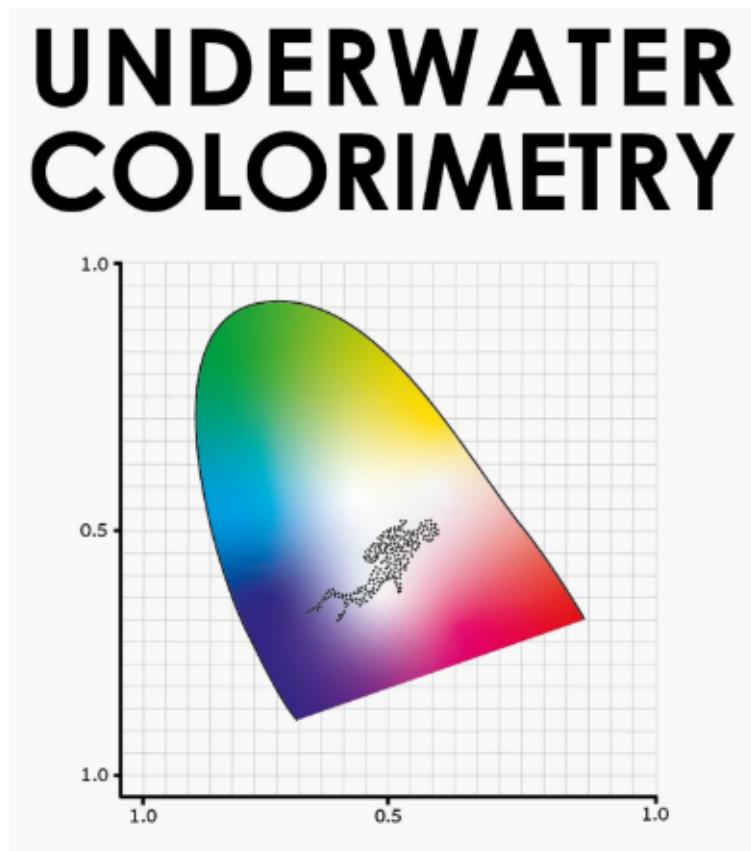


# Underwater Colorimetry

## Lab 4

IUI

January 2026



## Underwater Image Formation

In this lab we will work with the underwater image formation model to gain intuition about the governing concepts.

As we saw in the lecture, the integral form of the underwater image formation model goes as follows:

$$I_c = \underbrace{\int_{\lambda_1}^{\lambda_2} \left[ \rho(\lambda) E_0(\lambda) e^{-K_d(\lambda)D} \cdot e^{-c(\lambda)z} \right] \cdot S_c(\lambda) d\lambda}_{\text{Direct signal } (D_c)} + \underbrace{\int_{\lambda_1}^{\lambda_2} \left[ \frac{b(\lambda)}{c(\lambda)} E_0(\lambda) e^{-K_d(\lambda)D} (1 - e^{-c(\lambda)z}) \right] \cdot S_c(\lambda) d\lambda}_{\text{Backscattered signal } (B_c)}$$

Where:

$S_c(\lambda)$  – Sensor sensitivity

$\rho(\lambda)$  – Target reflectance

$E_0(\lambda)$  – Ambient (diffuse) light at the surface

$b(\lambda)$  – Scattering coefficient

$c(\lambda)$  – Beam attenuation coefficient

$K_d(\lambda)$  – Spectral diffuse downwelling attenuation coefficient

$z$  – The geometric distance along viewing direction

$D$  – Depth[m]

The image formation model can be expressed using linear algebra as a matrix multiplication, as follows:

$$I_c = RL_0A_DS_c + \omega L_0A_BS_c$$

Where:

$I_c \in \{m \times 3\}$  – RGB values of each patch ( $m$  patches in total)

