# **Lecture 05 – Brightness and Luminance**

# **Today's Learning Objectives:**

- 1. Define luminance, brightness, and lightness.
- 2. Describe how visual adaptation works.
- 3. Describe lateral inhibition and how it changes the way we see.
- 4. Describe how Mach banding effect affects gray-scale plots.
- 5. Explain how the Cornsweet effect can be used to enhance edges.
- 6. List the types of shading and when each should be used to enhance aspects of a visualization.

## **Defining Terms**

- **Luminance**: measured amount of light coming from some region of space (unit: candelas per square meter).

Measured

- **Brightness**: aka "relative luminance," perceived amount of light coming from a source.

Perceived ONLY

- **Lightness**: perceived reflectance of a surface.

Brightness and Lightness are a construct of our visual perception.

# **Brightness illusions**

We have no concept of luminance and it has little to do with the colors we perceive.
 We can only perceive "relative luminance."



- What colors are the text and background of the timer?
- What color is the board?

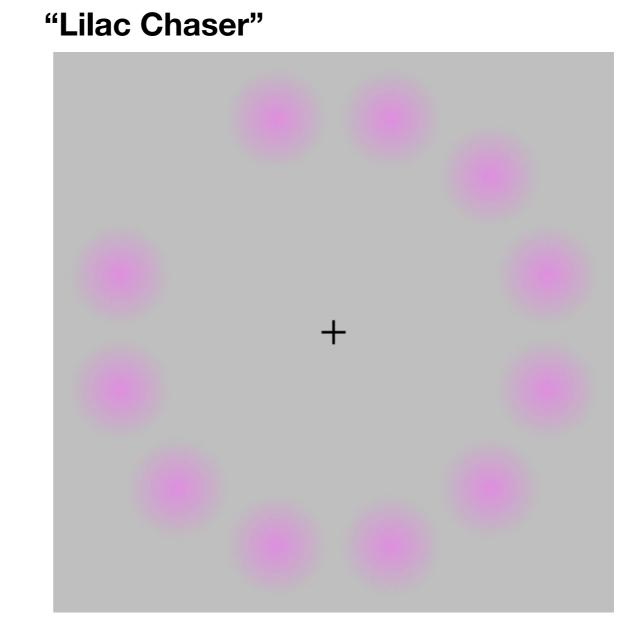


What color is the dress?

