

09/11/19

Light and Color



"Empire of Light", Magritte

Computational Photography

Derek Hoiem, University of Illinois

Announcements

- Project 1 due Tues (9/17), 11:59pm
 - Don't use built-in code for pyramids, contrast equalization etc.; ask if not sure
- Team project proposal is due Sept 20, see compass for details

Light and Color



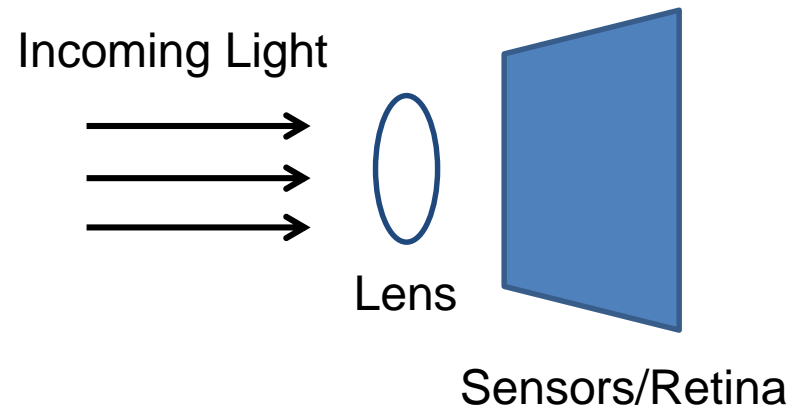
"Empire of Light", Magritte

Computational Photography

Derek Hoiem, University of Illinois

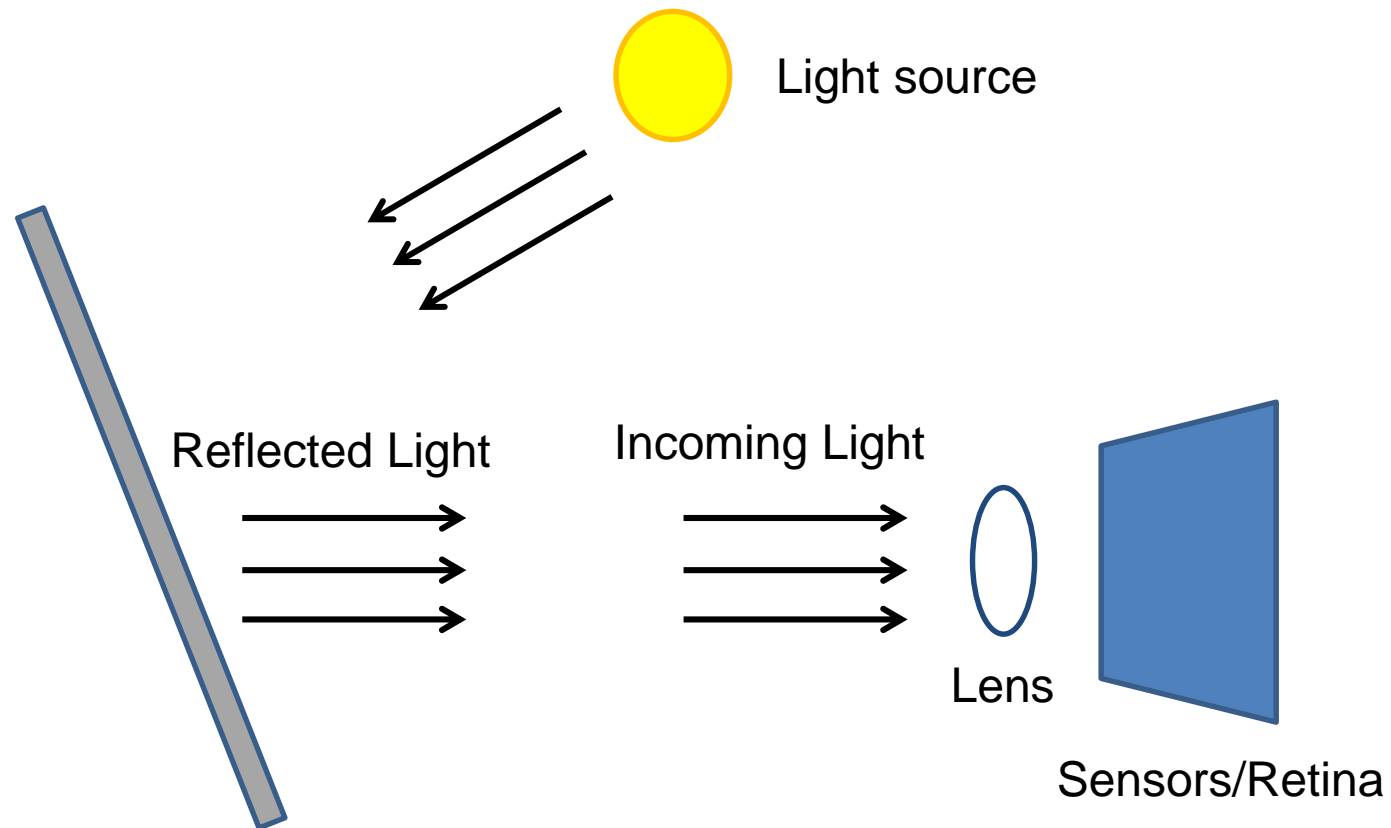
Today's class

- How is incoming light measured by the eye or camera?



Today's class

- How is incoming light measured by the eye or camera?
- How is light reflected from a surface?



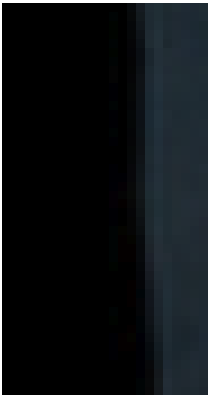
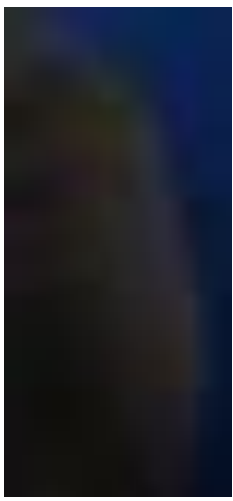
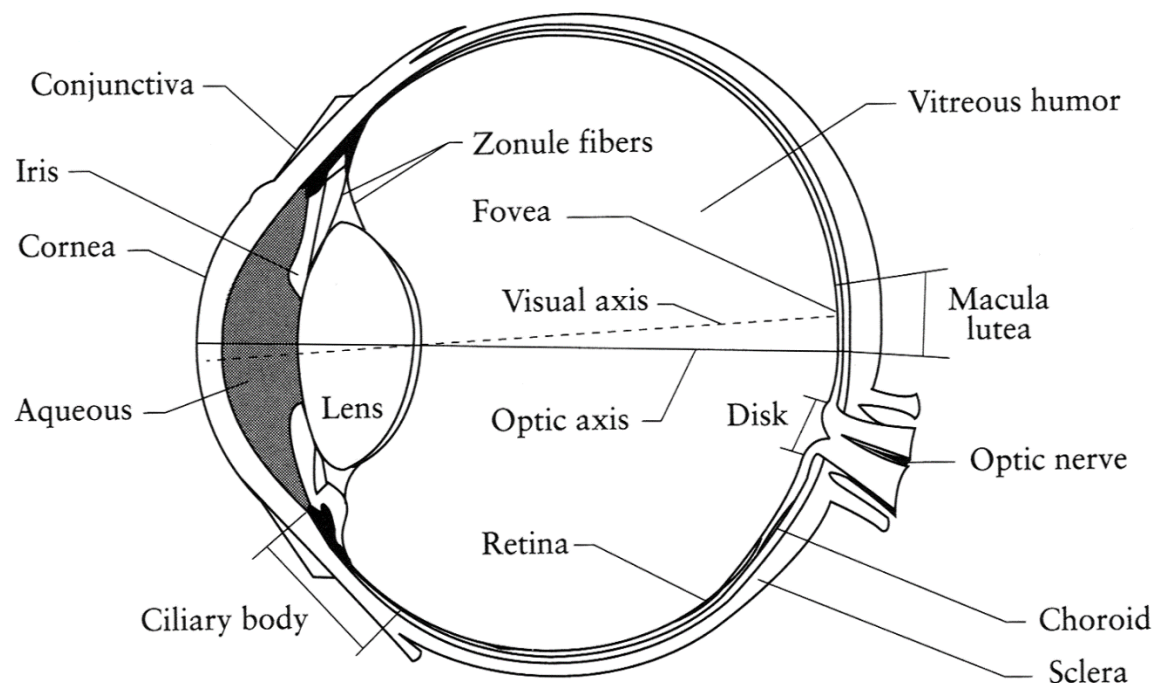


Photo by nickwheeleroz, Flickr

Slide: Forsyth

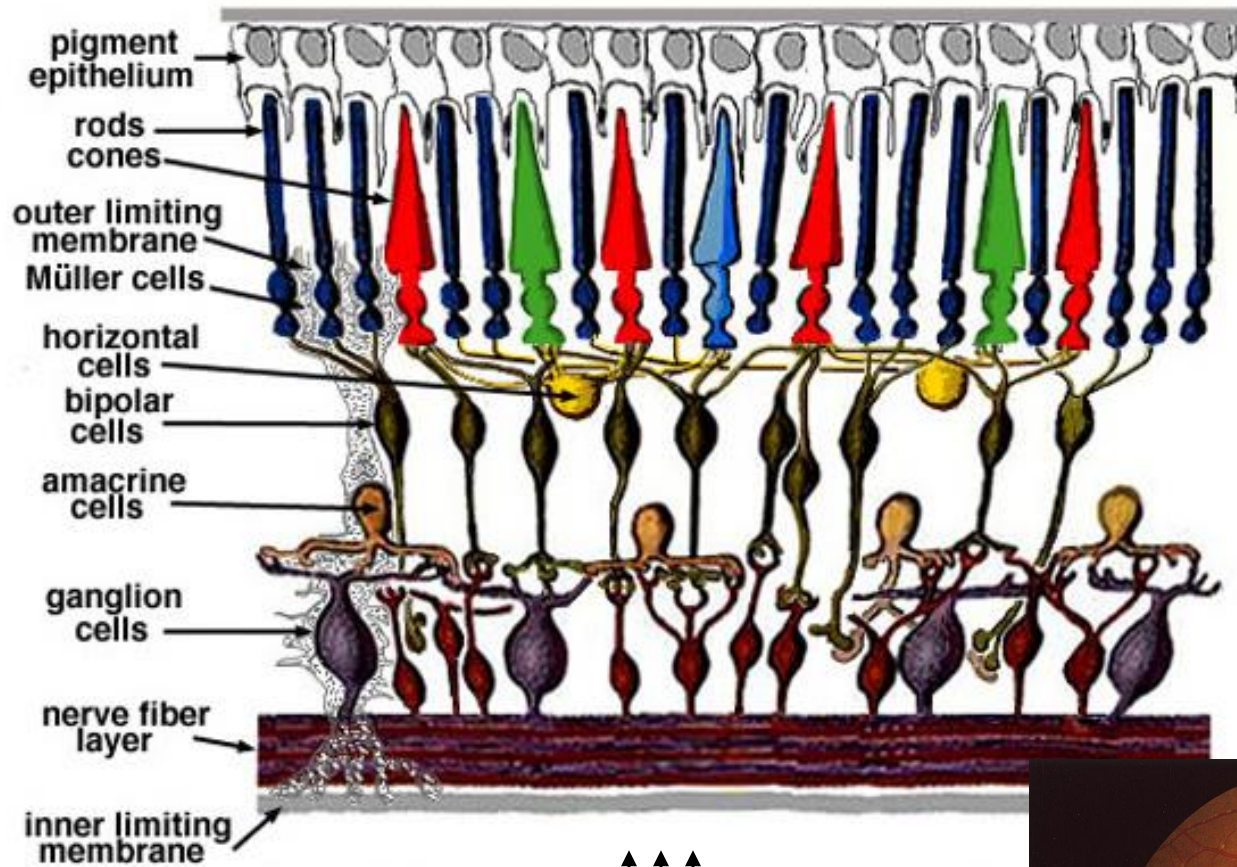
The Eye



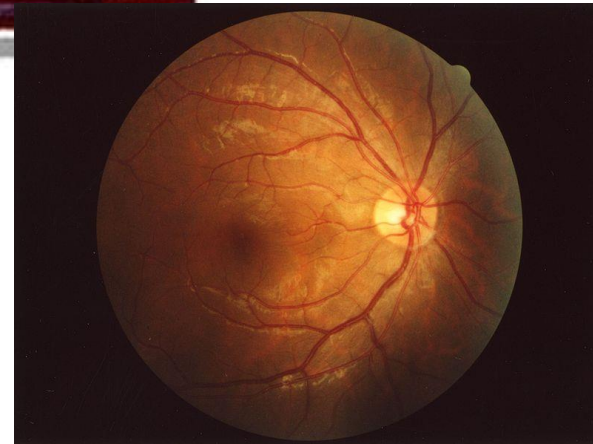
The human eye is a camera!

- **Iris** - colored annulus with radial muscles
- **Pupil** - the hole (aperture) whose size is controlled by the iris
- What's the "film"?
 - photoreceptor cells (rods and cones) in the **retina**

Retina up-close



Light



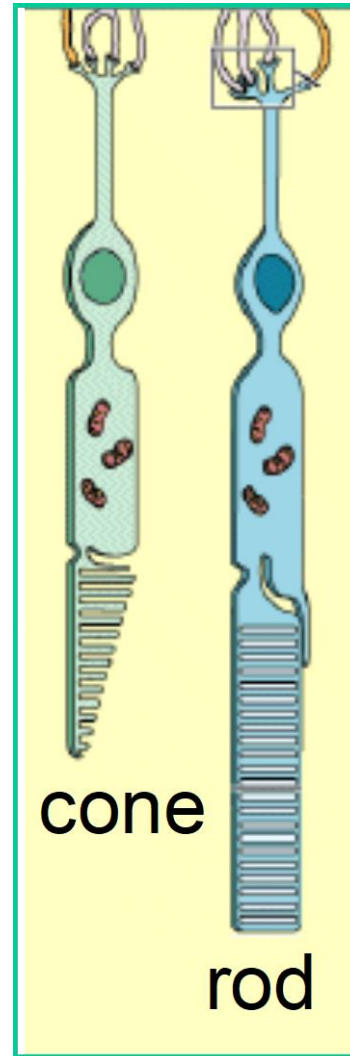
Two types of light-sensitive receptors

Cones

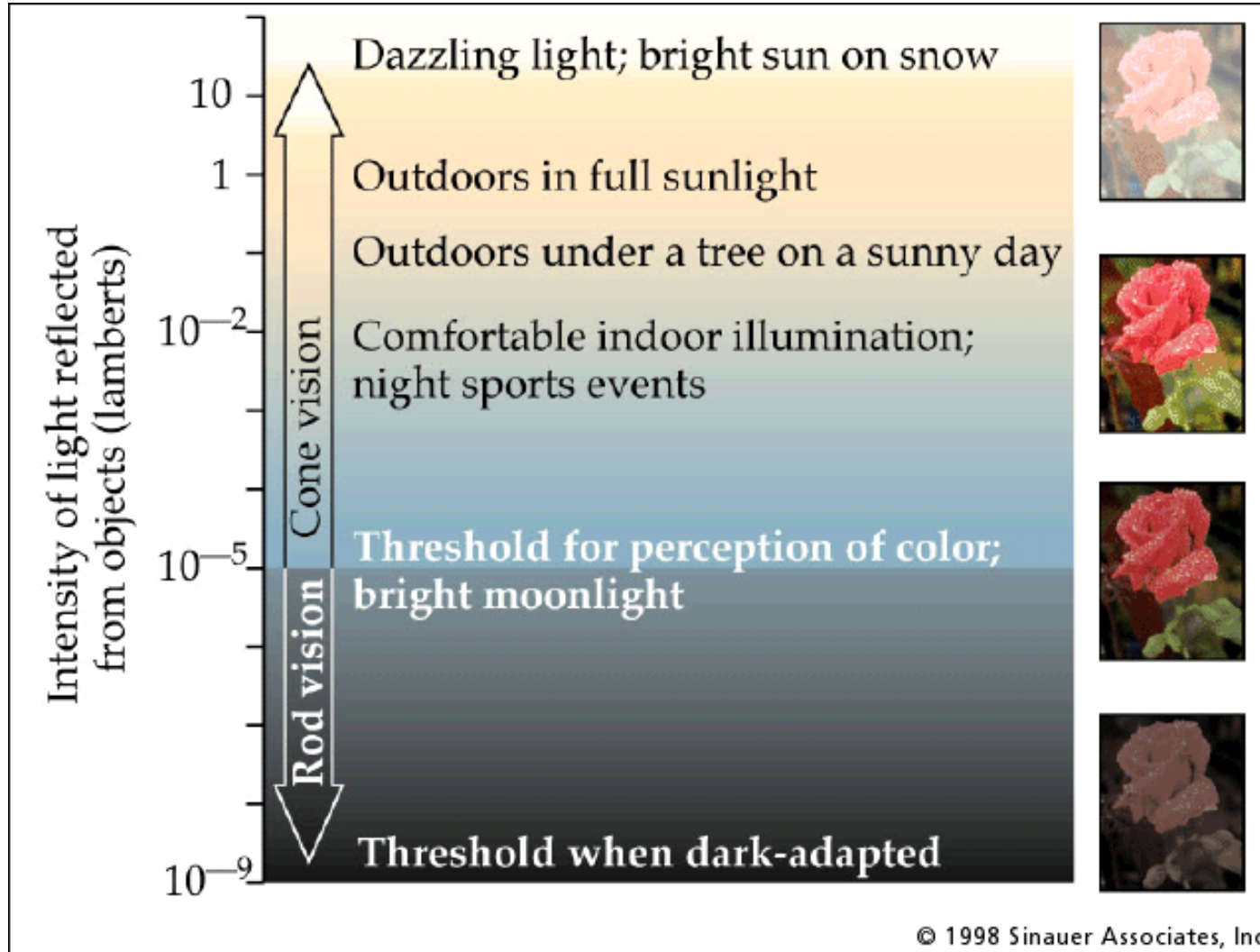
cone-shaped
less sensitive
operate in high light
color vision