$R \in \{m \times n\}$  – Reflectances of  $m$  patches at  $n$  wavelengths

$L_0 \in \{\text{diag}(n \times n)\}$  – Spectral light at the surface

$A_D \in \{\text{diag}(n \times n)\}$  – Attenuation of the direct signal

$A_B \in \{\text{diag}(n \times n)\}$  – Attenuation of the backscattered signal

$S_c \in \{n \times 3\}$  – Spectral sensitivities of the camera's channels

$\omega \in \{1 \times n\}$  – Hadamard product of:  $b(\lambda)$  and  $\frac{1}{c(\lambda)}$

**Lab objectives:**

1. Gaining experience working with the underwater image formation model.
2. Gaining intuition about the diffuse downwelling attenuation coefficient  $K_d(\lambda)$ .
3. Experimenting with optically different, simulated, water types.

**Required equipment:**

1. Computer
2. MATLAB or Python

**Provided data:**

Underwater Colorimetry GitHub Repository

Download the repository as a .zip file. It is very important to place the repository in a folder whose path **does not** contain any spaces or special characters!

Provided File	Comment
Canon_1Ds-Mk-II.csv	Spectral sensitivities of a Canon camera.
DGKColorChart.mat	MATLAB struct containing reflectances and XYZ values of each patch in a DGK color chart.
DGKcolorchart_reflectances.csv	Patch reflectances of DGK color chart.
illuminant-D65.csv	Lighting conditions.
Jerlov_b.csv	Scattering coefficient of Jerlov water types.
Jerlov_c.csv	Beam attenuation coefficient of Jerlov water types.
Jerlov_Kd.csv	Diffuse downwelling attenuation coefficient of Jerlov water types.

Table 1: Provided files and their descriptions.

Before starting the lab we will first upload all required data to MATLAB (or Python)

## Lab Report Due

Sunday 18.1.26 at 9:00 am, by email

Submit to: [uwcolorimetry@gmail.com](mailto:uwcolorimetry@gmail.com)

Your email title should include the lab number, your name and affiliation!!!

