Color Models

RGB cube:

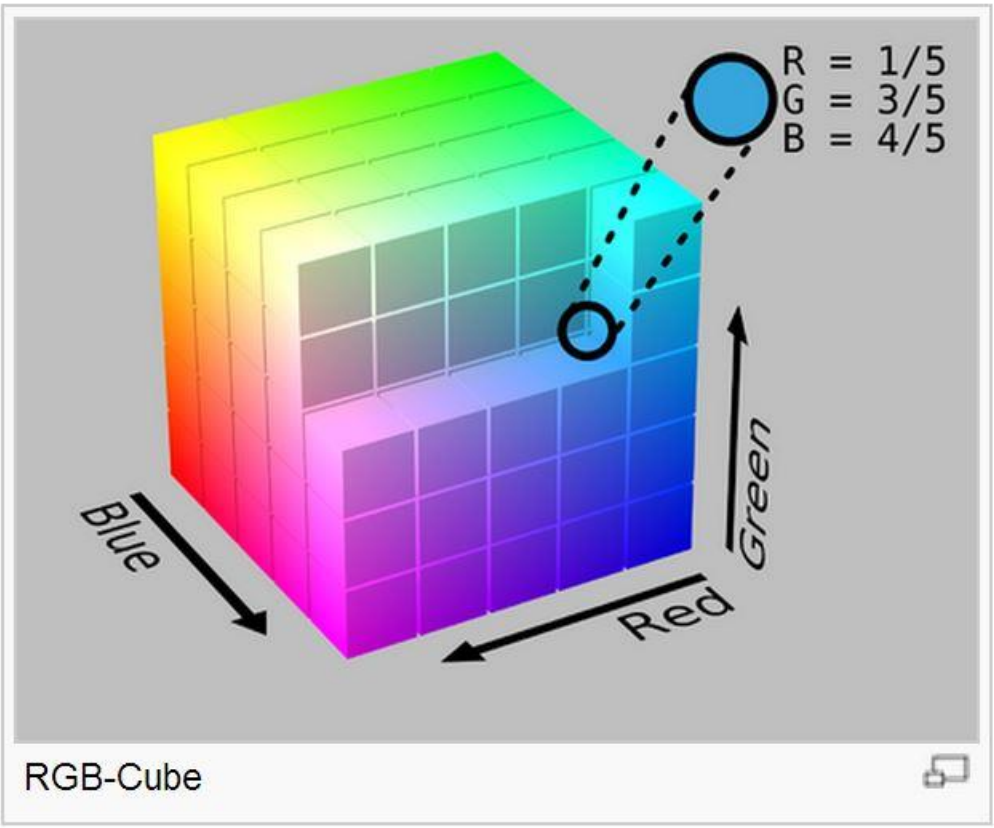
*Principle is on additive chromacities

*Used by computers to display images on monitors

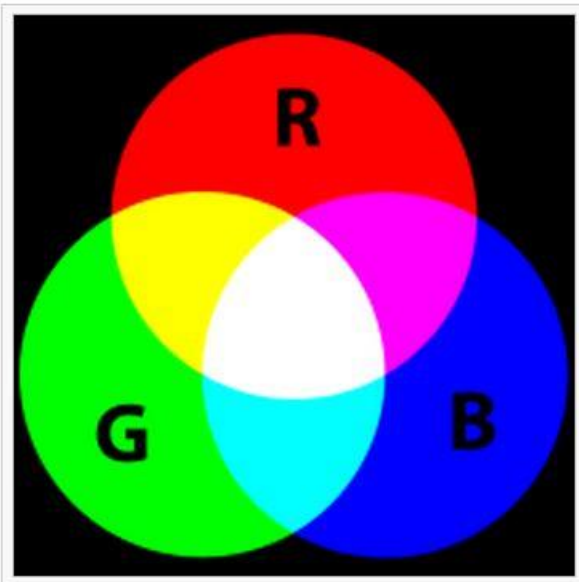
R-> Red chroma→reflects waves of wavelength 620-750nm

G->Green chroma→reflects waves of wavelength 495-570nm

B->Blue chroma→reflects waves of wavelength 450-495nm



RGB-Cube



HSV cylinder:

*this model tells how our eye interprets scean to be

H->Hue→what sort of chroma was there

S->Saturation→how much whiteness added to the above chroma

V->Value (Intensity)→how much darkness added to the above chroma

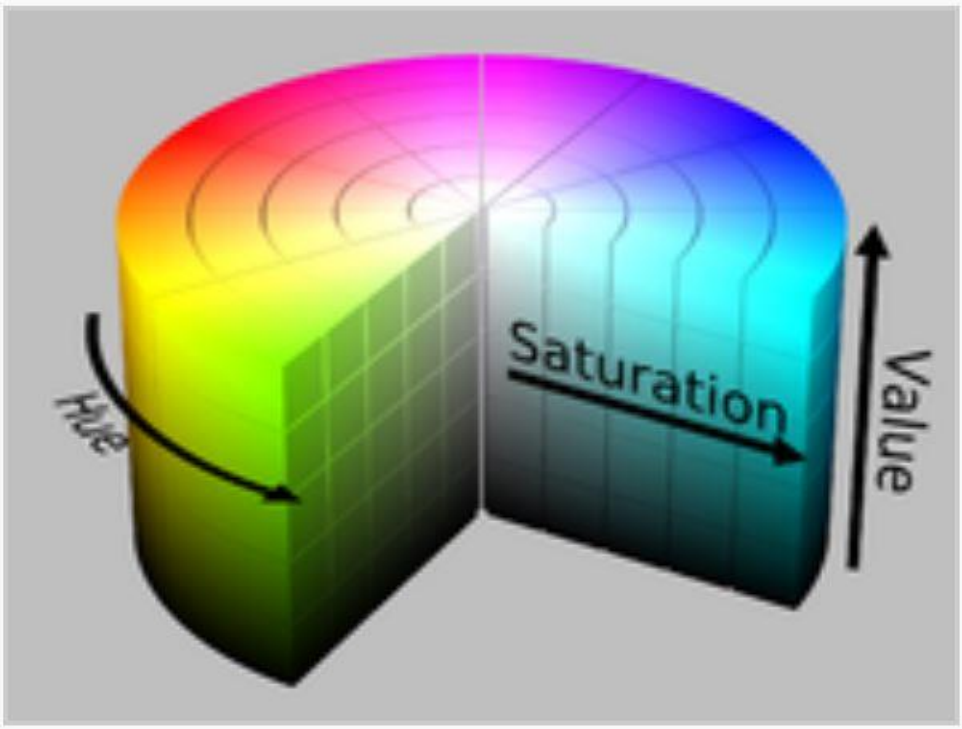


Fig. 2b. HSV cylinder

Other models

CMYK(printing),YCbCr , YUV

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Shridhar Kini