Rods

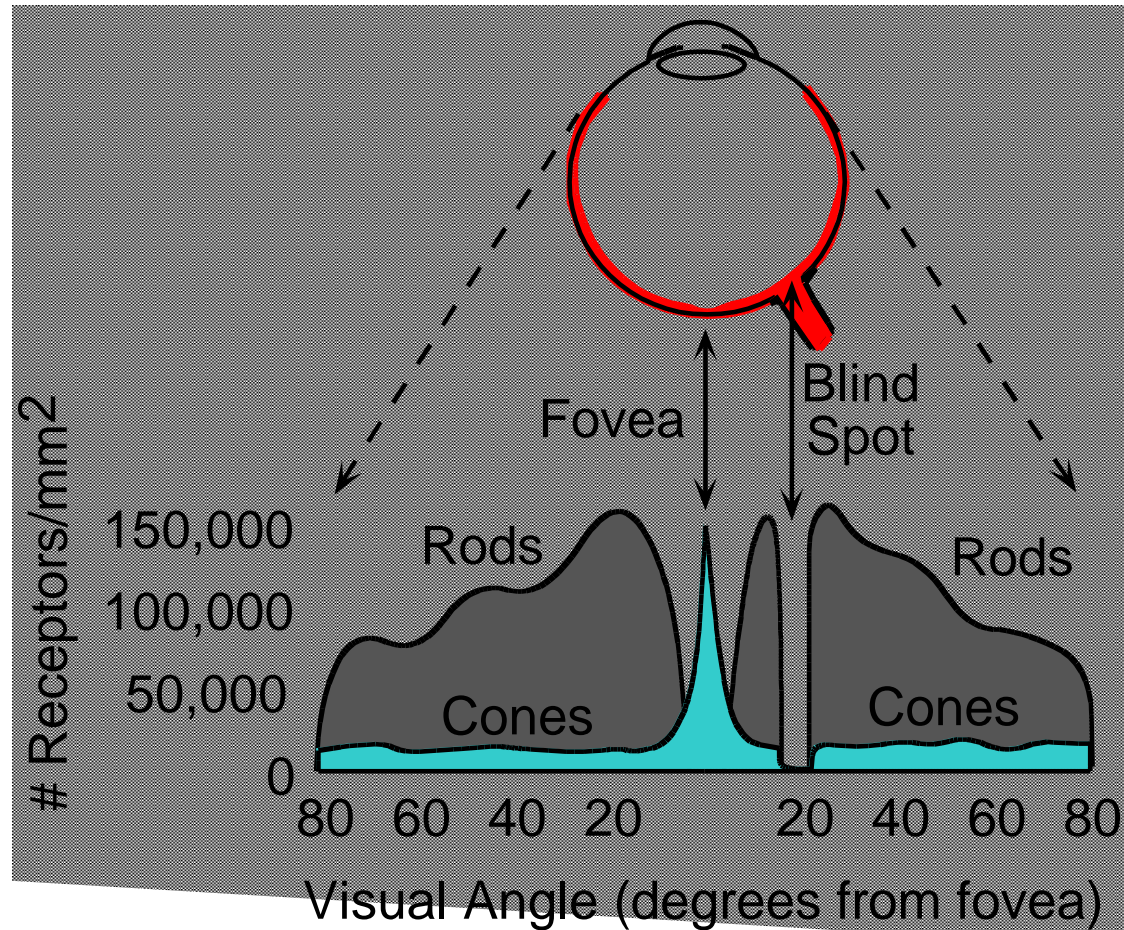
rod-shaped
highly sensitive
operate at night
gray-scale vision
slower to respond



Rod / Cone sensitivity

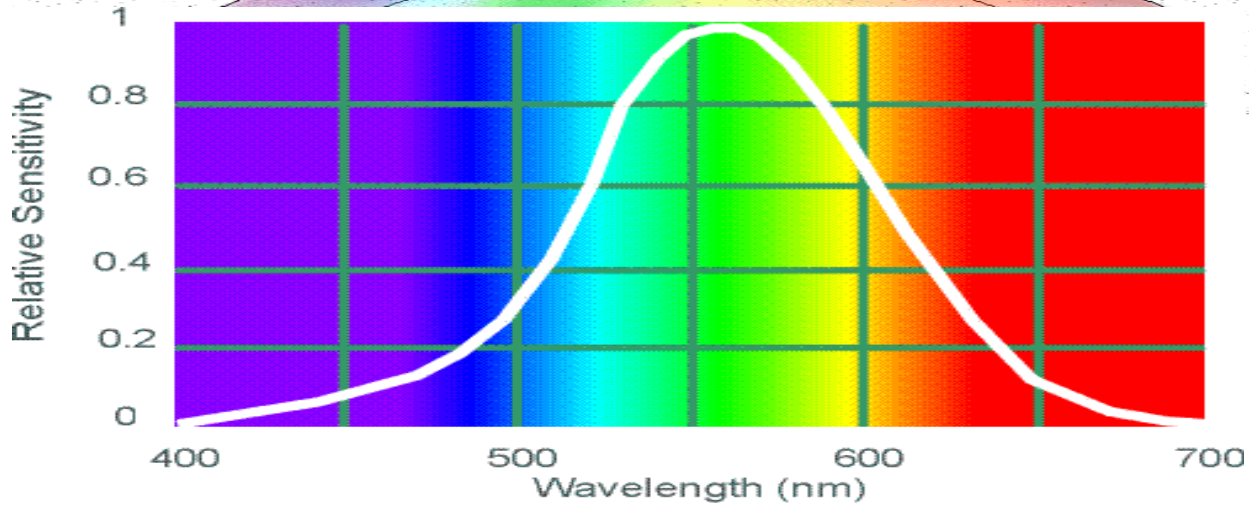
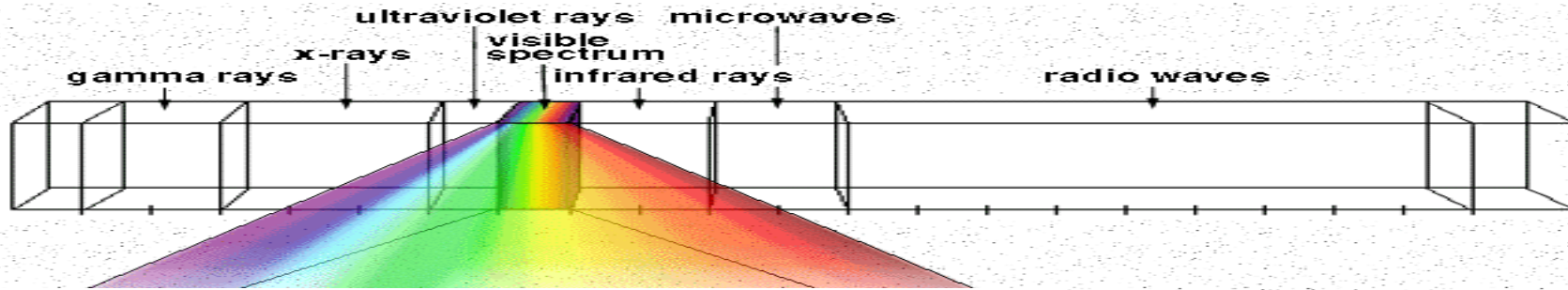


Distribution of Rods and Cones



Night Sky: why are there more stars off-center?

Electromagnetic Spectrum



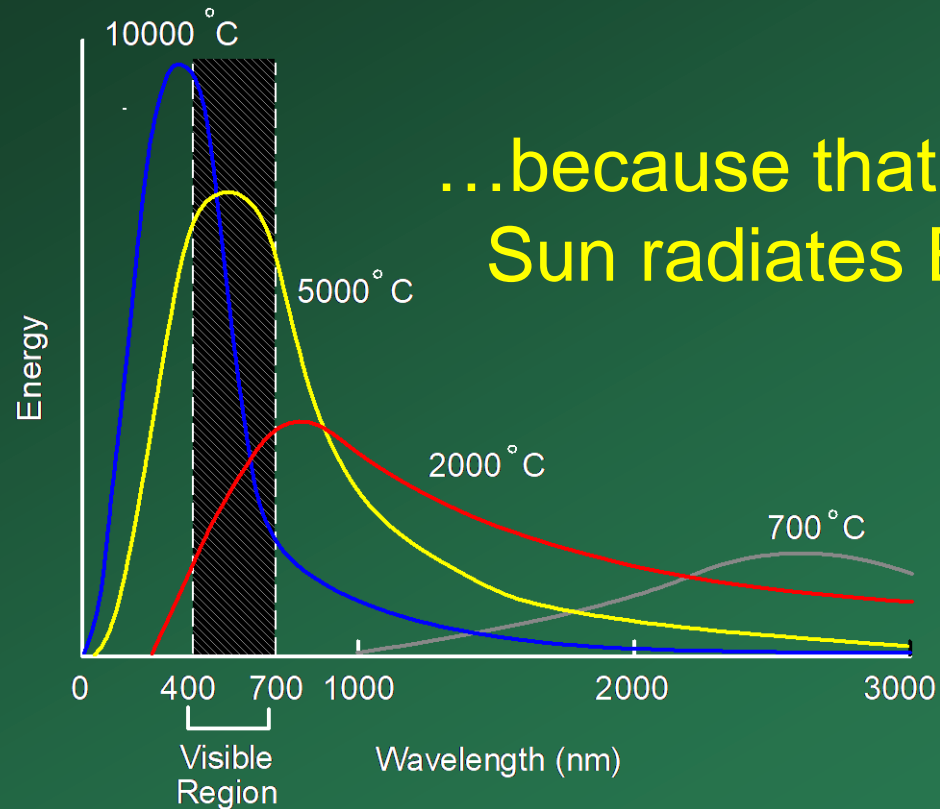
Human Luminance Sensitivity Function

<http://www.yorku.ca/eye/photopik.htm>

Slide Credit: Efros

Visible Light

Why do we see light of these wavelengths?



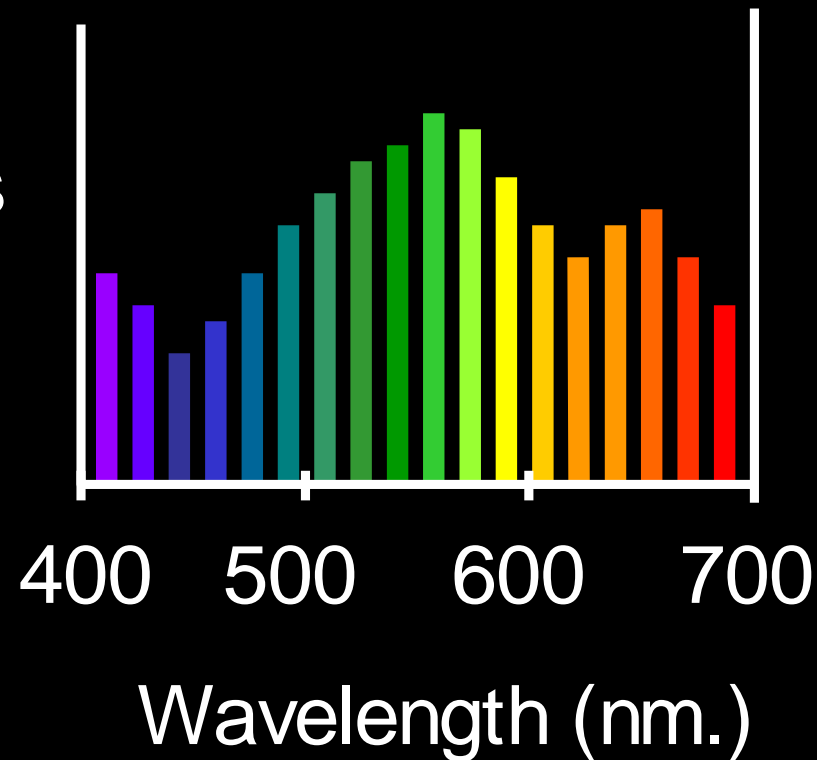
...because that's where the Sun radiates EM energy

© Stephen E. Palmer, 2002

The Physics of Light

Any patch of light can be completely described physically by its spectrum: the number of photons (per time unit) at each wavelength 400 - 700 nm.

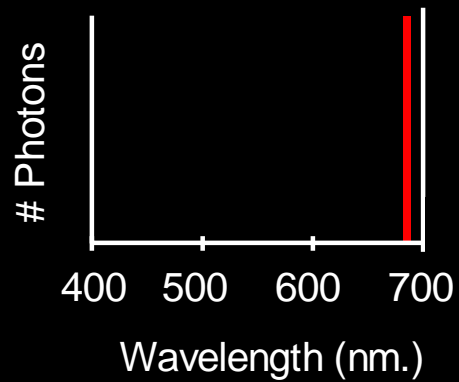
Photons
(per ms.)