For example: Lab 4 - James Bond - University of Integers

## Lab report: Maximum 3 Pages!

Please keep your reports clean and professional

## Lab Overview

**Exercise 1:** *Simulating DGK color chart underwater*

**Exercise 2:** *Direct signal ( $D_c$ ) and Backscatter ( $B_c$ )*

**Exercise 3:** *Optical comparison of different water types (Jerlov)*

**Exercise 4:** *RGBs ( $I_c$ ) as function of viewing distance ( $z$ )*

## Exercise 1

### Simulating DGK color chart underwater

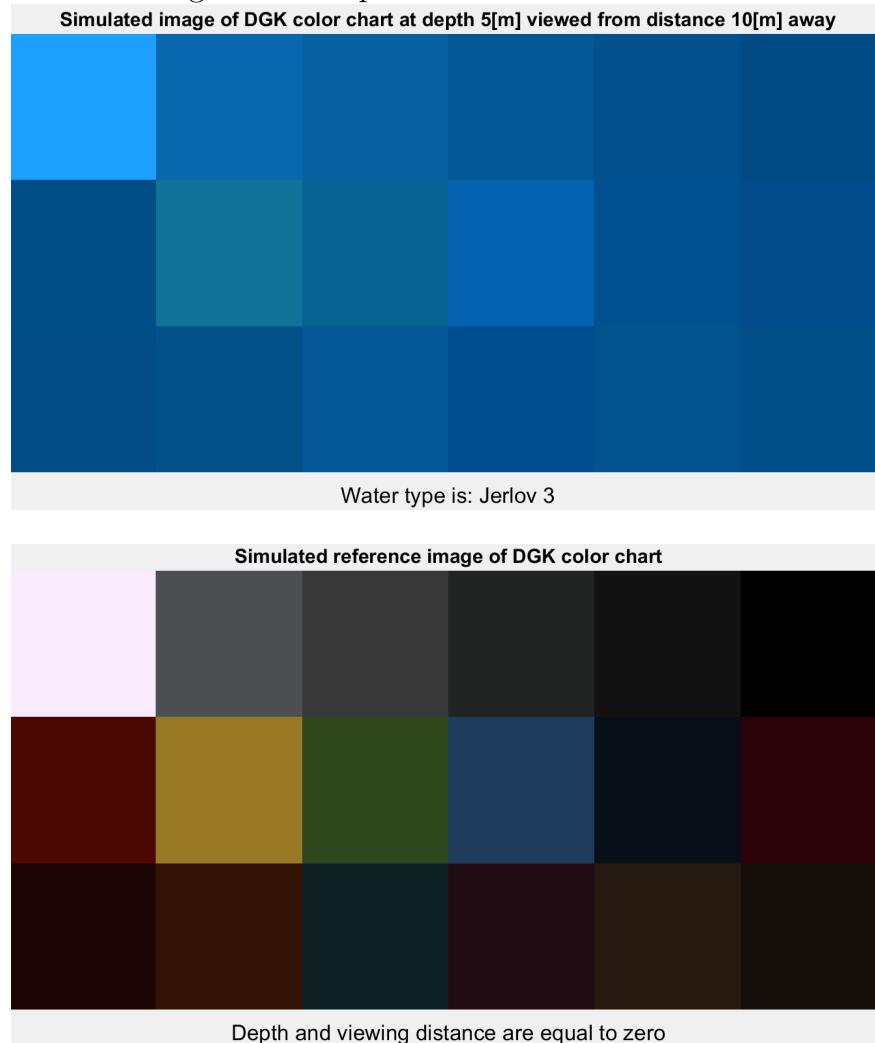
In this first exercise, we will simulate our DGK color chart as it would have appeared underwater. In order to do so, we will use illuminant D-65 as ambient light field and the Canon\_1Ds-Mk-II camera sensitivities.

Next step that we need to do is to optically define the water body, for that we will use the optical properties of 8 different water types from Jerlov's data-set.

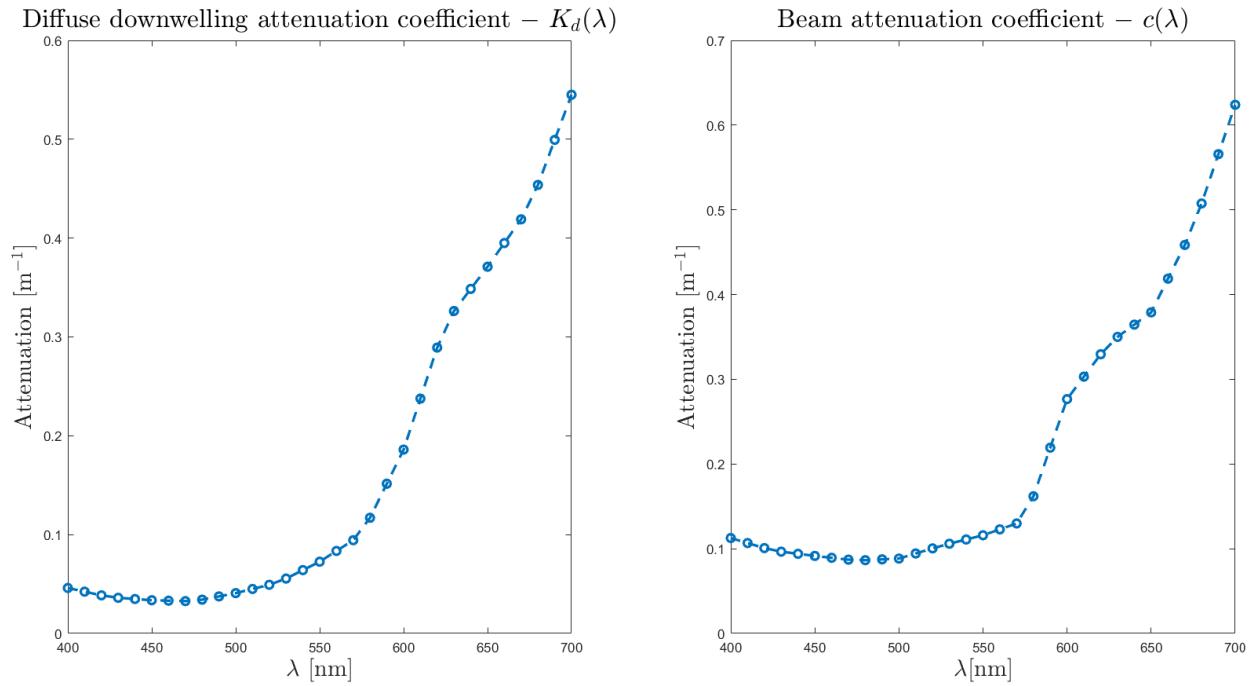
Lastly, we need to define the viewing geometry, i.e. how deep is the color chart and how far it is from our camera.