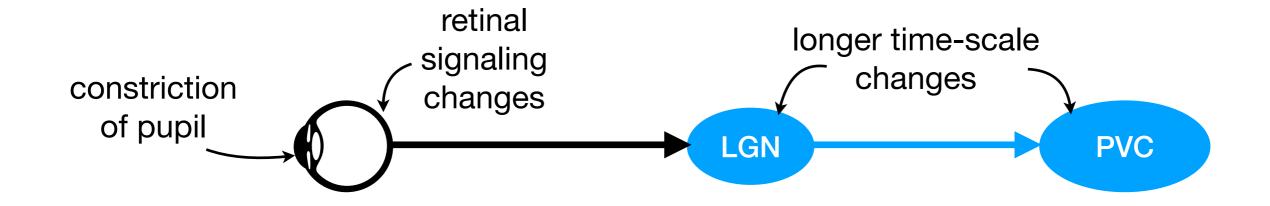
**→Adaptation** and **Contrast** 

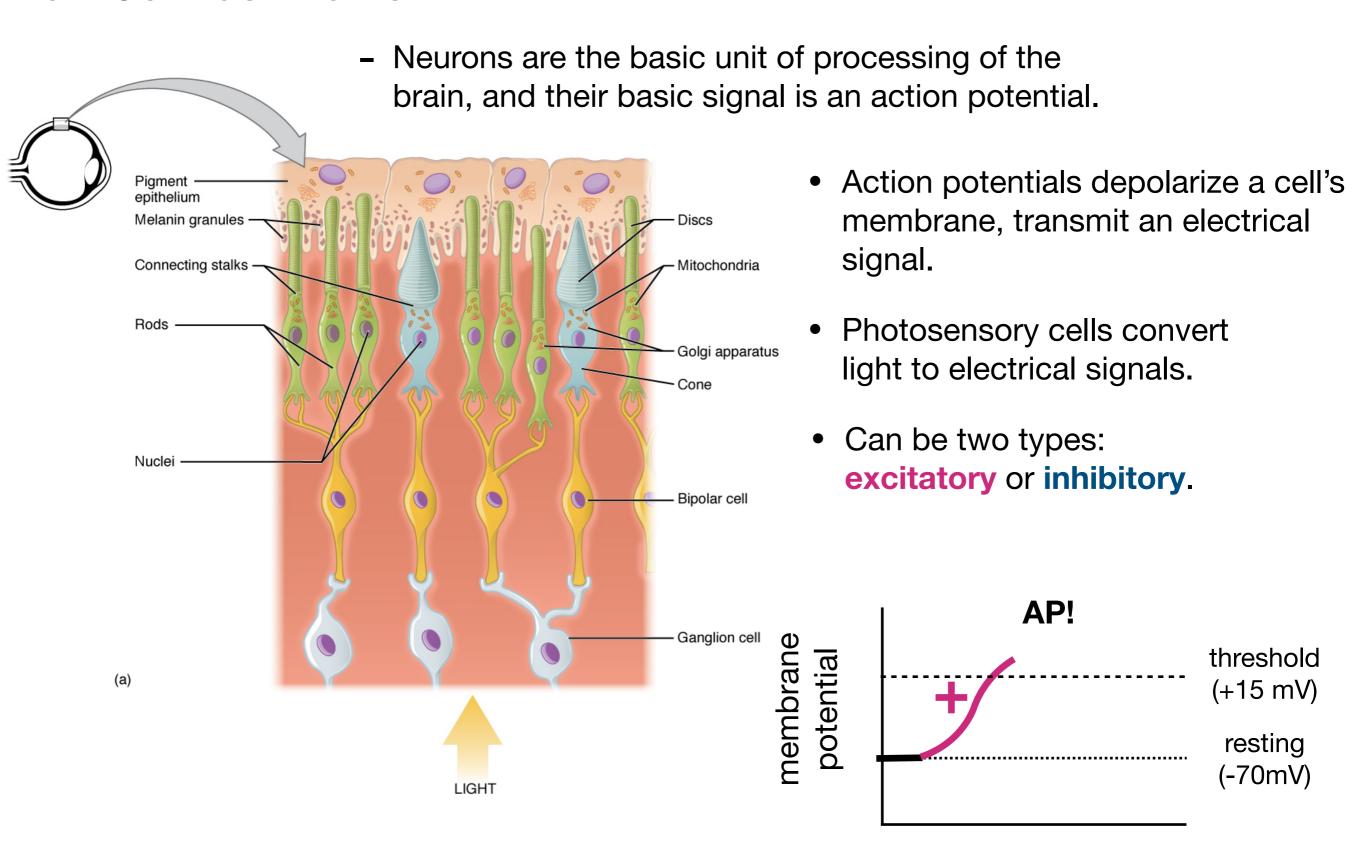
# **Visual Adaptation**

- Visual adaptation: aka "visual plasticity," changes that visual perception undergoes as the result of normalizing a signal.
  - Global process
  - VERY fast
  - Extremely powerful!
    Eye is sensitive over 9 orders of magnitude
  - Happens at a variety of levels of processing