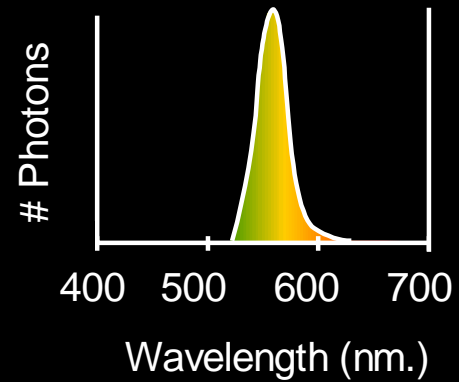
The Physics of Light

Some examples of the spectra of light sources

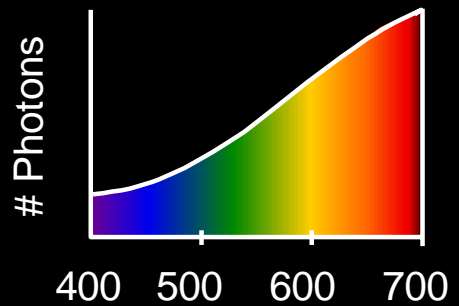
A. Ruby Laser



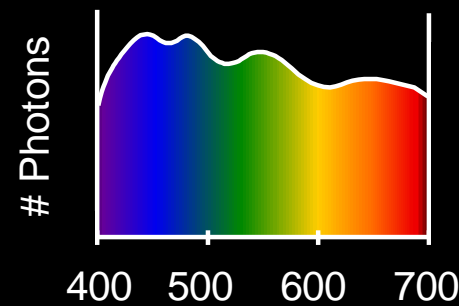
B. Gallium Phosphide Crystal



C. Tungsten Lightbulb



D. Normal Daylight

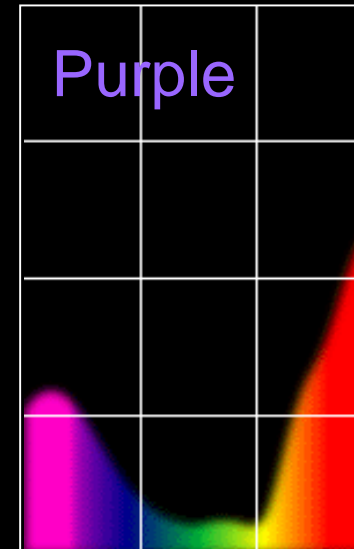
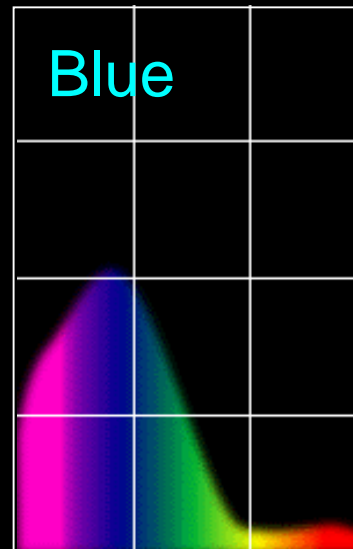
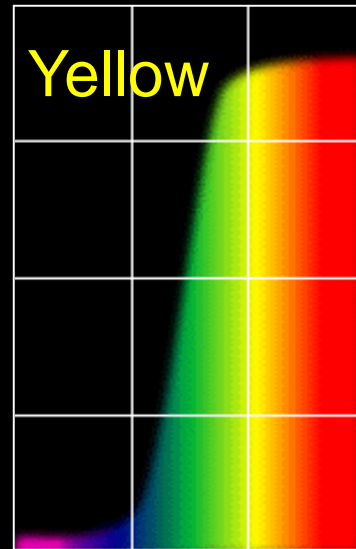
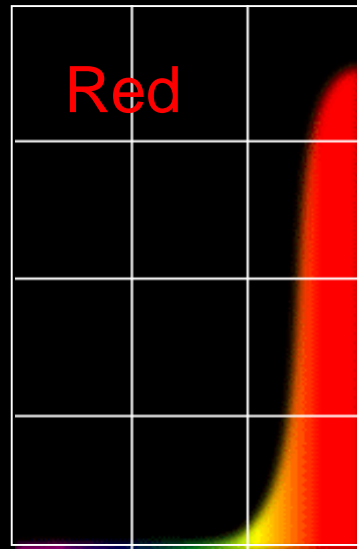


The Physics of Light

Some examples of the reflectance spectra of surfaces

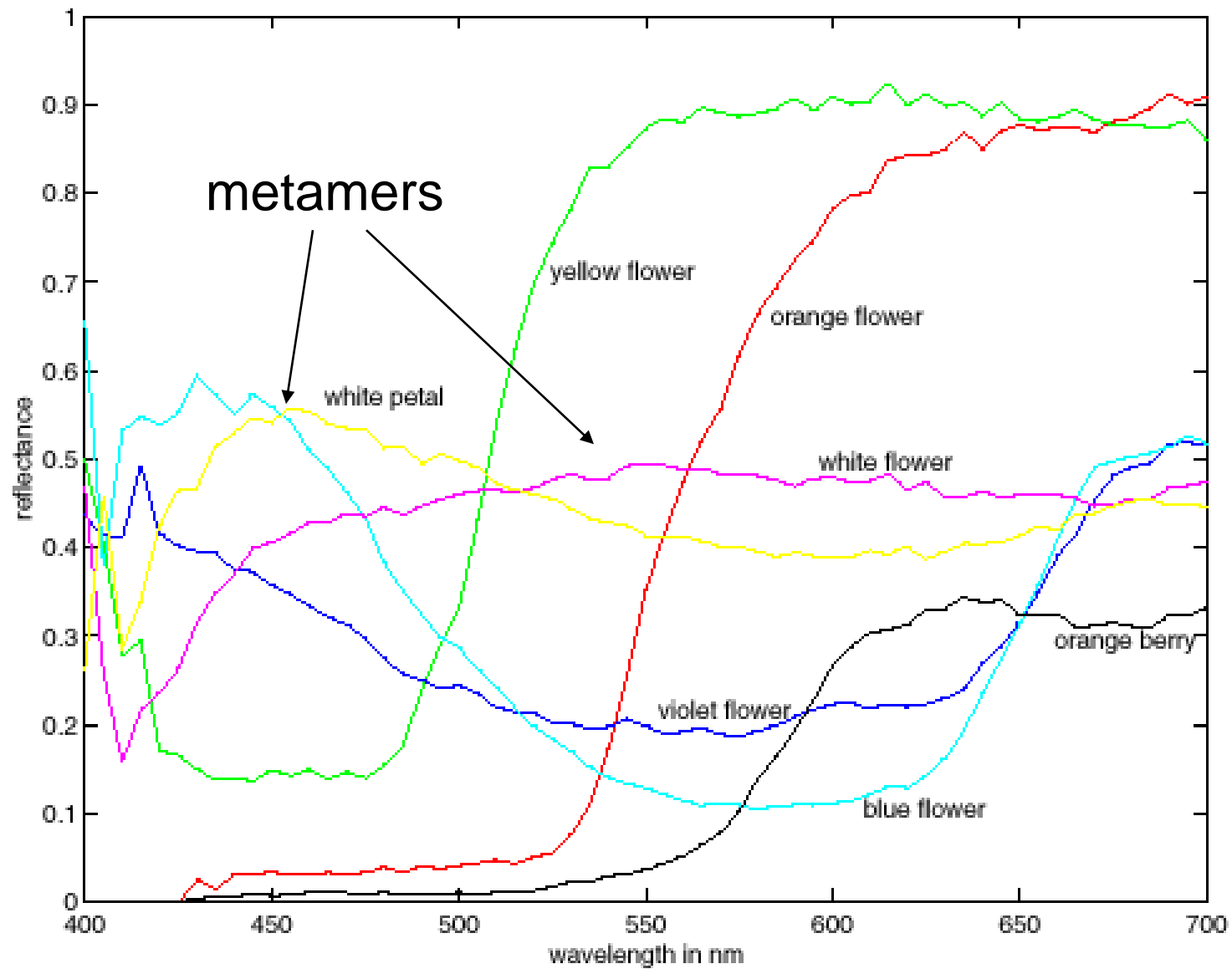


% Photons Reflected



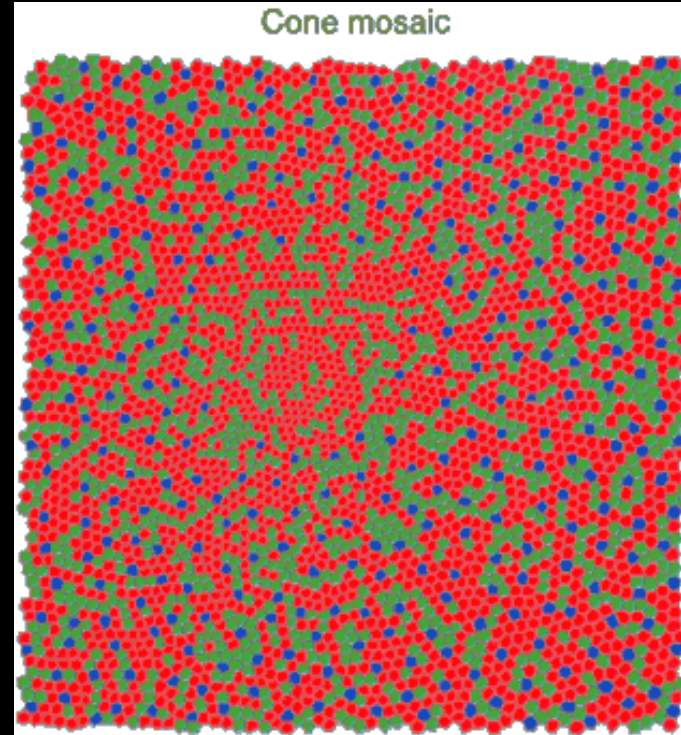
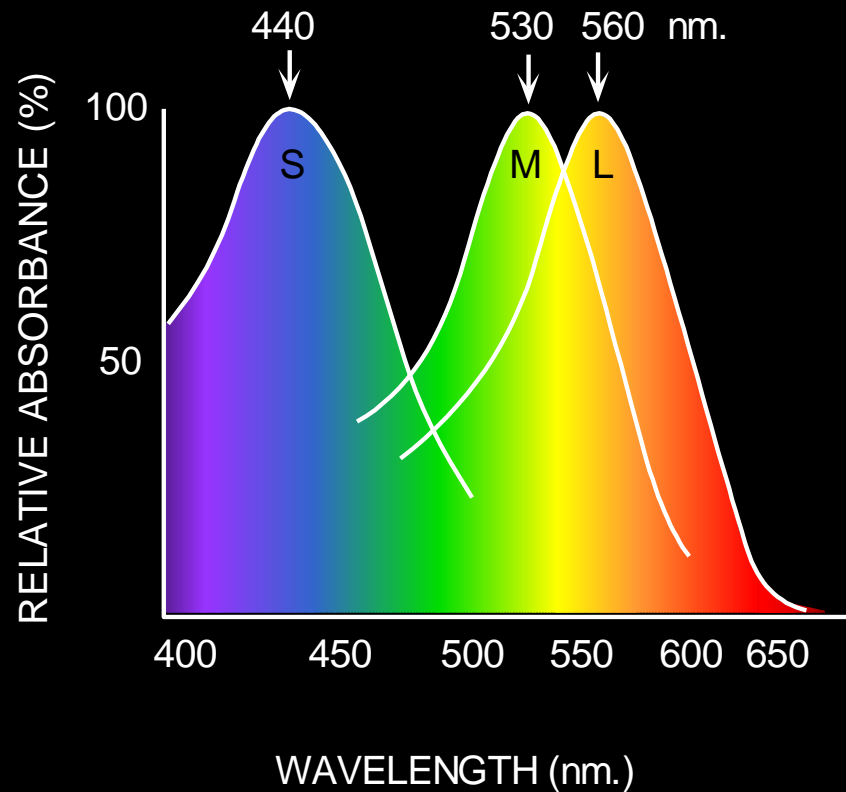
Wavelength (nm)

More Spectra



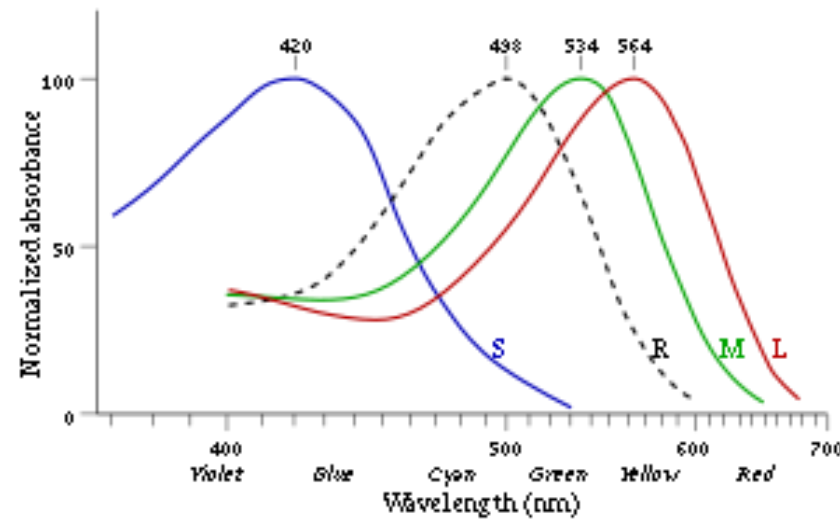
Physiology of Color Vision

Three kinds of cones:



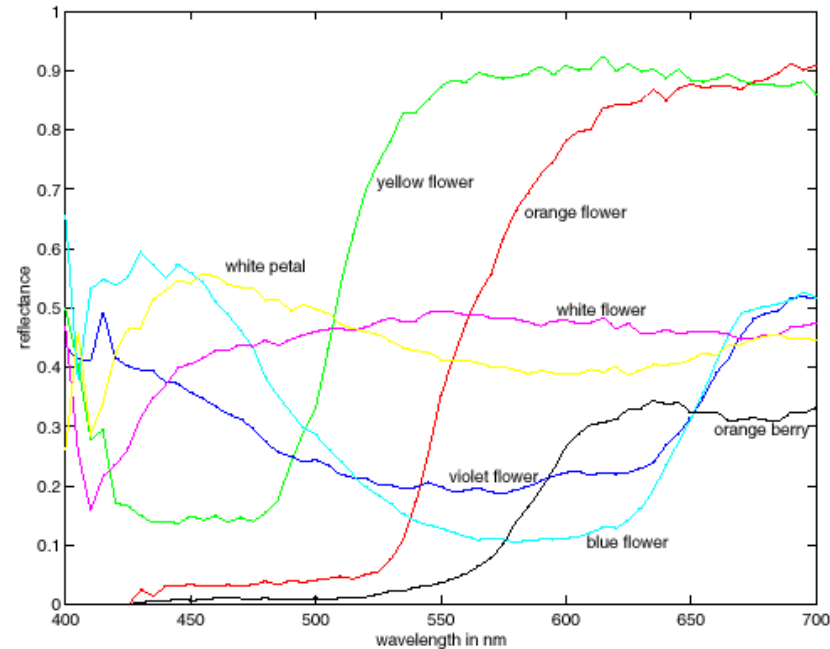
- Why are M and L cones so close?
- Why are there 3?

3 is better than 2...