### Include in your report - Exercise 1

Visualize our DGK color chart under several conditions, experiment with **AT LEAST** 3 different [water type - depth - viewing distance] combinations. Also include a reference image at depth and viewing distance equal to zero.



Additionally, include a plot of the optical properties  $K_d(\lambda)$  and  $c(\lambda)$  associated with each simulated combination.



Overall you should have:

- 1 reference image at depth and viewing distance equal to zero.
- 3 images simulated under 3 different combinations of optical conditions and viewing geometry.
- 3 plots of  $K_d(\lambda)$  and  $c(\lambda)$  for each simulated image.

Discuss (in one paragraph!):

1. How do the attenuation coefficients, especially  $K_d(\lambda)$ , explain the resulted patch colors in the images?
2. How do depth and viewing distance affect the color of the patches? Can you tell which affects the most?

## Exercise 2

### Direct signal ( $D_c$ ) and Backscatter ( $B_c$ )

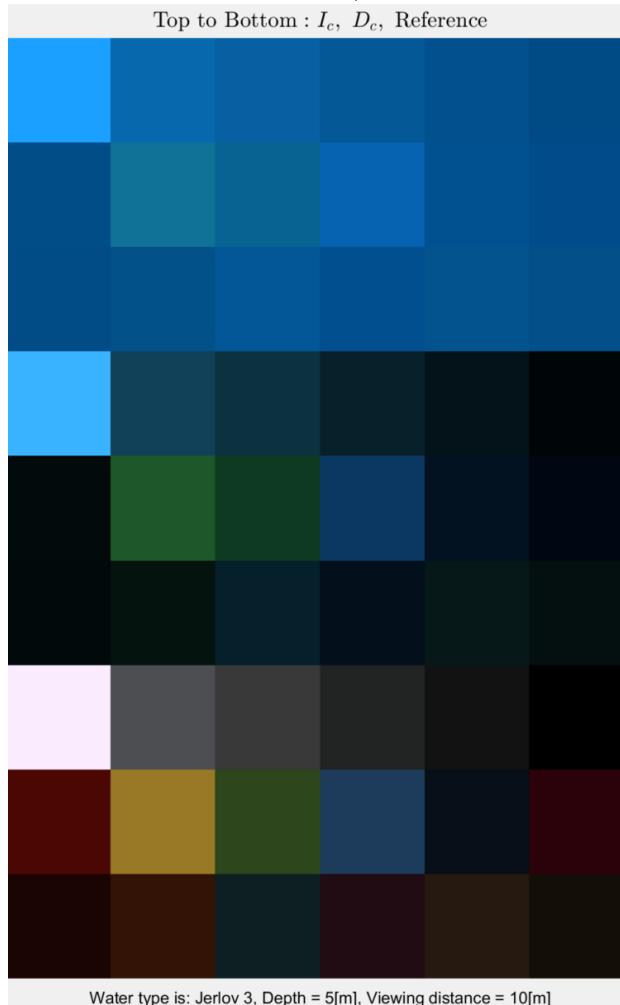
After obtaining simulated underwater images, lets explore the effects of light interacting with water. As we saw in the lectures, the underwater water image ( $I_c$ ) generally has 2 components:

- The direct signal  $D_c$
- The backscattered signal  $B_c$

In this exercise, we will see how the direct signal attenuates underwater and how the backscattered signal is added to the image when the viewing distance increases.