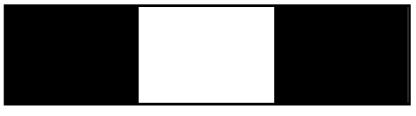


https://en.wikipedia.org/wiki/Visual\_adaptation





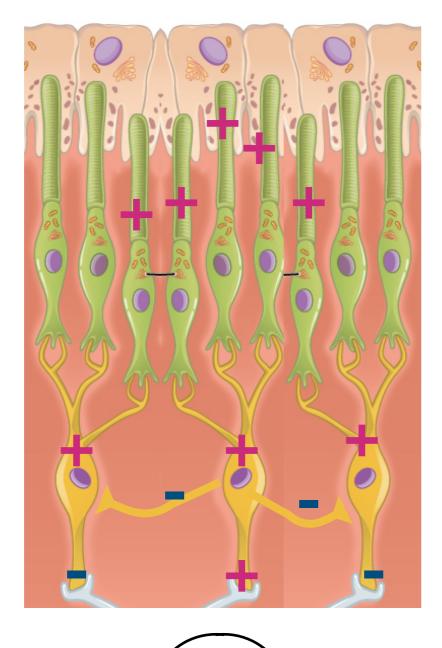


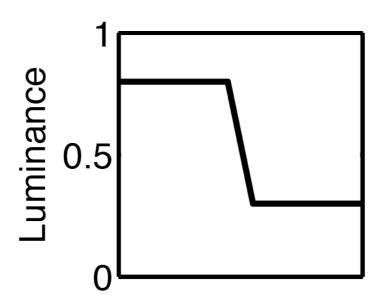


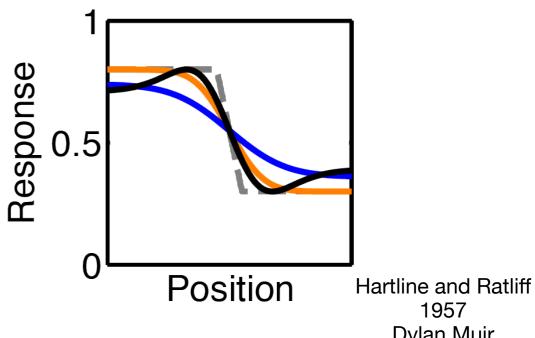




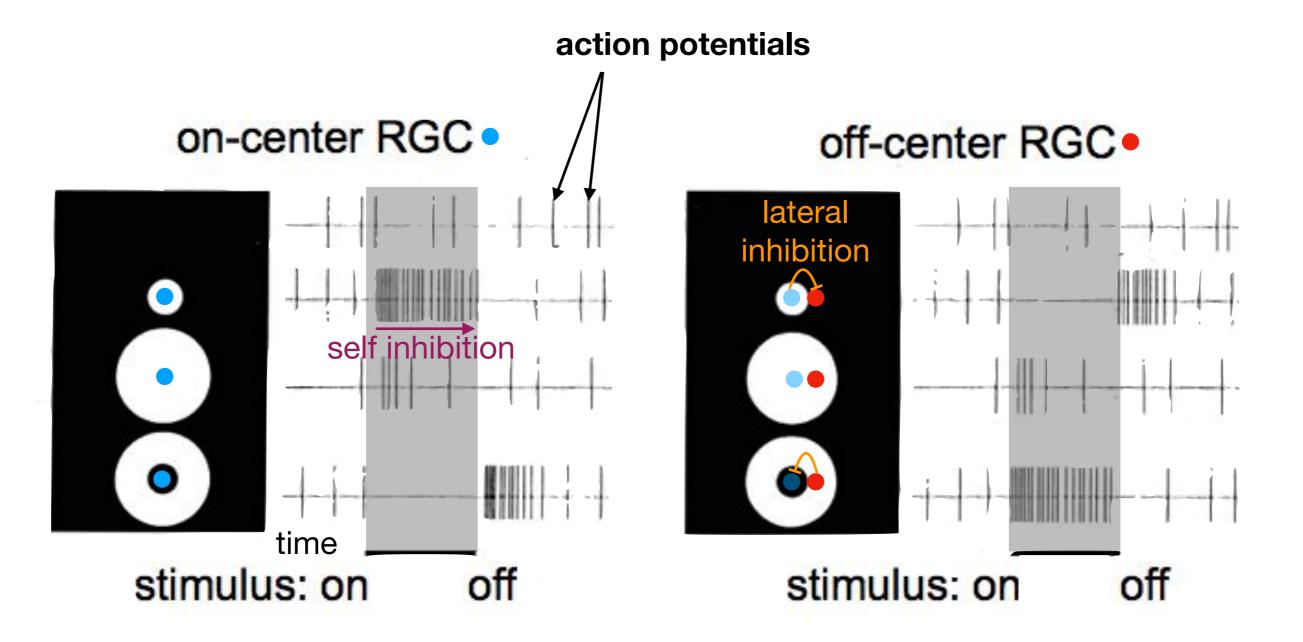