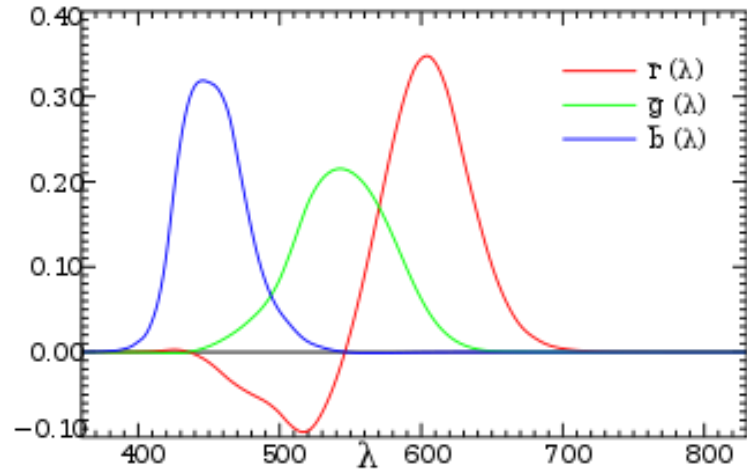
- “M” and “L” on the X-chromosome
 - Why men are more likely to be color blind
- “L” has high variation, so some women are tetrachromatic
- Some animals have 1 (night animals), 2 (e.g., dogs), 4 (fish, birds), 5 (pigeons, some reptiles/amphibians), or even 12 (mantis shrimp)

We don't perceive a spectrum (or even RGB)

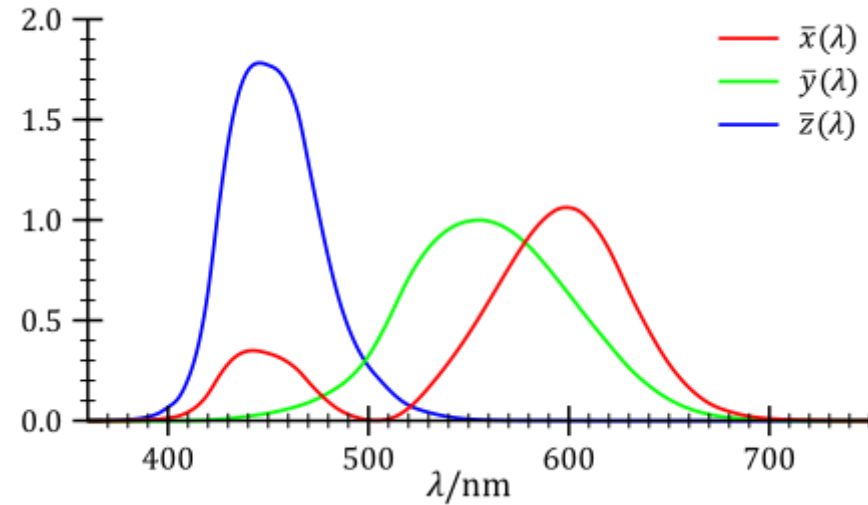


- We perceive
 - Hue: mean wavelength, color
 - Saturation: variance, vividness
 - Intensity: total amount of light
- Same perceived color can be recreated with combinations of three primary colors (“trichromacy”)

Trichromacy and CIE-XYZ



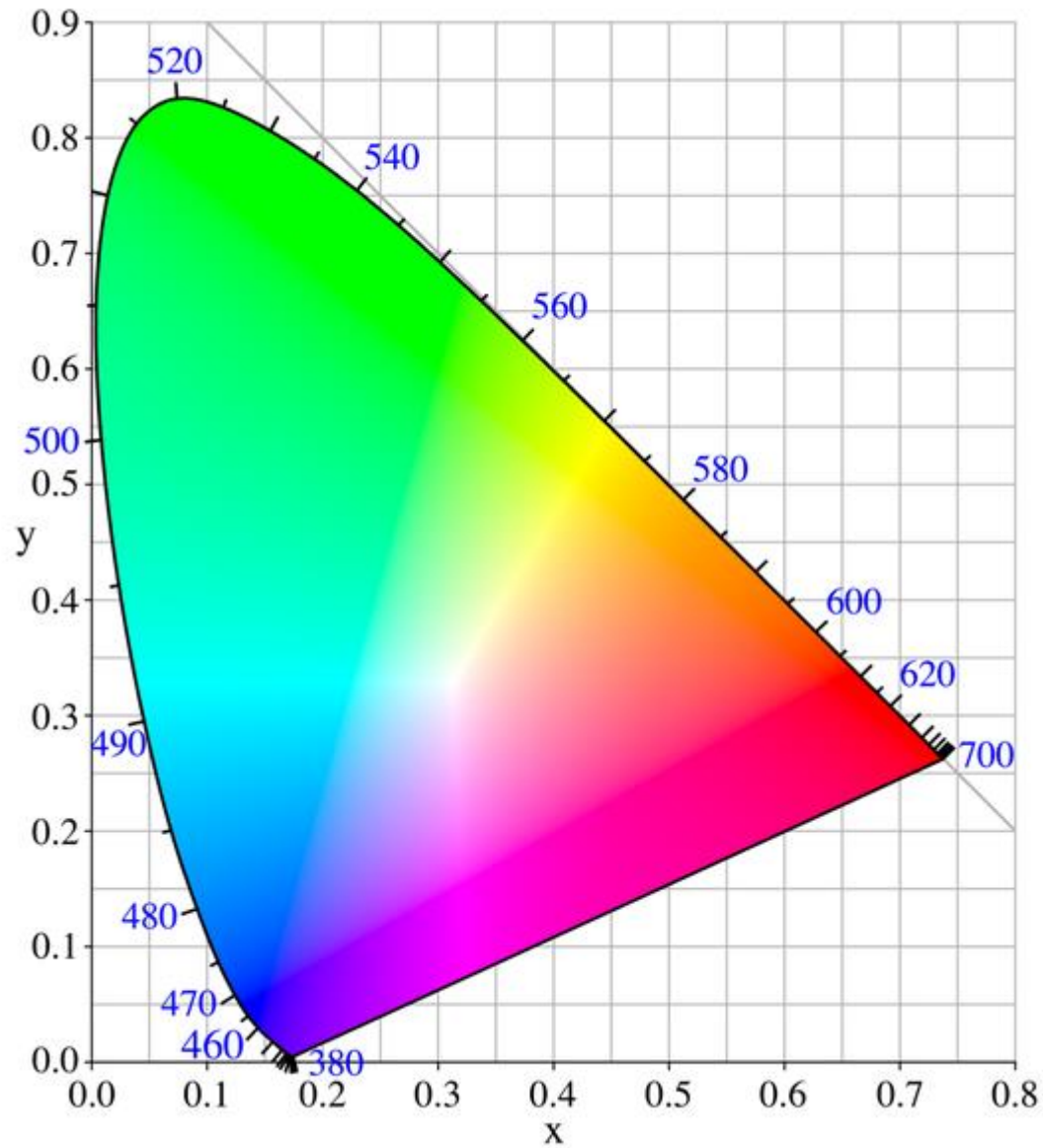
Perceptual equivalents with RGB



Perceptual equivalents with CIE-XYZ

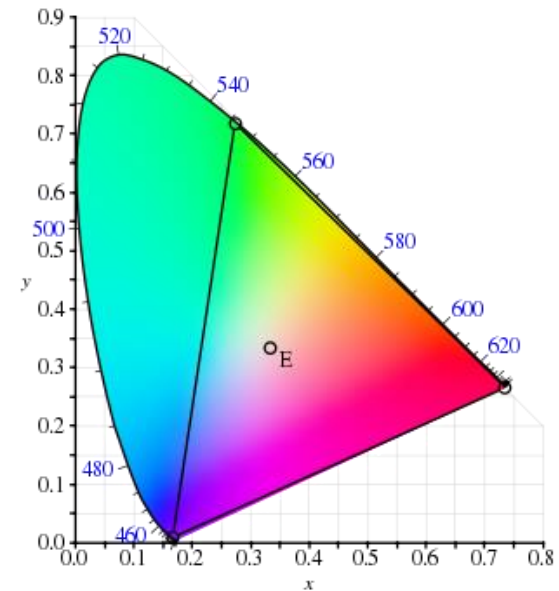
$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \frac{1}{0.17697} \begin{bmatrix} 0.49 & 0.31 & 0.20 \\ 0.17697 & 0.81240 & 0.01063 \\ 0.00 & 0.01 & 0.99 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

CIE-XYZ



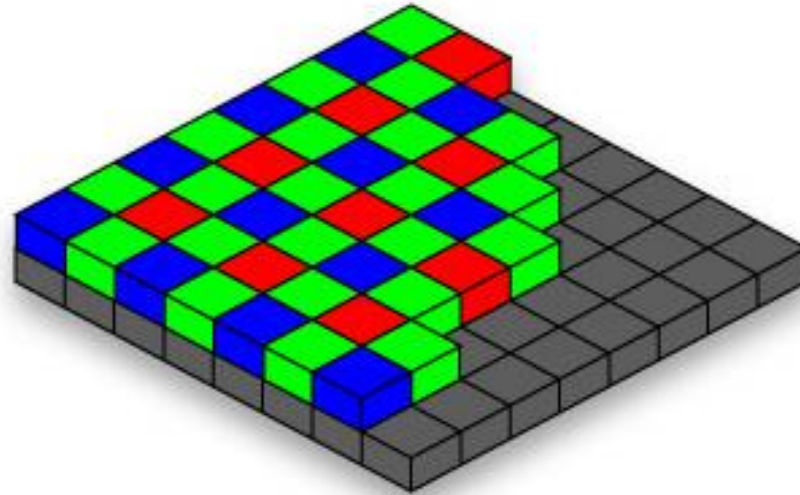
$$x = \frac{X}{X + Y + Z}$$

$$y = \frac{Y}{X + Y + Z}$$

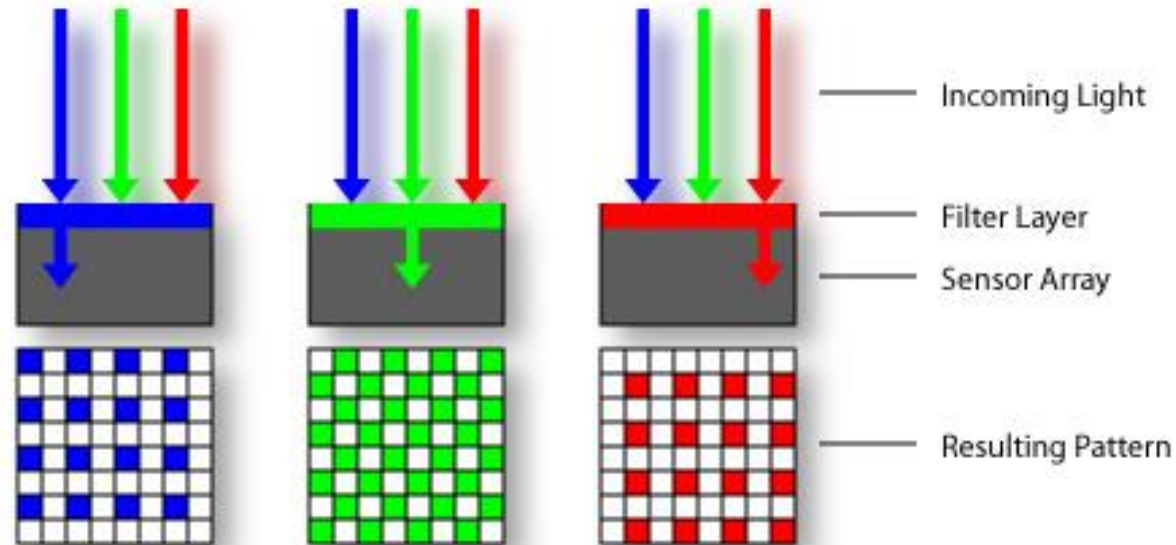


RGB portion is in triangle

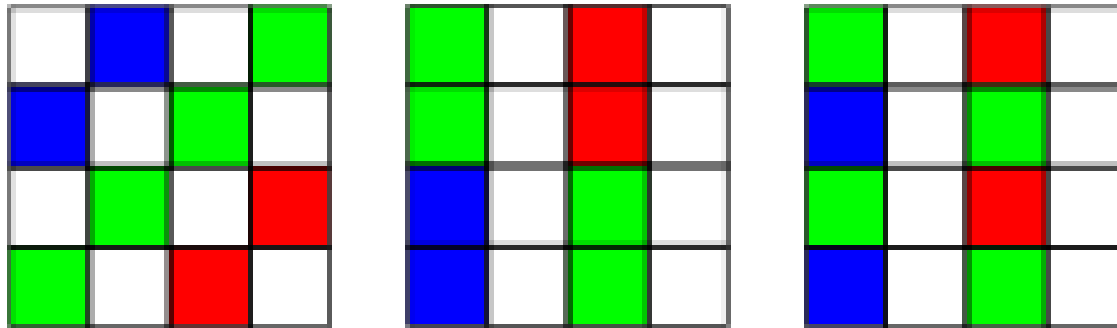
Color Sensing: Bayer Grid



Estimate RGB at each cell from neighboring values



Alternative to Bayer: RGB+W

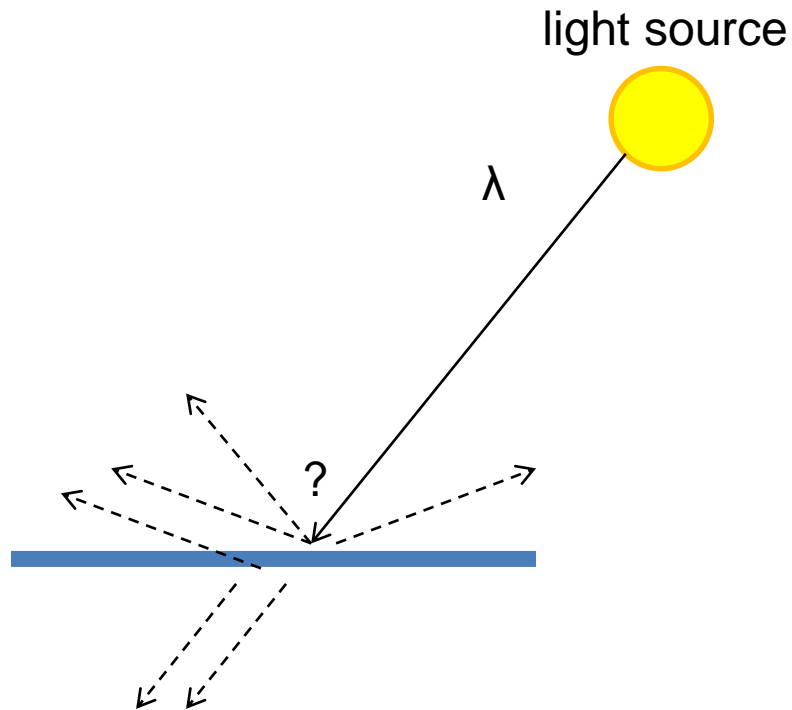


Kodak 2007

How is light reflected from a surface?

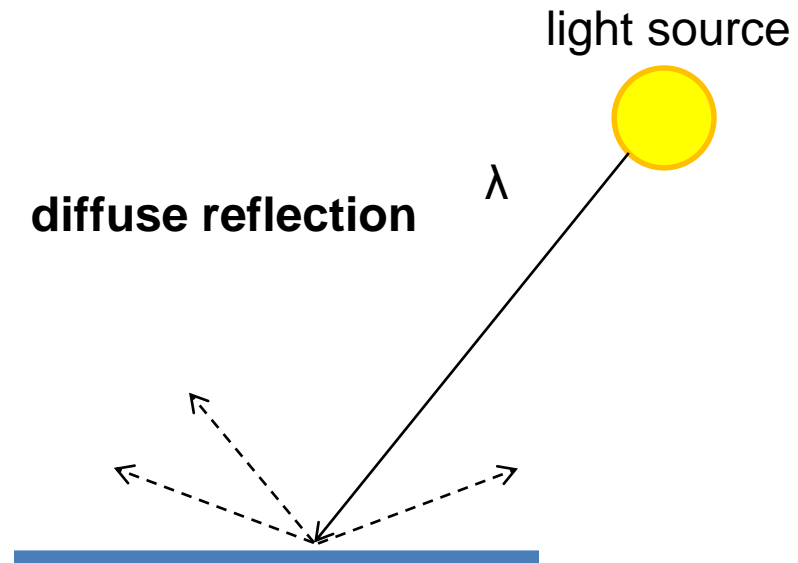
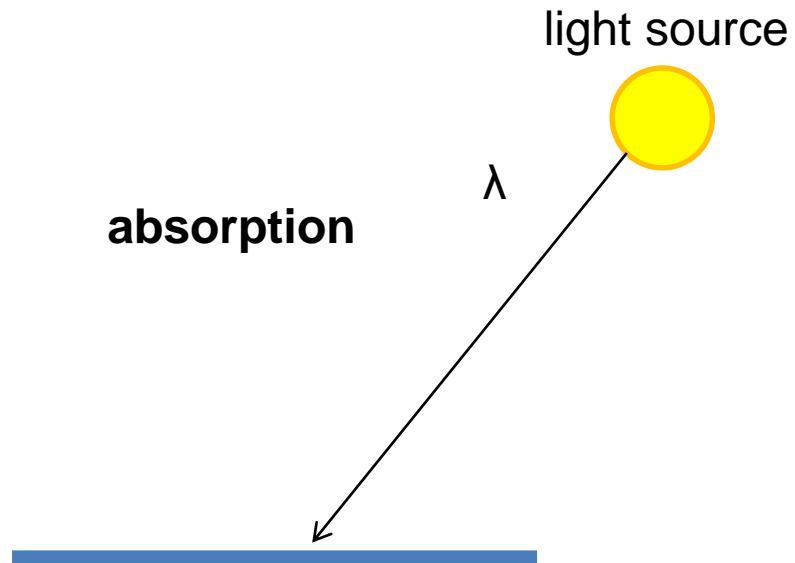
Depends on

- Illumination properties: wavelength, orientation, intensity
- Surface properties: material, surface orientation, roughness, etc.