### Include in your report - Exercise 2

Use the same 3 combinations from exercise 1 and display for each image ( $I_c$ ) only the direct signal ( $D_c$ ). You should have 3 plots as follows (one for each combination):



Discuss your results, 1 paragraph max!

## Exercise 3

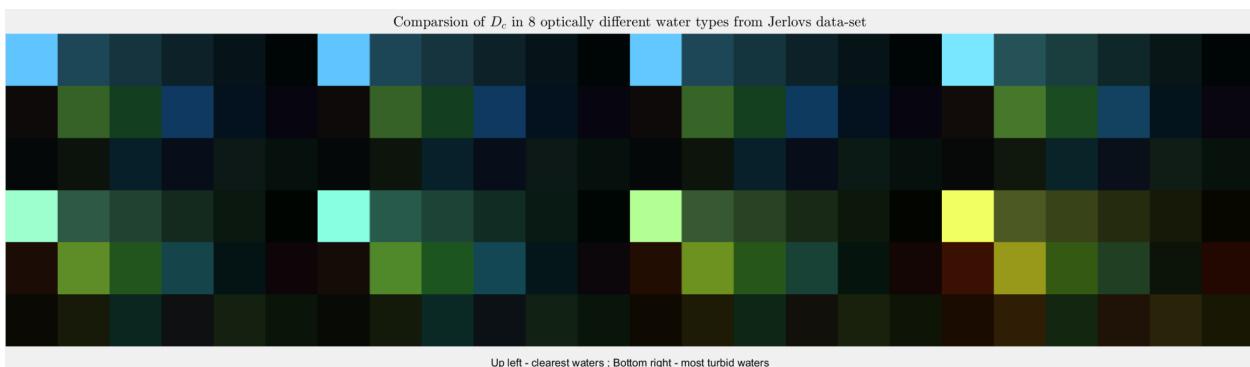
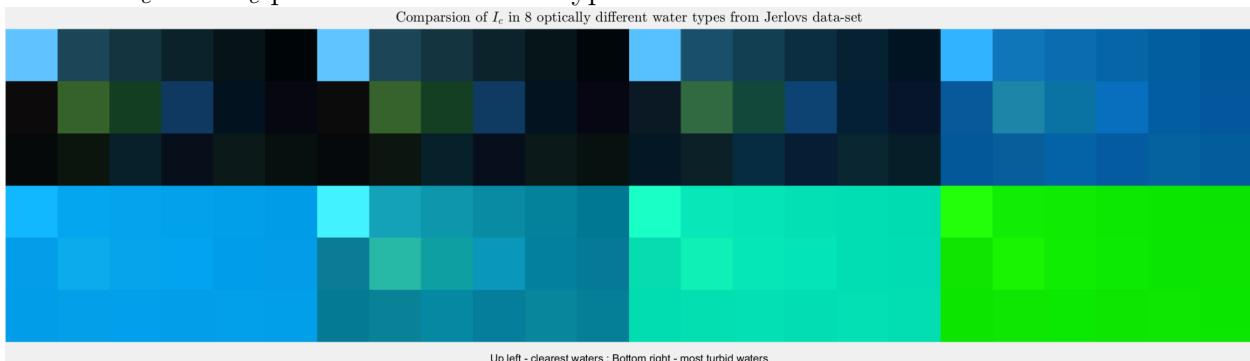
### Optical comparison of different water types (Jerlov)

Now let's do overall comparison between all of the water types we have available to us (8 in total). In order to do so, we will plot 2 figures with 8 simulated DGK images in each, one for each water type.