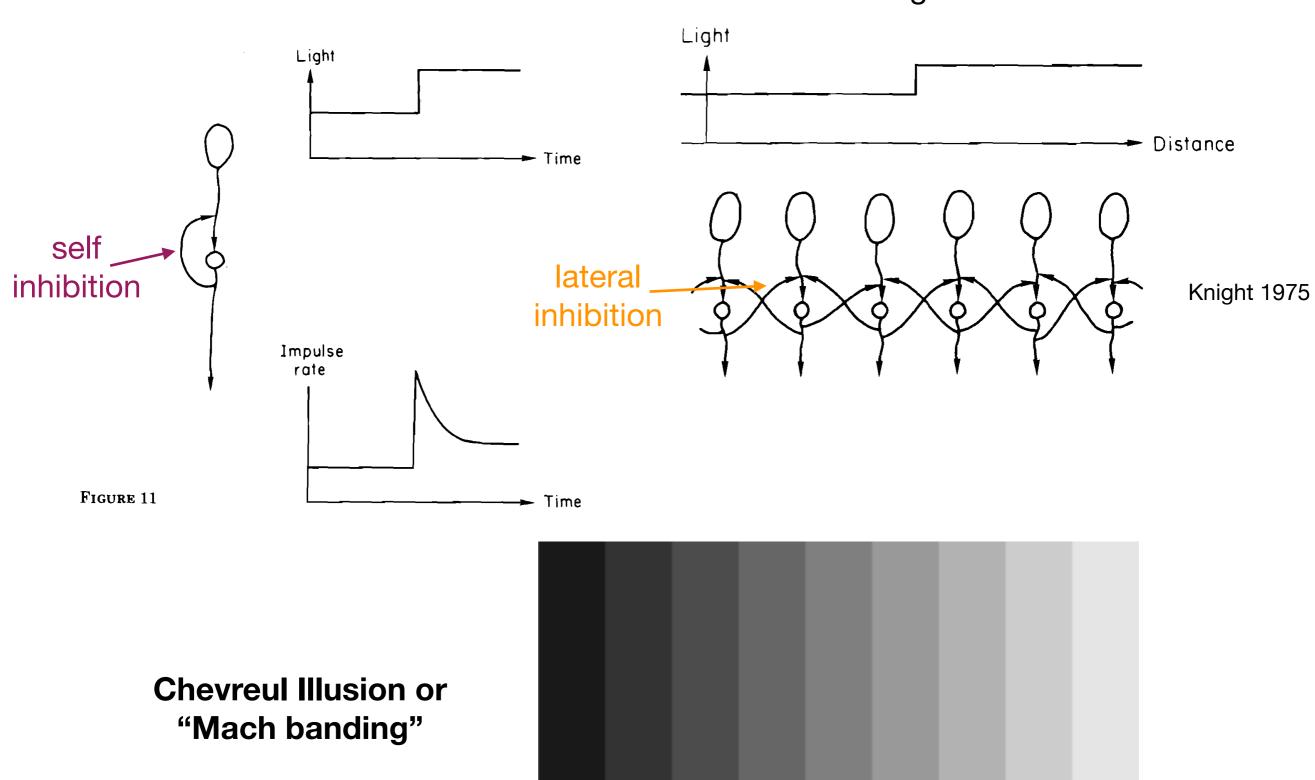


1957 Dylan Muir



- Retinal ganglion cells (RGC) respond strongest to light near edges of dark.
  - Light sensing cells inhibit themselves (self inhibition)
  - Light sensing cells inhibit their neighbors (lateral inhibition)