Lambertian surface

- Some light is absorbed (function of albedo)
- Remaining light is reflected in all directions (diffuse reflection)
- Examples: soft cloth, concrete, matte paints



Diffuse reflection

Intensity *does* depend on illumination angle because less light comes in at oblique angles.

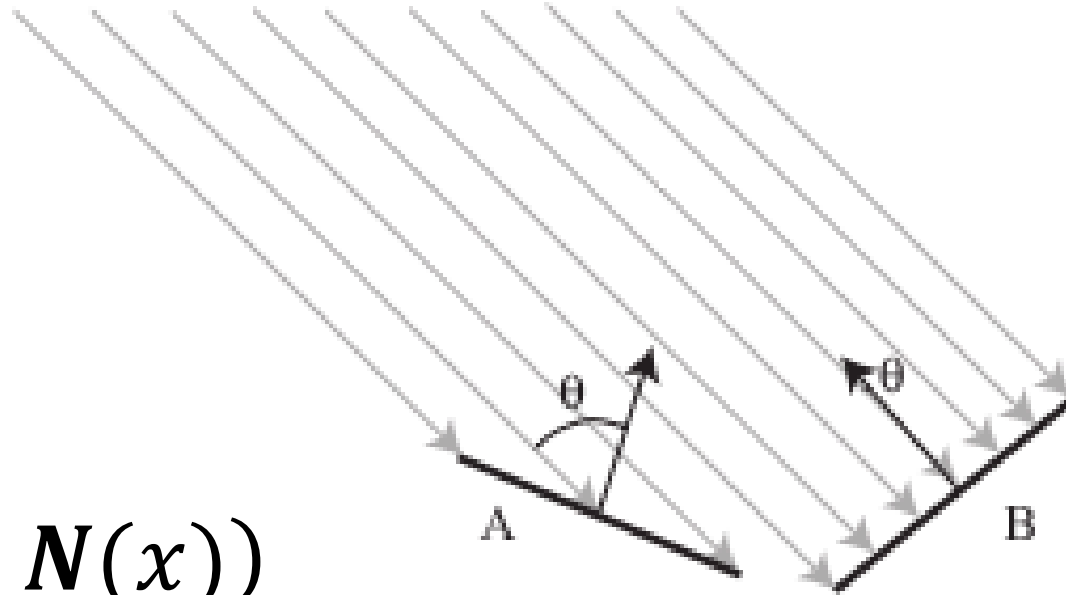
ρ = albedo

\mathbf{S} = directional source

\mathbf{N} = surface normal

I = image intensity

$$I(x) = \rho(x)(\mathbf{S} \cdot \mathbf{N}(x))$$

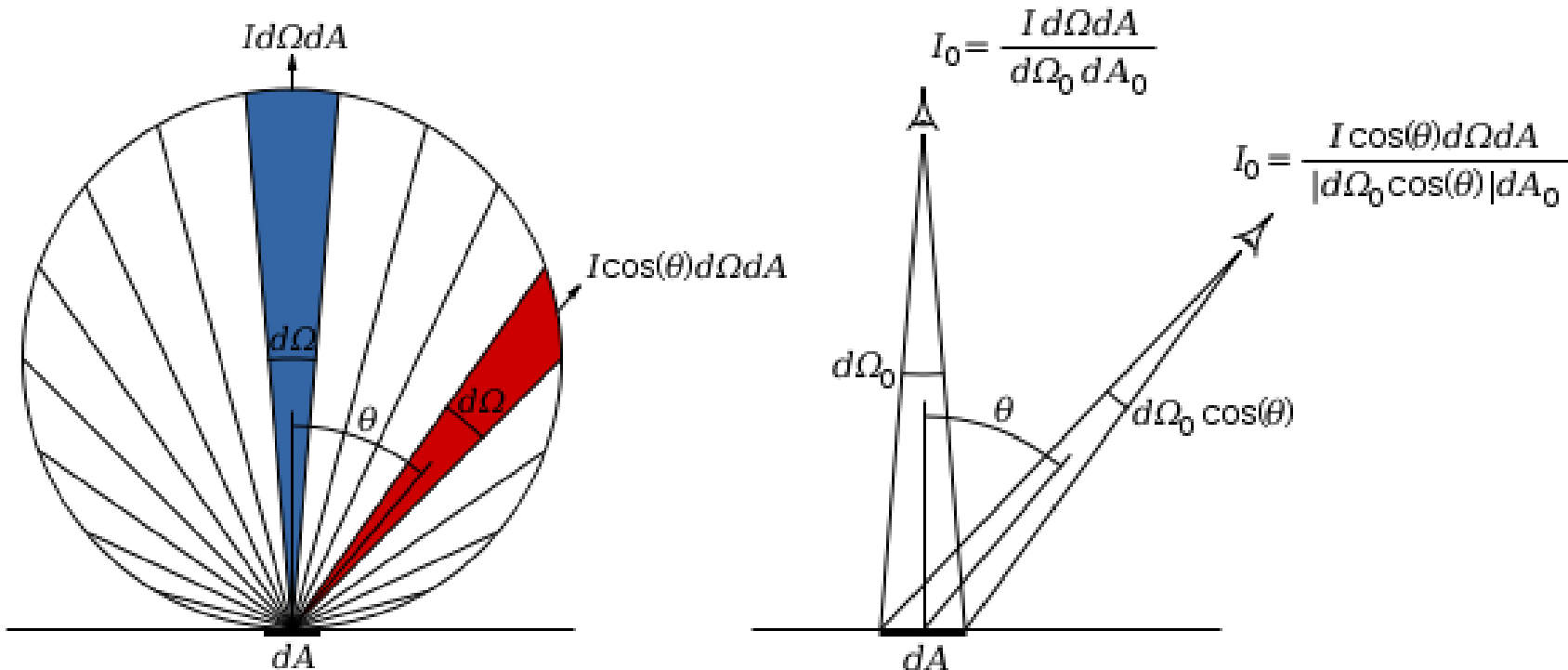




Diffuse reflection

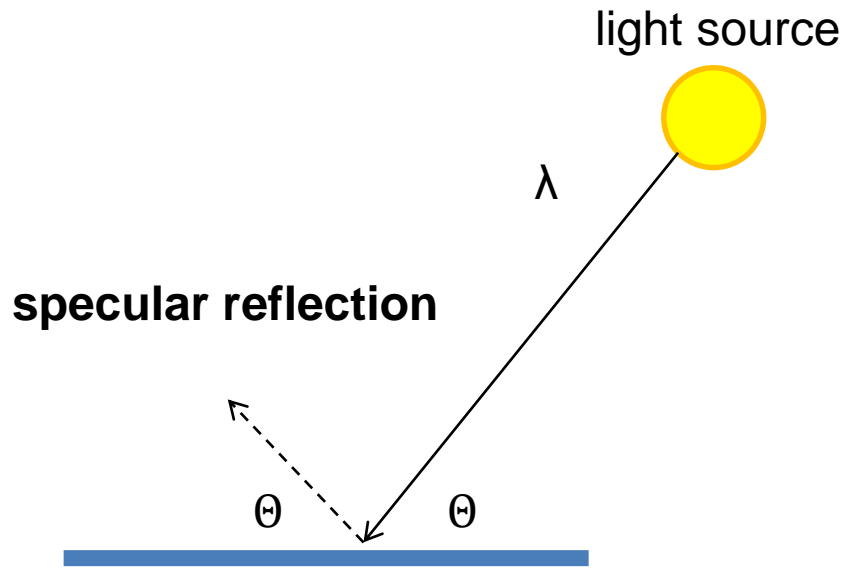
Perceived intensity does *not* depend on viewer angle.

- Amount of reflected light proportional to $\cos(\theta)$
- Visible solid angle also proportional to $\cos(\theta)$



Specular Reflection

- Reflected direction depends on light orientation and surface normal
- E.g., mirrors are fully specular



[by Richard](#)



[by Jeff Petersen](#)

Many surfaces have both specular and diffuse components

Specularity = spot where specular reflection dominates (typically reflects light source)

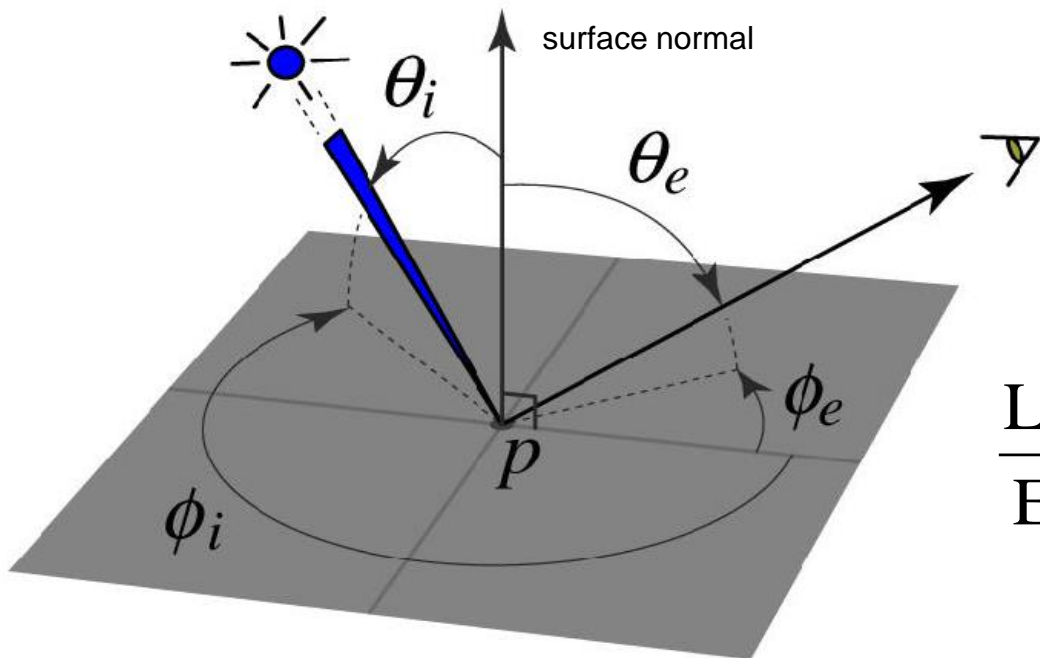


Photo: northcountryhardwoodfloors.com



BRDF: Bidirectional Reflectance Distribution Function

Model of local reflection that tells how bright a surface appears when viewed from one direction when light falls on it from another



$$\rho(\theta_i, \phi_i, \theta_e, \phi_e; \lambda) =$$

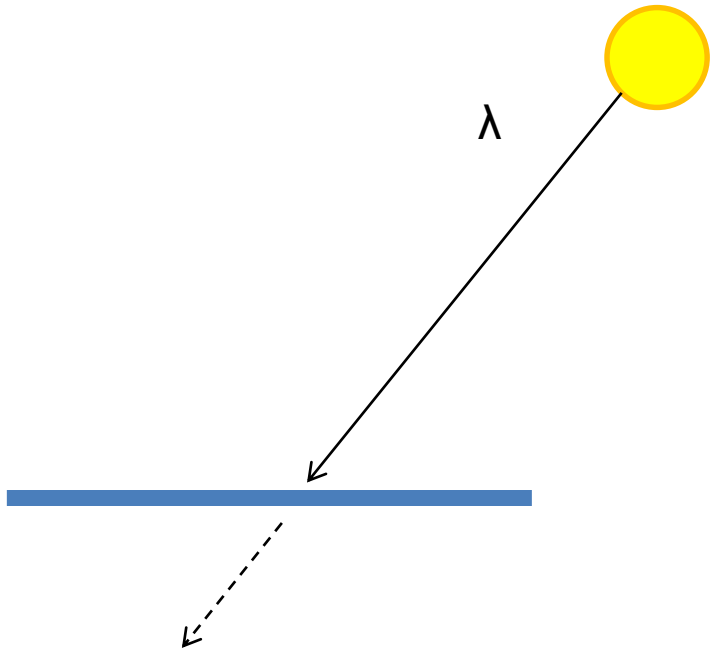
$$\frac{L_e(\theta_e, \phi_e)}{E_i(\theta_i, \phi_i)} = \frac{L_e(\theta_e, \phi_e)}{L_i(\theta_i, \phi_i) \cos \theta_i d\omega}$$

More complicated effects



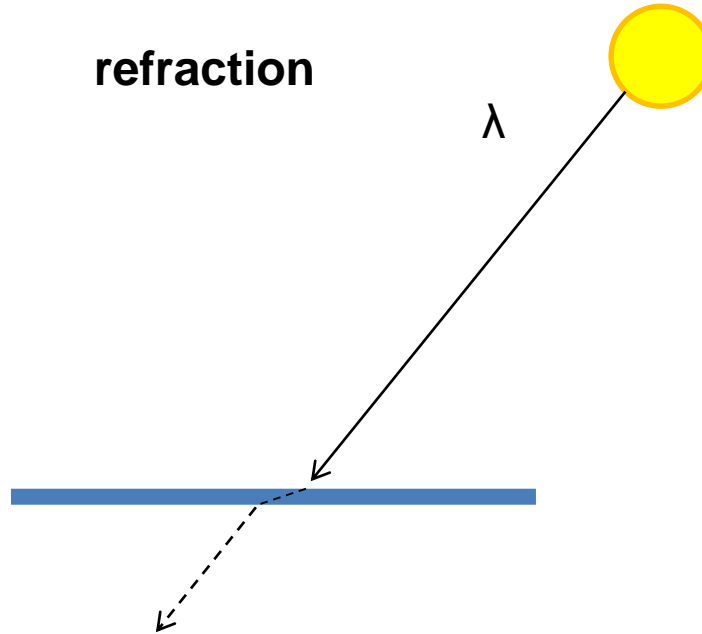
transparency

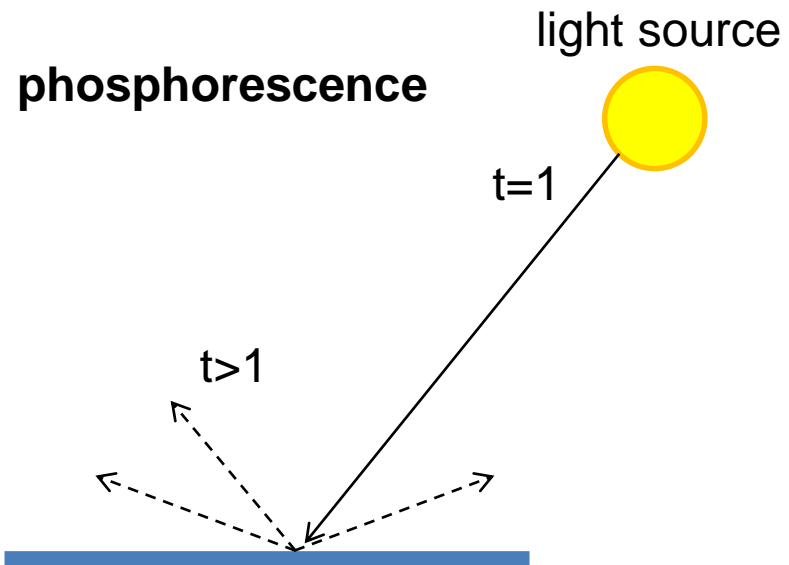
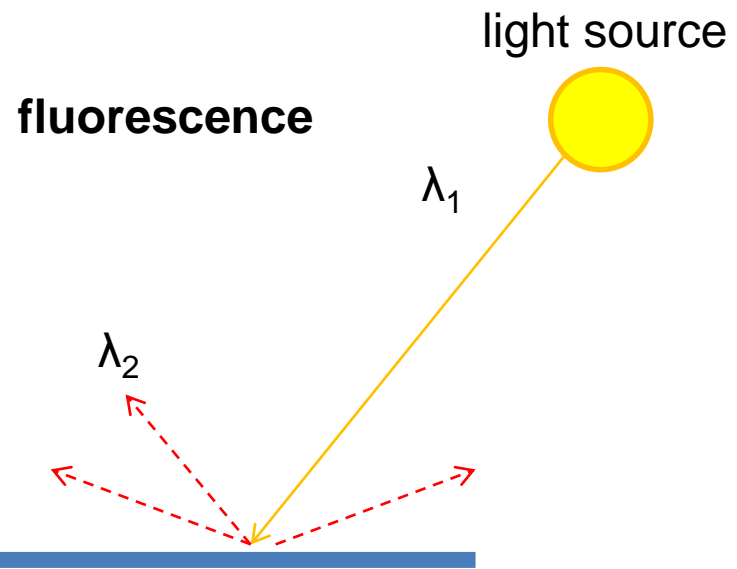
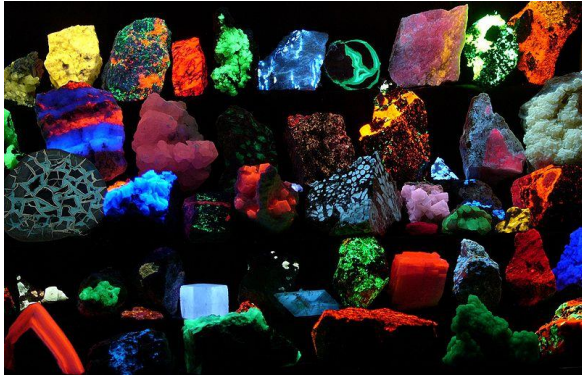
light source

