Normal saturation = 240

**To be kept constant**

Normal luminosity = 120

Hue = 0 = perfect red

Hue = 80 = perfect green

Hue = 160 = perfect blue

“Perfect“ Red/Green/Blue = 255

# Stimuli

Keep Red constant to 255 and only modify Green in the range from 50 to to 170 at steps of 10

For other colors: same

9 blocks

120 trials per block, each color step is tested 10 times

* How can we attribute to the inducer color the code in steps of 10 which is written in the code box?

def inducer\_color ():

red0=[255,0,0]

red1=[245,0,0]

red2=[235,0,0]

red3=[225,0,0]

red4=[215,0,0]

red5=[205,0,0]

red6=[95,0,0]

red7=[85,0,0]

red8=[75,0,0]

red9=[65,0,0]

red10=[55,0,0]

random.shuffle(inducer\_color)

return tuple(inducer\_color)

Response range:

could go from 30 to 190

* How can we make it possible to reverse towards the center after you’ve reached the maximum value?
* How do we program the steps of 10?

Get start and stop time

Start color and final color