- Self inhibition and lateral inhibition cause Mach banding



# **Herman Grid Illusion Koffka Ring Illusion**

### Simultaneous brightness-contrast illusion

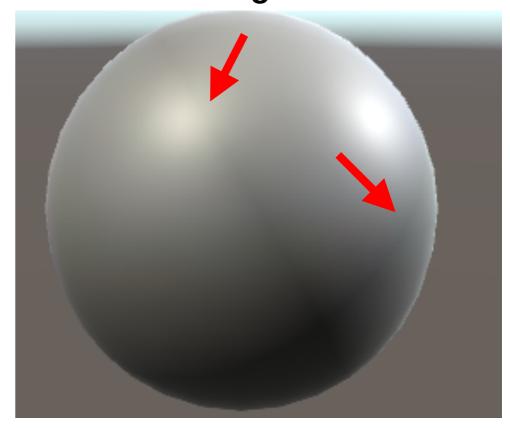


## Chevreul Illusion or "Mach banding"



... looks just like a grayscale key bar.

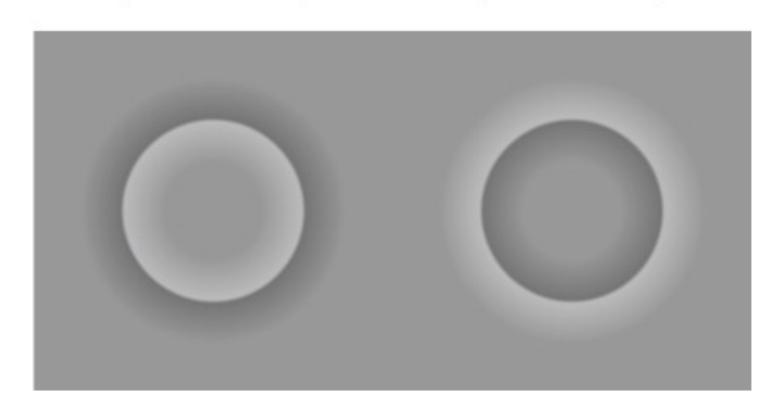
**Mach banding artifacts** 



# **Edge Enhancement**

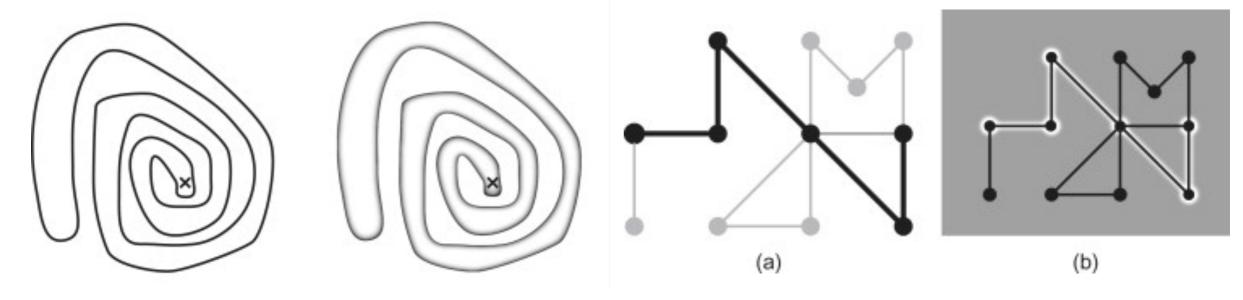
### **Cornsweet effect**



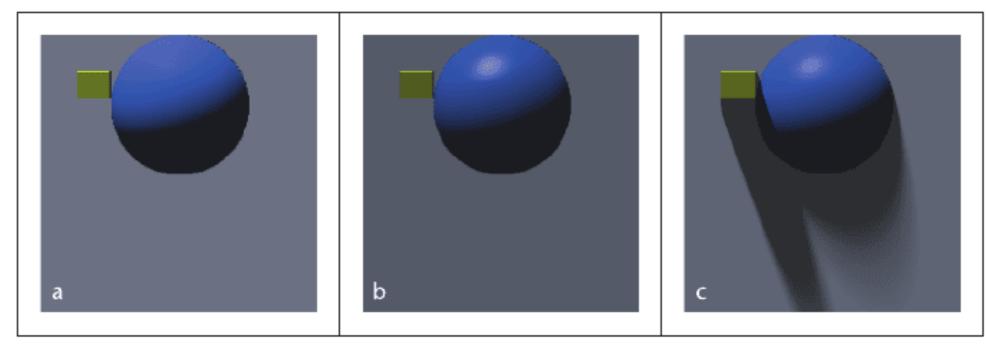


### **Cornsweet contours**

Reducing background contrast



