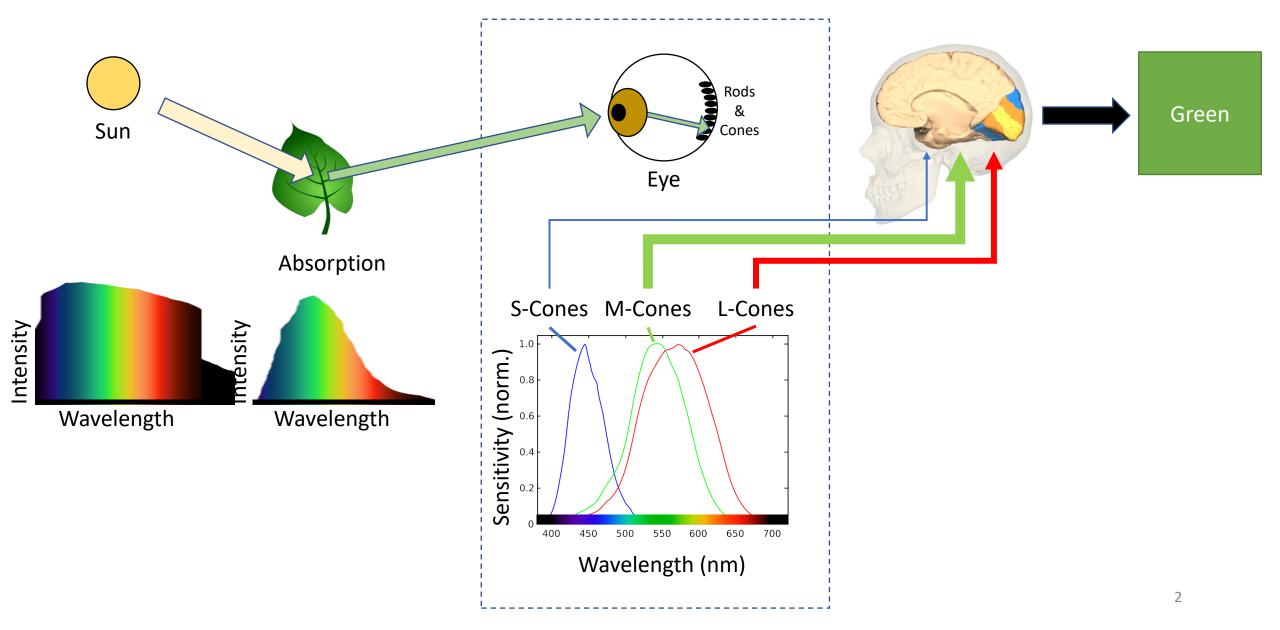


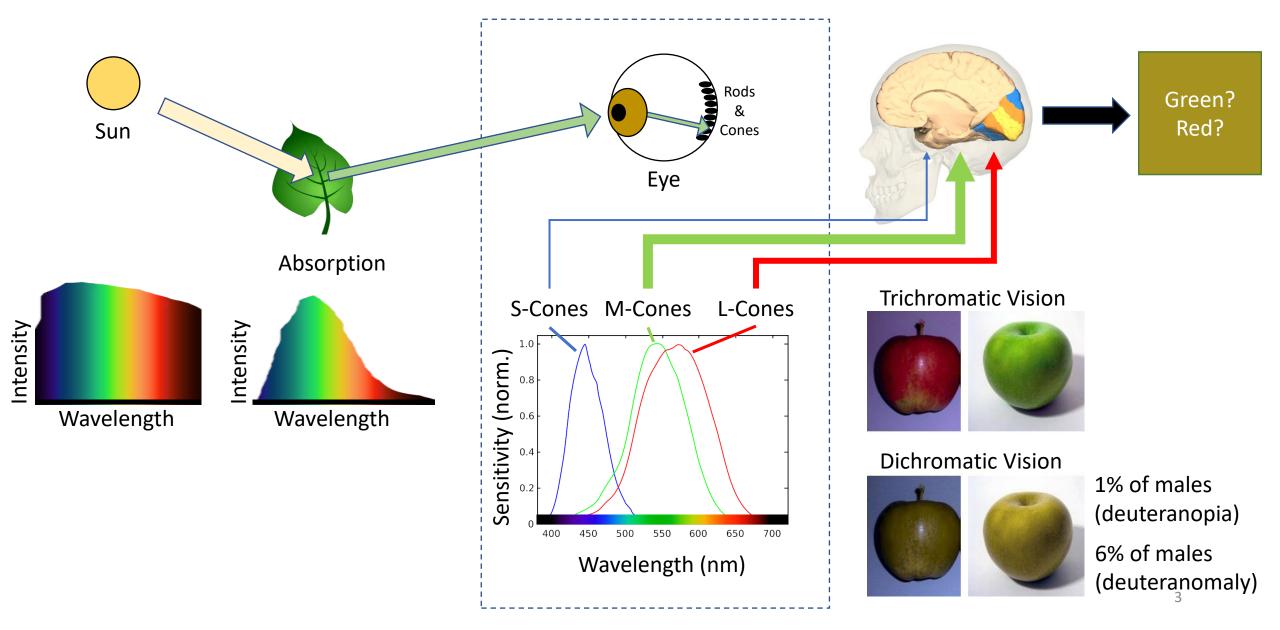
# Visualisation

Week 1
Colour and Colour Scales

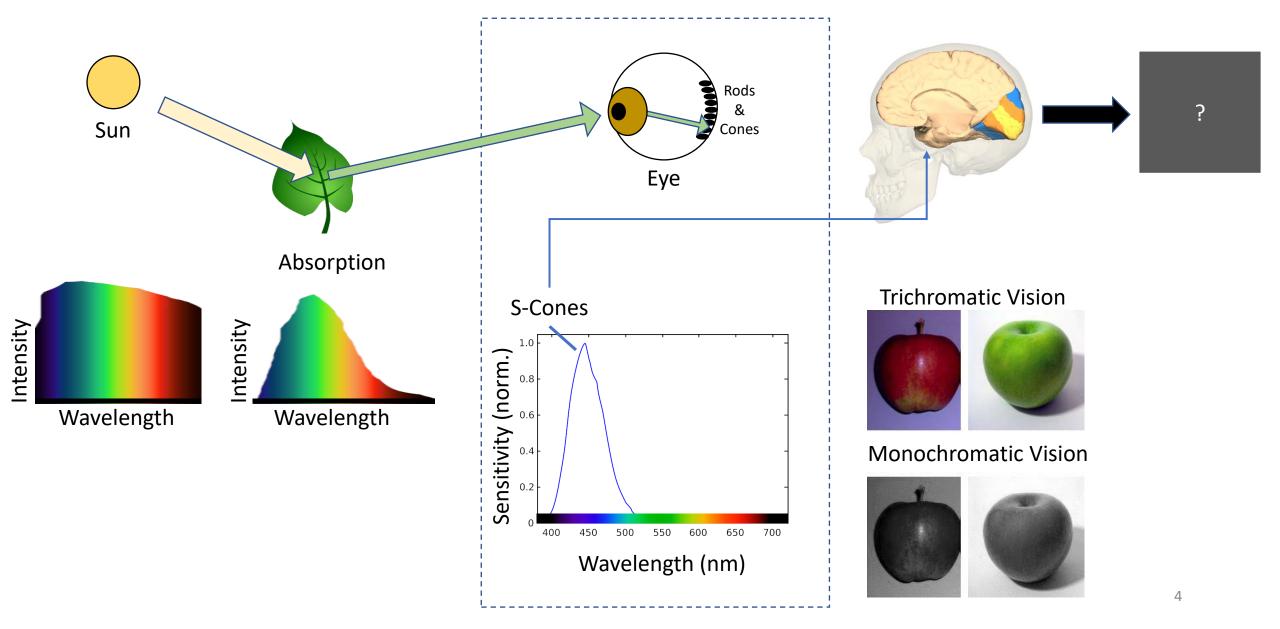