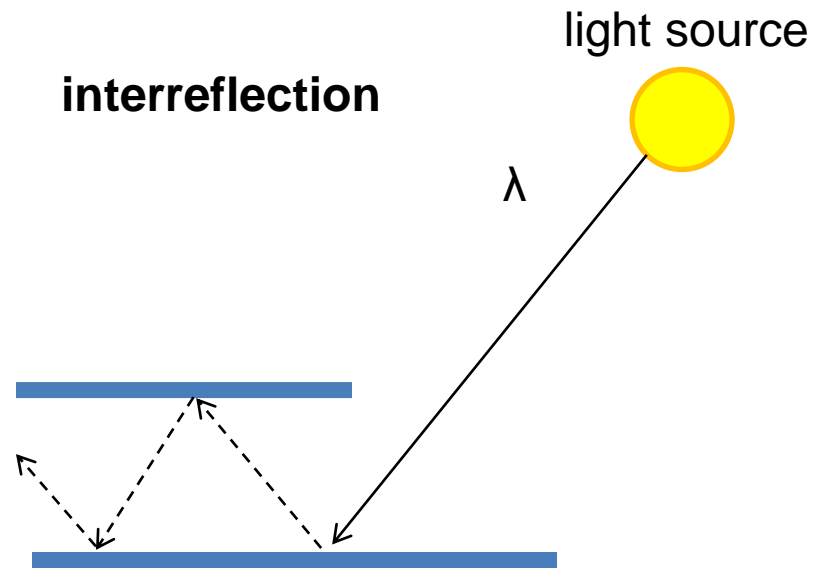
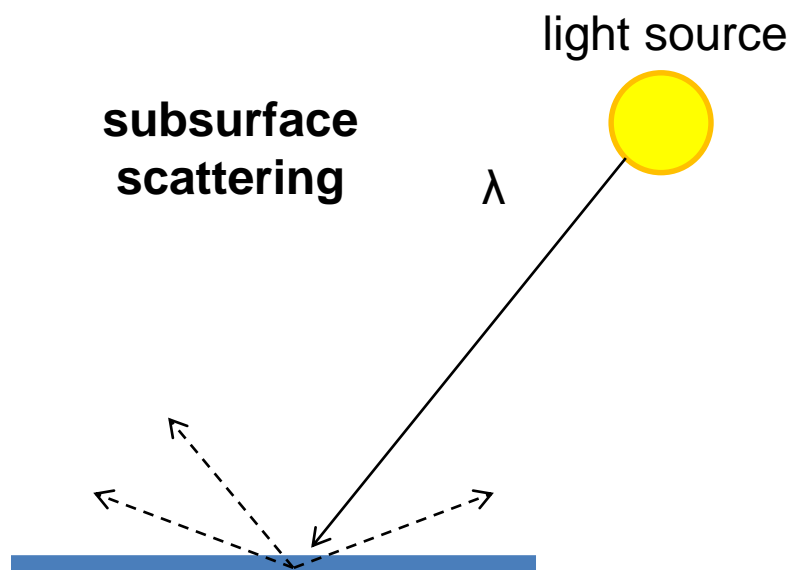


refraction

light source



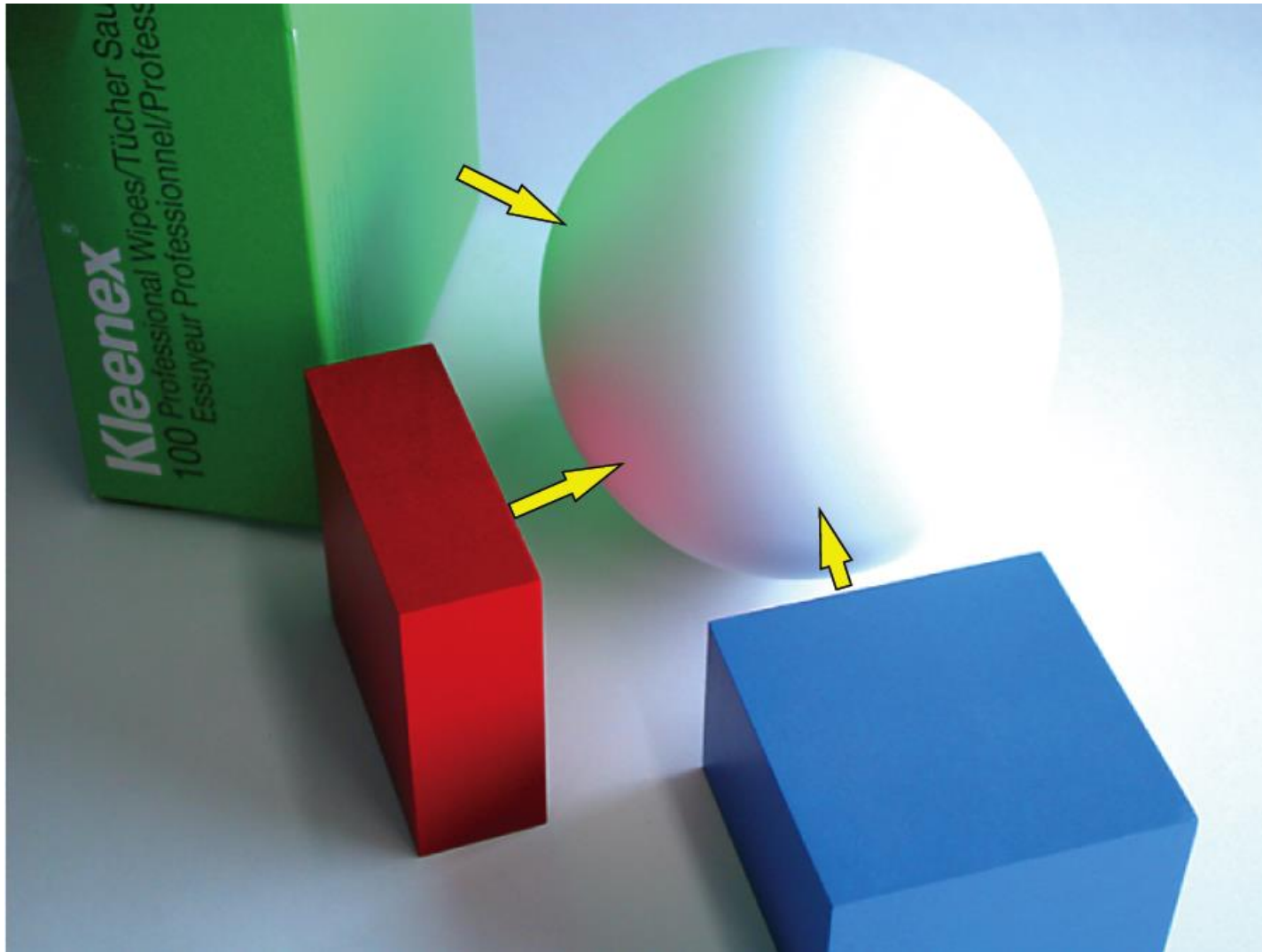




Inter-reflection is a major source of light



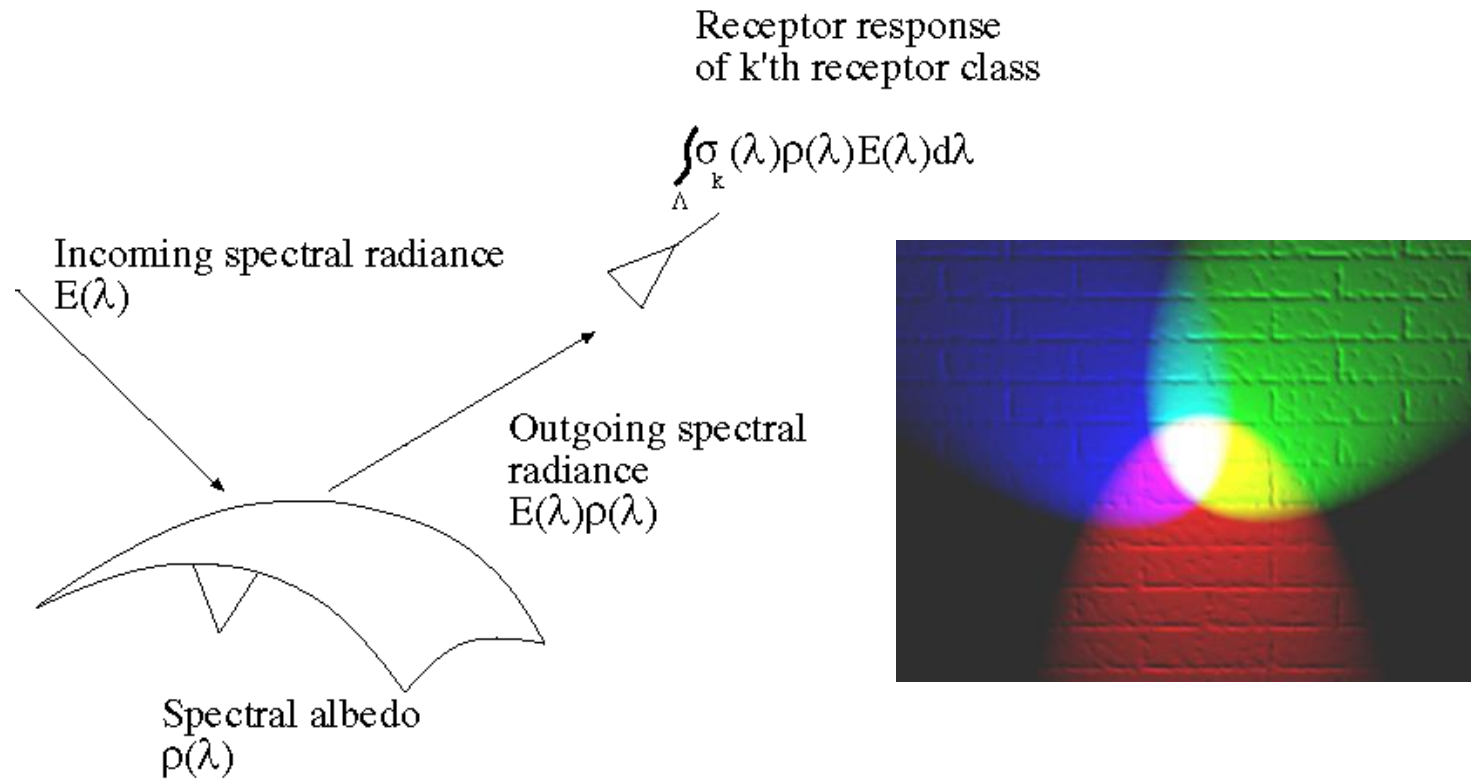
Inter-reflection affects the apparent color of objects



From Koenderink slides on image texture and the flow of light

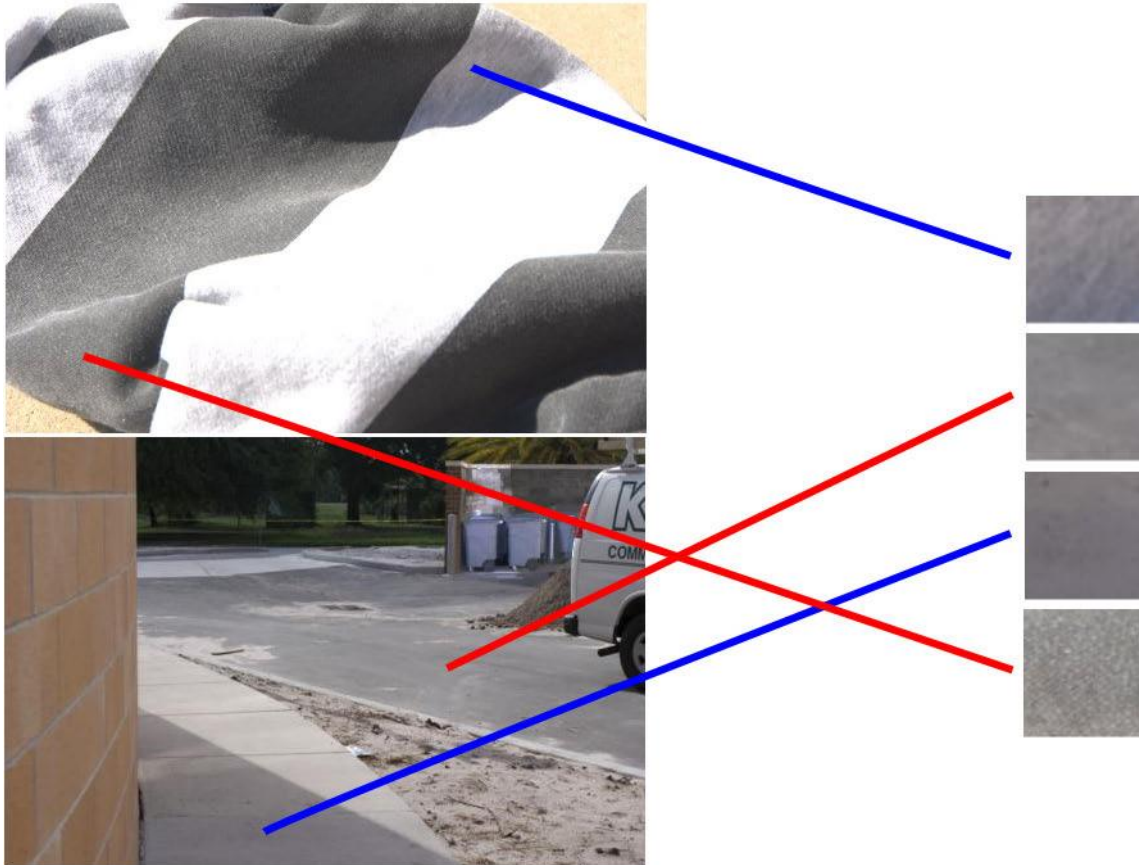
The color of objects

- Colored light arriving at the camera involves two effects
 - The color of the light source (illumination + inter-reflections)
 - The color of the surface