# **Shading Objects**



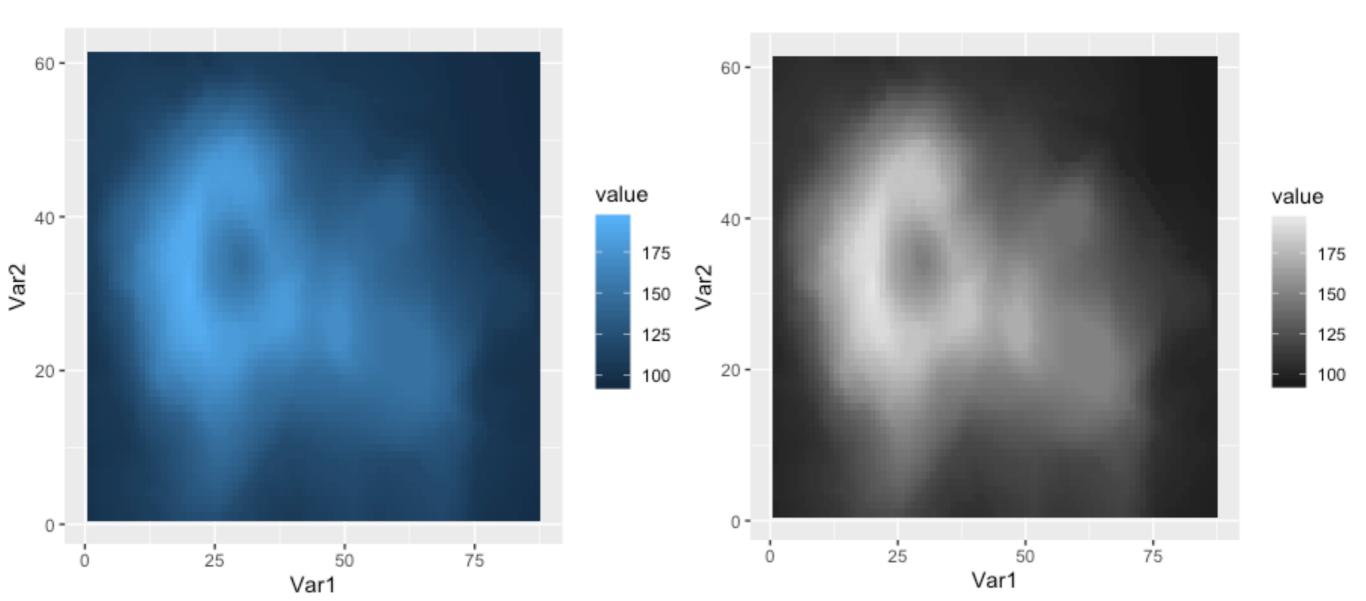
Lambertian shading w/ specular and ambient shading

Lambertian w/ specular, ambient, and cast shadows

## **Group work:**

Use geom\_tile() in ggplot2 to create two graphs of volcano: one with the default color scale and one with a gray scale that ranges from gray10 to gray90.

Compare the two images. Where are the highest values (and what do you estimate them to be)? Do you see any Mach Banding in either image?



#### **References:**

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