Experiment with water type, depth and viewing distance to capture a set-up at which all, or most, patches are visible.

### Include in your report - Exercise 3

Add the  $I_c$  and  $D_c$  plots for the 8 water types:



In one paragraph per question, discuss:

1. Why does the direct signal ( $D_c$ ) attenuate differently in each water type? Why same patches under the same illuminant and viewing geometry appears so differently?
2. Why the backscattered signal ( $B_c$ ) under the same illuminant and viewing geometry appears so differently?

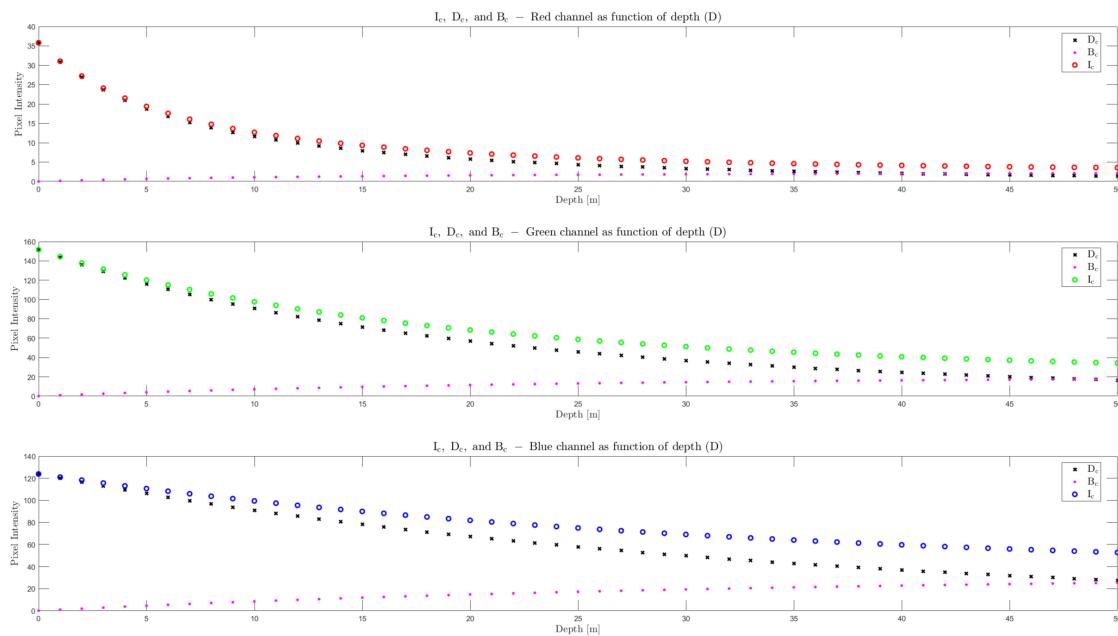
## Exercise 4

### RGBs ( $I_c$ ) as function of viewing distance (z)

In this exercise we will dive deeper to examine the simulated RGB values rather than the full image in water types 1,2,3 and 8. We will plot the RGB values as function of distance for each one of the specified water types and try to understand the results.  
Initially we will plot the RGB values of the white patch, then experiment with different patches and write about your results!

### Include in your report - Exercise 4

1. You should have 4 plots RGB(white patch) vs. distance, choose 1 of them and show it on the report.



**Don't forget to specify the viewing distance you used!**

2. Try different patches other than white and include at least another figure from different patch but **keep the viewing distance the same**.

## Discuss

1. What would you expect to see in the intersection point between  $D_c$  and  $B_c$ ? Why?
2. Why the graphs of the red, green and blue channels appear different vs. distance?

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