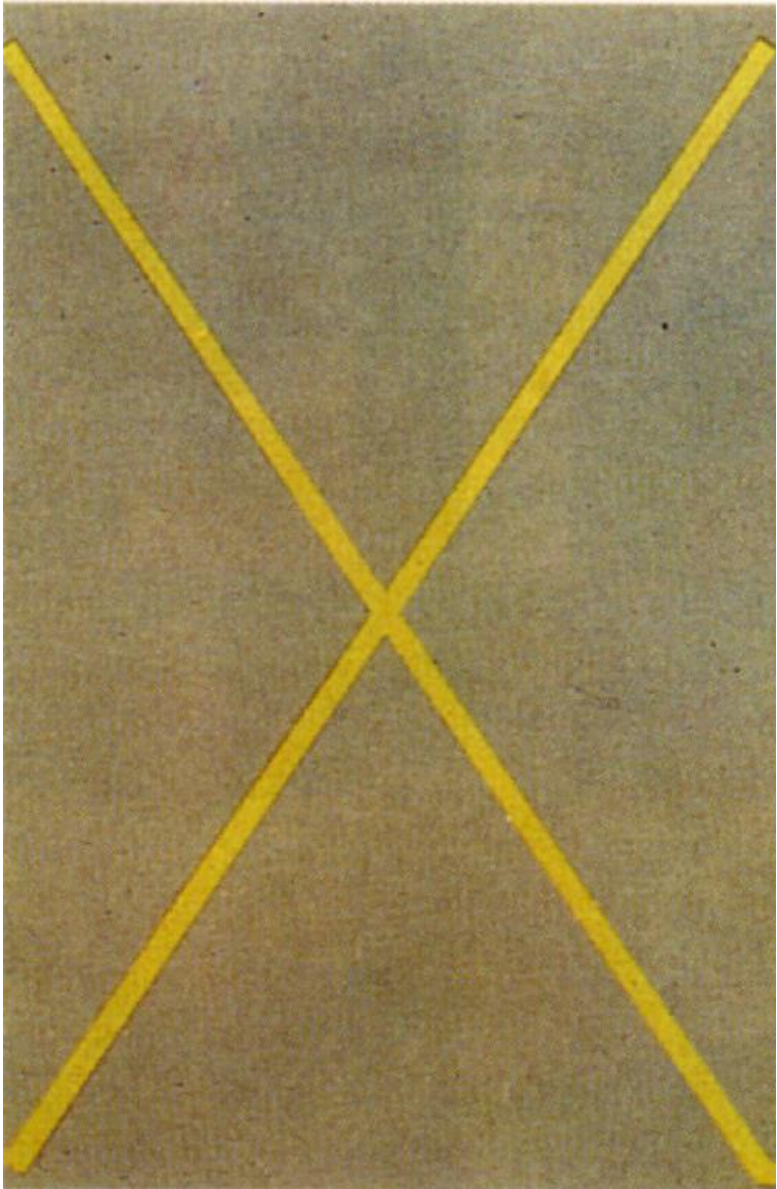


Color constancy

- Interpret surface in terms of albedo or “true color”, rather than observed intensity
 - Humans are good at it
 - Computers are not nearly as good



