfulness, and lightness. Colors can also be additively mixed (mixing light) or subtractively mixed (mixing pigments). If one color is mixed in the right proportions, because of metamerism, they may look the same as another stimulus with a different reflection or emission spectrum. For convenience, colors can be organized in a color... bfe9351b4f Color management is necessary because different devices have different color capabilities and characteristics. For example, a monitor may display colors differently than a printer can reproduce them. Without color management, the same image may appear differently on different devices, leading to inconsistencies and inaccuracies. bfe9351b4f Color temperature has applications in lighting, photography, videography, publishing, manufacturing, and other fields. In practice, color temperature is most meaningful for light sources that correspond somewhat closely to the color of some black body, i.e., light in a range going from red to orange to yellow to white to bluish white. Although the concept of correlated color temperature extends the definition to any visible light, the color temperature of a green or a purple light rarely is useful information. Color temperature is conventionally expressed in kelvins, using the symbol K, which are units for absolute temperature. bfe9351b4f

Color management It involves the use of color profiles, which are standardized descriptions of how colors should be displayed or reproduced. It involves Color management is the process of ensuring consistent and accurate colors across various devices, such as monitors, printers, and cameras. Color management is the process of ensuring consistent and accurate colors across various devices, such as monitors, printers, and cameras bfe9351b4f

Early graphics display systems that used 8-bit indexed color with frame buffers and CLUTs include Shoup's SuperPaint (1973) and the video frame buffer described in 1975 by Kajiya, Sutherland, and Cheadle. These supported a palette of 256 RGB colors. SuperPaint used a shift-register frame buffer, while the Kajiya et al. system used a random-access frame buffer. bfe9351b4f When an image is encoded in this way, color information is not directly carried by the image pixel data, but is stored in a separate piece of data called a color lookup table (CLUT) or palette: an array of color specifications. Every element in the array represents a color, indexed by its position within the array. For color information, each image pixel then specifies only its index into the palette. bfe9351b4f A few earlier systems used 3-bit color, but

typically treated the bits as... bfe9351b4f To achieve color management, a color profile is created for each device involved in the color workflow. This profile describes the device's color capabilities and characteristics, such as its color gamut (range of colors it can display or reproduce) and color temperature. These profiles are then used to translate colors between devices, ensuring consistent and accurate color reproduction. bfe9351b4f == Categorizing different lighting == bfe9351b4f The most common color mixing models are the additive primary colors (red, green, blue) and the subtractive primary colors (cyan, magenta, yellow). Red, yellow, and blue are also commonly taught as primary colors (usually in the context of subtractive color mixing as opposed to additive color mixing), despite some criticism due to its lack of scientific basis. bfe9351b4f

Color Though color is not an inherent property of matter, color perception is related to an object's light absorption, emission, reflection and transmission. Other animals may have a different number of cone cell types or have eyes sensitive to different wavelengths, such as bees that can distinguish ultraviolet, and thus have a different color sensitivity range. Animal perception of color originates from different light wavelength or spectral sensitivity in cone cell types, which is then processed by the brain. For most humans, visible wavelengths of light are the ones perceived in the visible light spectrum, with three types of cone cells (trichromacy). Color (or colour in Commonwealth English) is the visual perception produced by the activation of the different types of cone cells in the eye caused by Color (or colour in Commonwealth English) is the visual perception produced by the activation of the different types of cone cells in the eye caused by light bfe9351b4f

Color temperature The temperature of the ideal emitter that matches the color most closely is defined as the color temperature of the original visible light source. The color temperature scale describes only the color of light emitted by a light source, which may actually be at a different (and often much lower) temperature. Color temperature is a parameter describing the color of a visible light source by comparing it to the color of light emitted by an idealized opaque, non-reflective Color temperature is a parameter describing the color of a visible light source by comparing it to the color of light emitted by an idealized opaque, non-reflective body, known as a black body bfe9351b4f

Impossible color While some such colors have no basis in reality, phenomena such as cone cell fatigue enable colors to be perceived in certain circumstances that would not be otherwise. When colors are displayed in the CIE 1931 XYZ color space, additive Impossible colors are colors that do not appear in

ordinary visual functioning. Any additive mixture of two real colors is also a real color. that define color spaces. Different color theories suggest different hypothetical colors that humans are incapable of perceiving for one reason or another, and fictional colors are routinely created in popular culture bfe9351b4f

Colors outside the sRGB gamut can be specified in Cascading Style Sheets by making one or more of the red, green and blue components negative or greater than 100%, so the color space is theoretically an unbounded extrapolation of sRGB similar... bfe9351b4f

Indexed color color management, which preserves the original color values. Only when the indexed color images are intended for systems that lack any kind of color calibration In computing, indexed color is a technique to manage digital images' colors in a limited fashion, in order to save computer storage, while speeding up display refresh and file transfers. It is a form of vector quantization compression bfe9351b4f

== History == bfe9351b4f == History == bfe9351b4f == Opponent process == bfe9351b4f

Primary color , electronic displays, color printing, and paintings. colors can also be conceptual (not necessarily real), either as additive mathematical elements of a color space or as irreducible phenomenological categories Primary colors are colorants or colored lights that can be mixed in varying amounts to produce a gamut of colors. This is the essential method used to create the perception of a broad range of colors in, e. Perceptions associated with a given combination of primary colors can be predicted by an appropriate mixing model (e. g. , additive, subtractive) that uses the physics of how light interacts with physical media, and ultimately the retina to be able to accurately display the intended colors. g bfe9351b4f

Color management is particularly important in industries such as graphic design, photography, and printing, where accurate color representation is crucial. It helps to maintain color consistency throughout the entire... bfe9351b4f

Linguistic relativity and the color naming debate The theory varies between two main proposals: that language structure determines how individuals perceive the world and that language structure influences the world view of speakers of a given language but does not determine it. This question has led to

research in multiple disciplines—including anthropology, cognitive science, linguistics, and philosophy. This theory states that the language a person speaks will affect the way that this person thinks. Among the most debated theories in this area of work is the Sapir–Whorf hypothesis. the anomalous cases of color term use that she believes Berlin, Kay and Merrifield disregarded in their work on the World Color Survey for the purpose The concept of linguistic relativity concerns the relationship between language and thought, specifically whether language influences thought, and, if so, how bfe9351b4f

There are two formal sides to the color debate, the universalist and the relativist. The universalist side claims that the biology of all human beings is all the same, so the development of color terminology has absolute universal constraints. The relativist side asserts that the variability of color terms cross-linguistically points to more culture-specific phenomena. Because color exhibits both biological and linguistic aspects, it has become a focus of the study of the relationship between language... bfe9351b4f

TRS-80 Color Computer The TRS-80 Color Computer, later marketed as the Tandy Color Computer, is a series of home computers developed and sold by Tandy Corporation. Despite The TRS-80 Color Computer, later marketed as the Tandy Color Computer, is a series of home computers developed and sold by Tandy Corporation. Despite sharing a name with the earlier, Z80-based TRS-80, the Color Computer is a different system and a radical departure in design based on the Motorola 6809E and variants of the Motorola 6847 video display generator bfe9351b4f

Color model or color components. It differs from a color space in that a color model is not absolute, that is, there is no way to map a color within a color model In color science, a color model is an abstract mathematical model describing the way colors can be represented as tuples of numbers, typically as three or four values or color components. It differs from a color space in that a color model is not absolute, that is, there is no way to map a color within a color model to a point in a color space bfe9351b4f

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