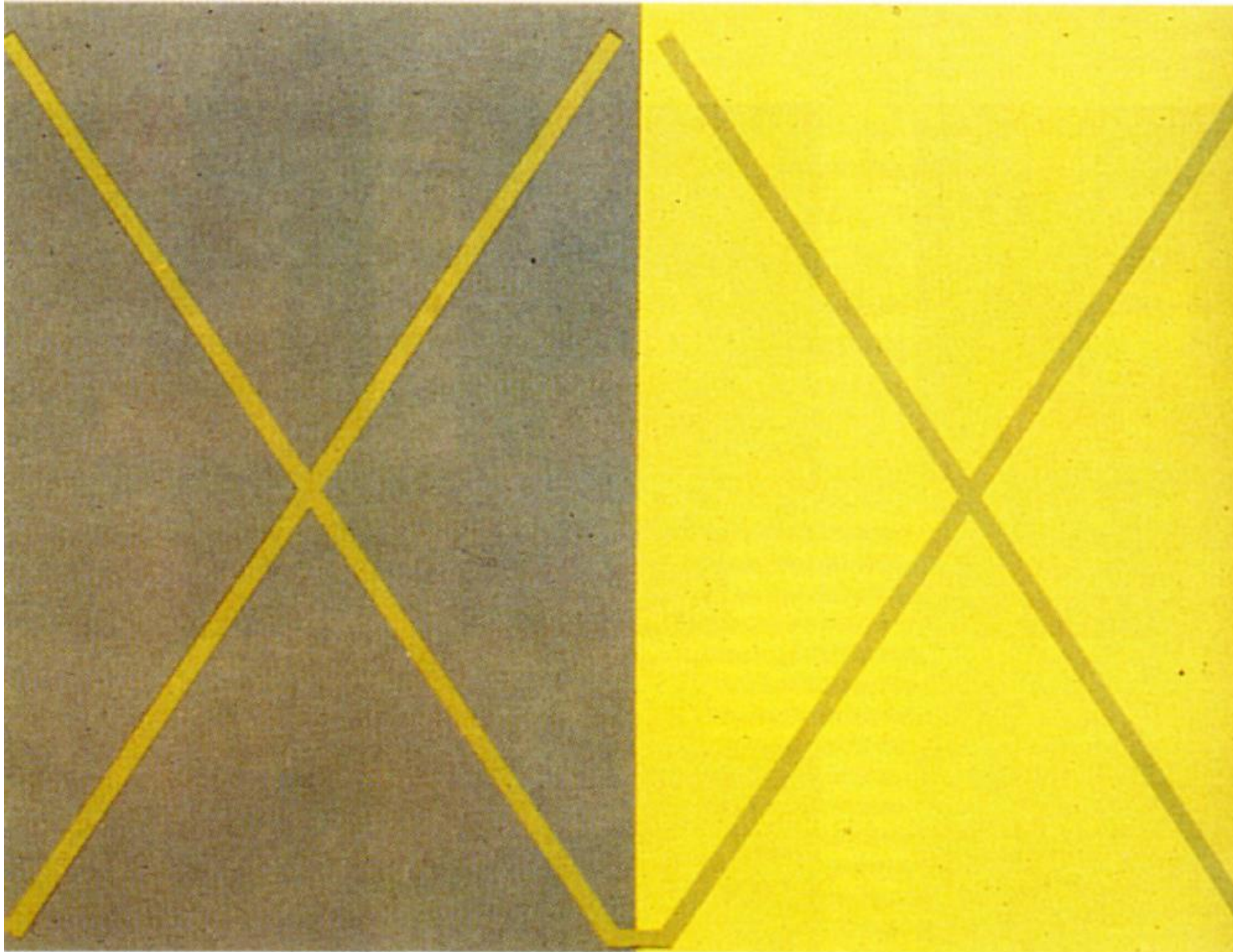
Color illusions



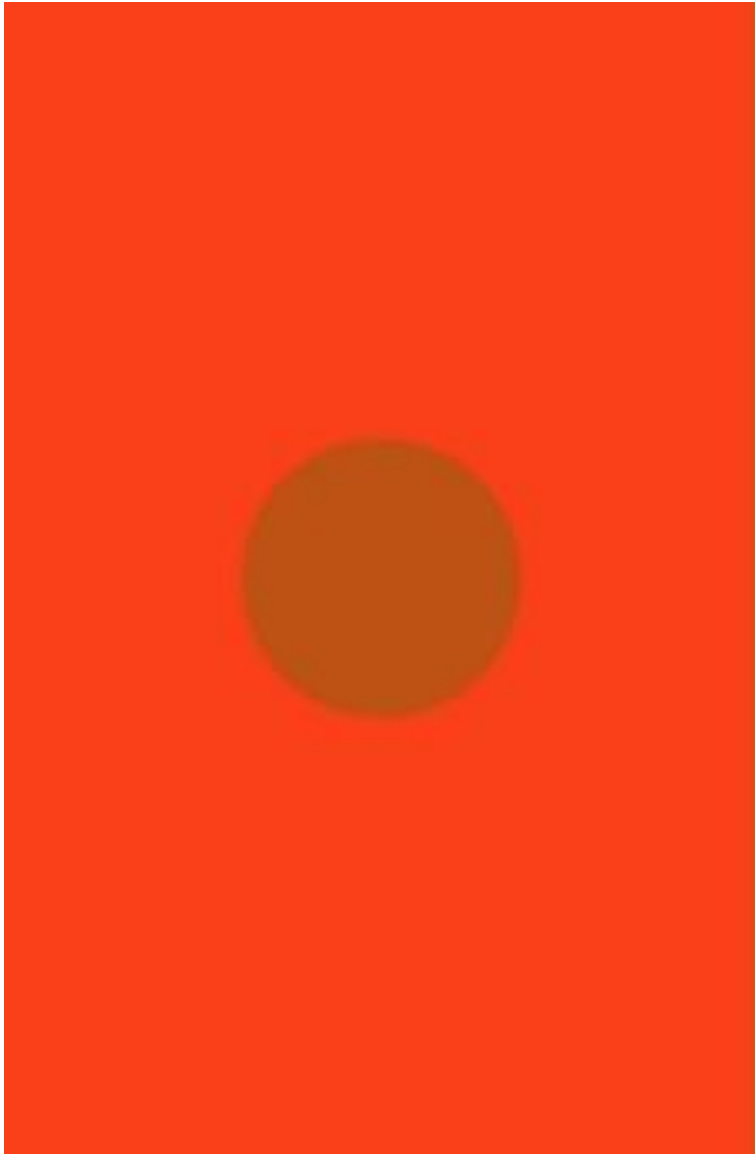
Color illusions



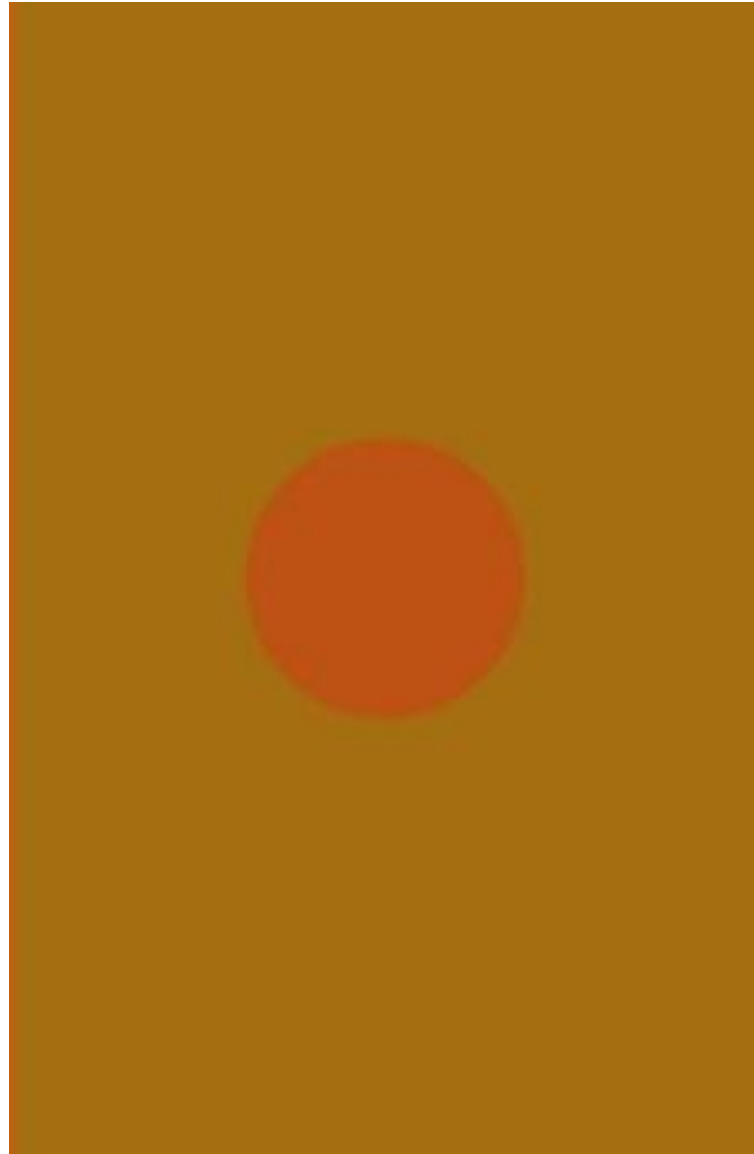
Color illusions



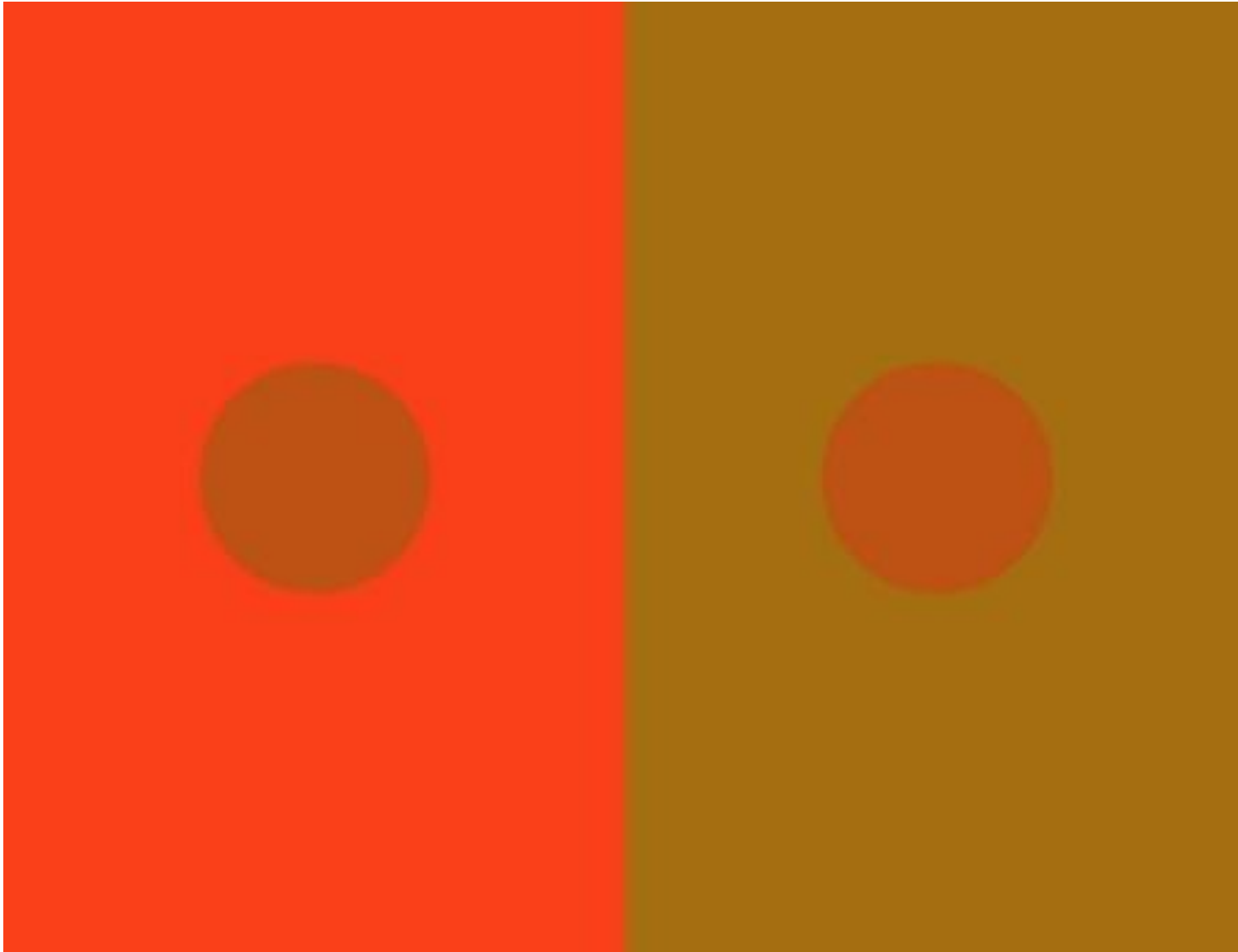
Color illusions



Color illusions

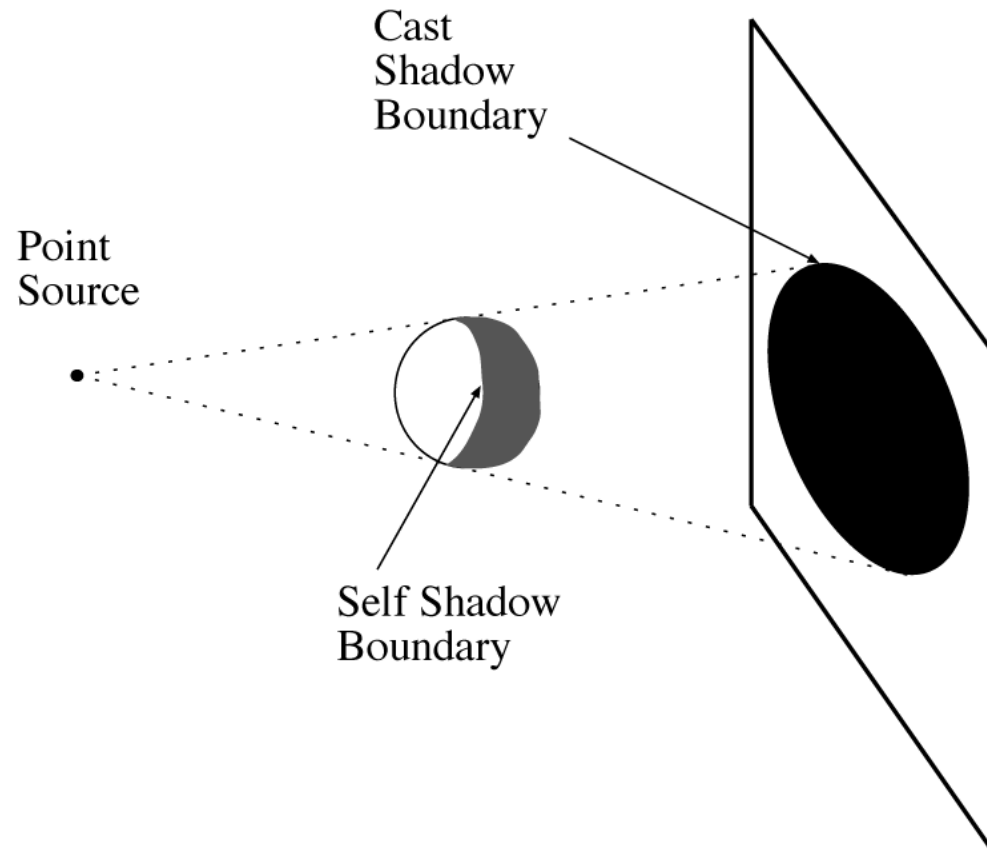


Color illusions



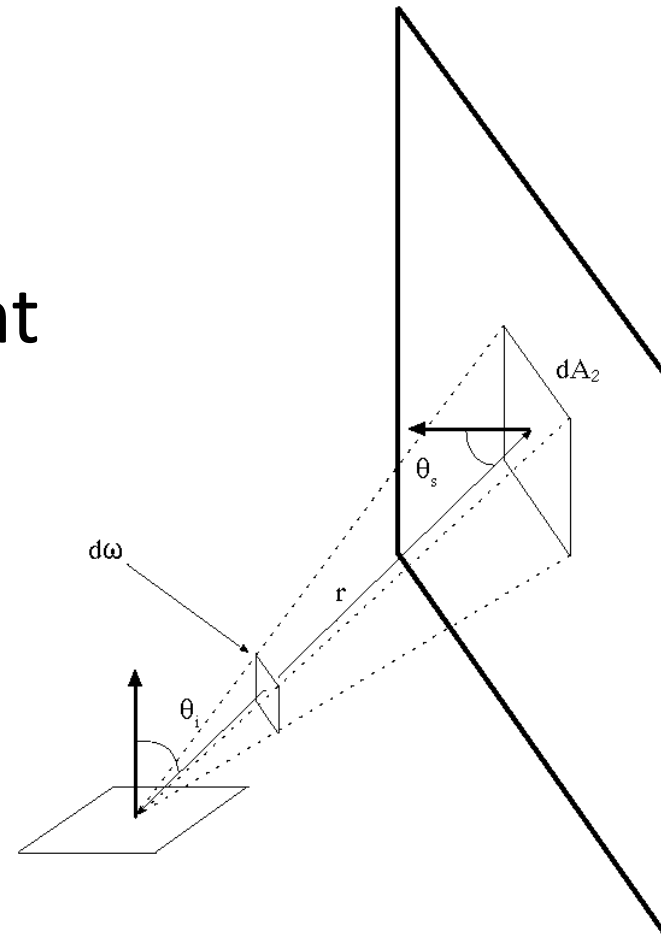
Shadows cast by a point source

- A point that can't see the source is in shadow
- For point sources, the geometry is simple



Area sources

- Examples: diffuser boxes, white walls
- The energy received at a point due to an area source is obtained by adding up the contribution of small elements over the whole source

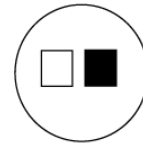


Area Source Shadows

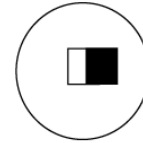
Area Source



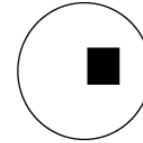
Occluder



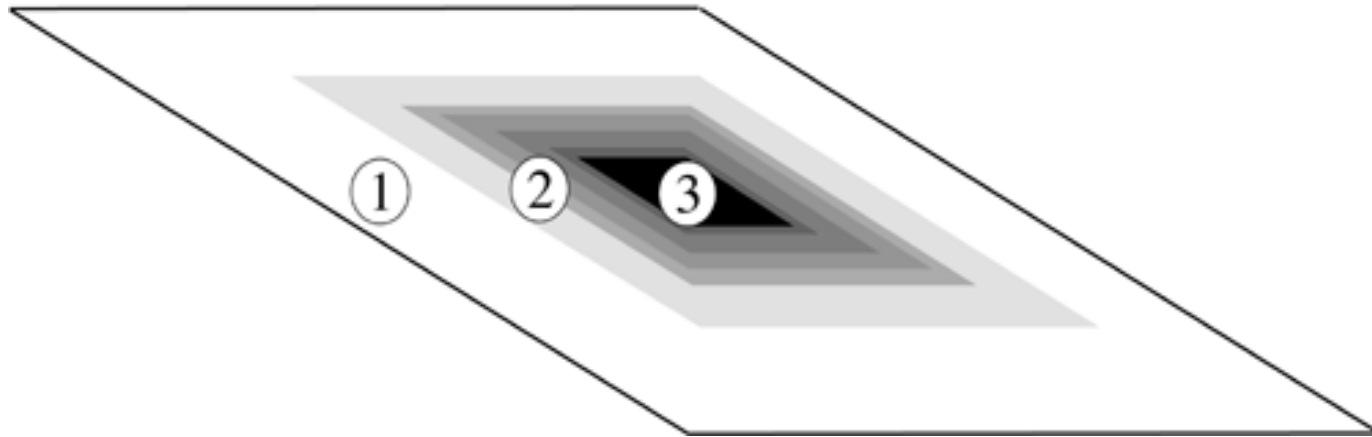
1



2

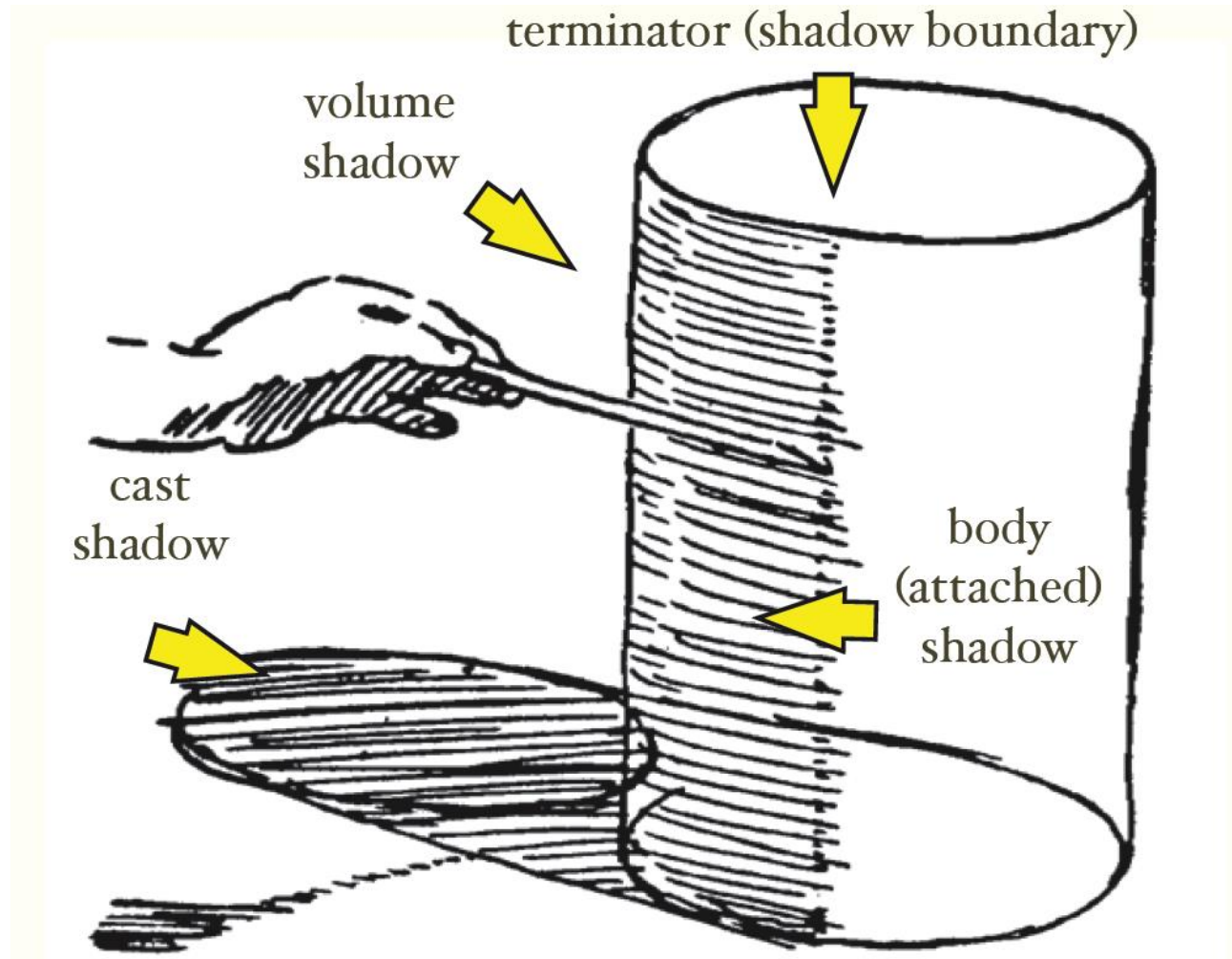


3



Slide: Forsyth

Shading and shadows are major cues to shape and position



From Koenderink slides on image texture and the flow of light

Slide: Forsyth

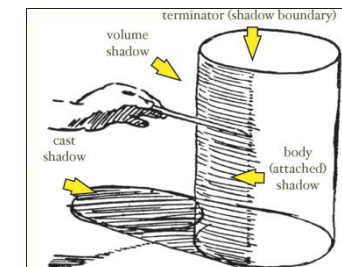
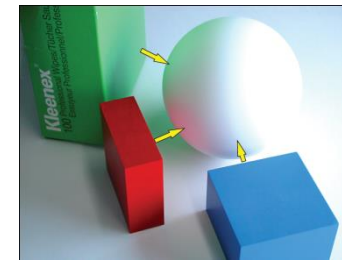
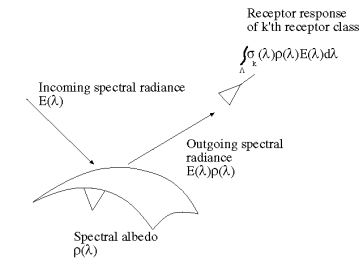
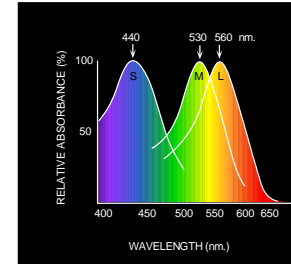
Recap



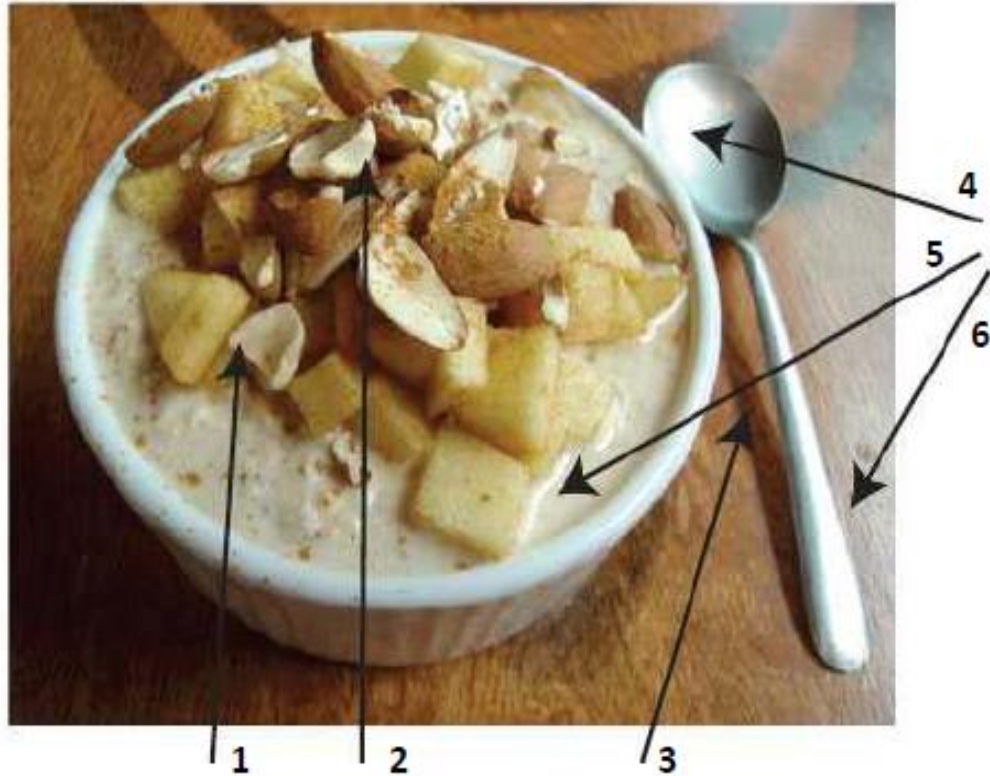
1. Why is (2) brighter than (1)? Each points to the asphalt.
2. Why is (4) darker than (3)? 4 points to the marking.
3. Why is (5) brighter than (3)? Each points to the side of the wooden block.
4. Why isn't (6) black, given that there is no direct path from it to the sun?

Things to remember

- Light has a spectrum of wavelengths
 - Humans (and RGB cameras) have color sensors sensitive to three ranges
- Observed light depends on: illumination intensities, surface orientation, material (albedo, specular component, diffuse component), etc.
- Every object is an indirect light source for every other
- Shading and shadows are informative about shape and position



Take-home questions



- A. For each of the arrows in the above image, name the reasons the pixel near the end of the arrow has its brightness value and explain very briefly. The arrow pointing to milk is pointing to the thin bright line at the edge of the piece of apple; the arrow pointing to the spoon handle is pointing to the bright area on the handle.

Possible factors: albedo, shadows, texture, specularities, curvature, lighting direction