### What is Colour? Trichromatic Vision



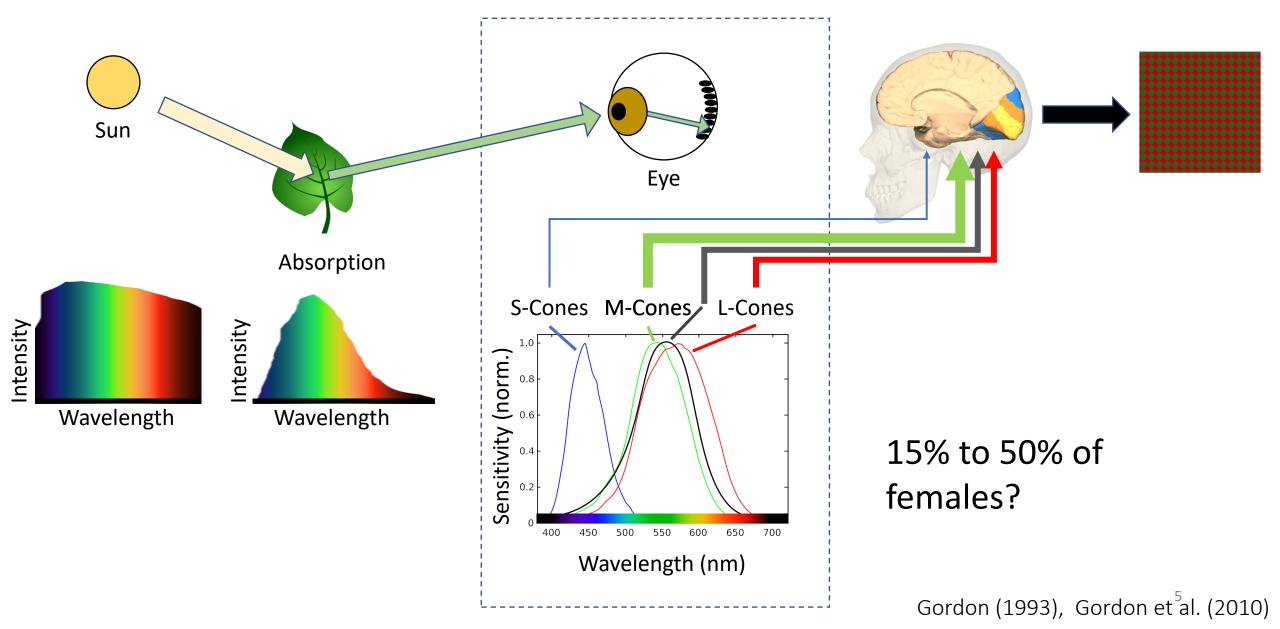
### What is Colour? Dichromatic Vision



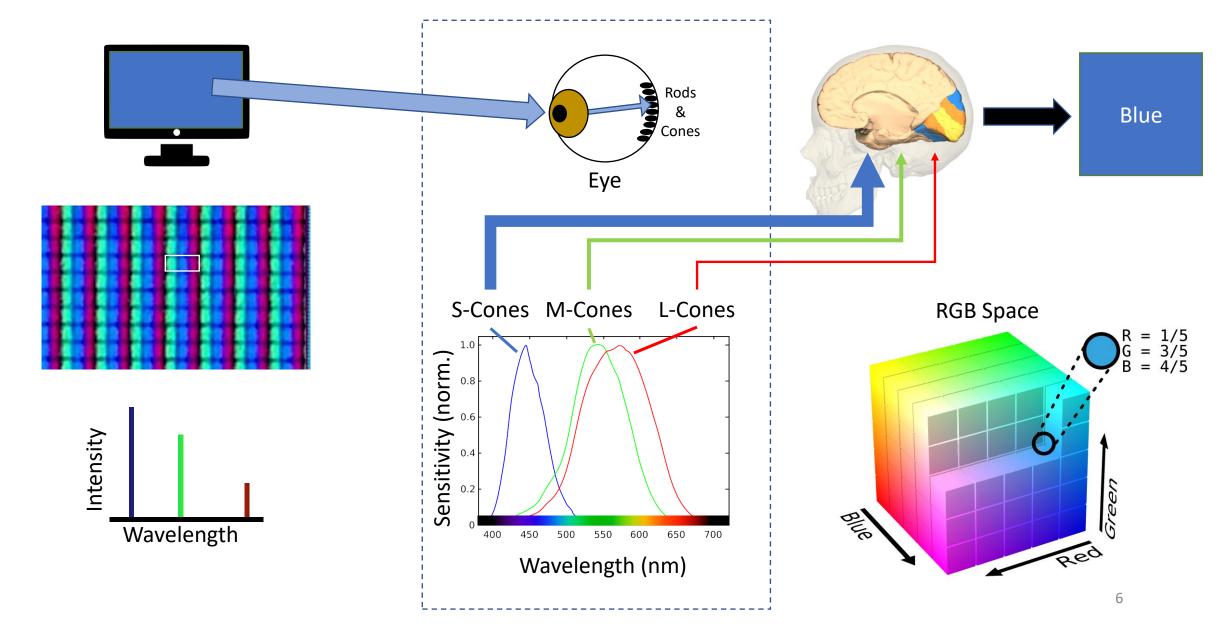
### What is Colour? Monochromatic Vision



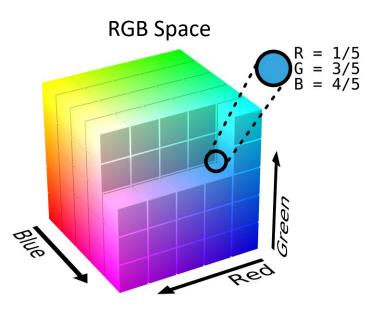
### What is Colour? Tetrachromatic Vision

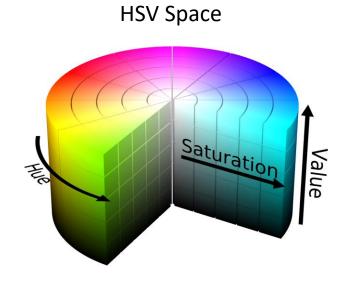


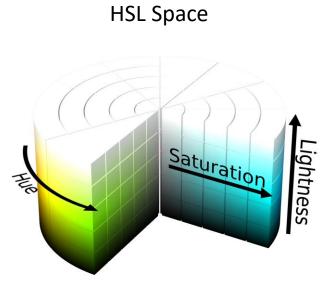
## What is RGB Colour?



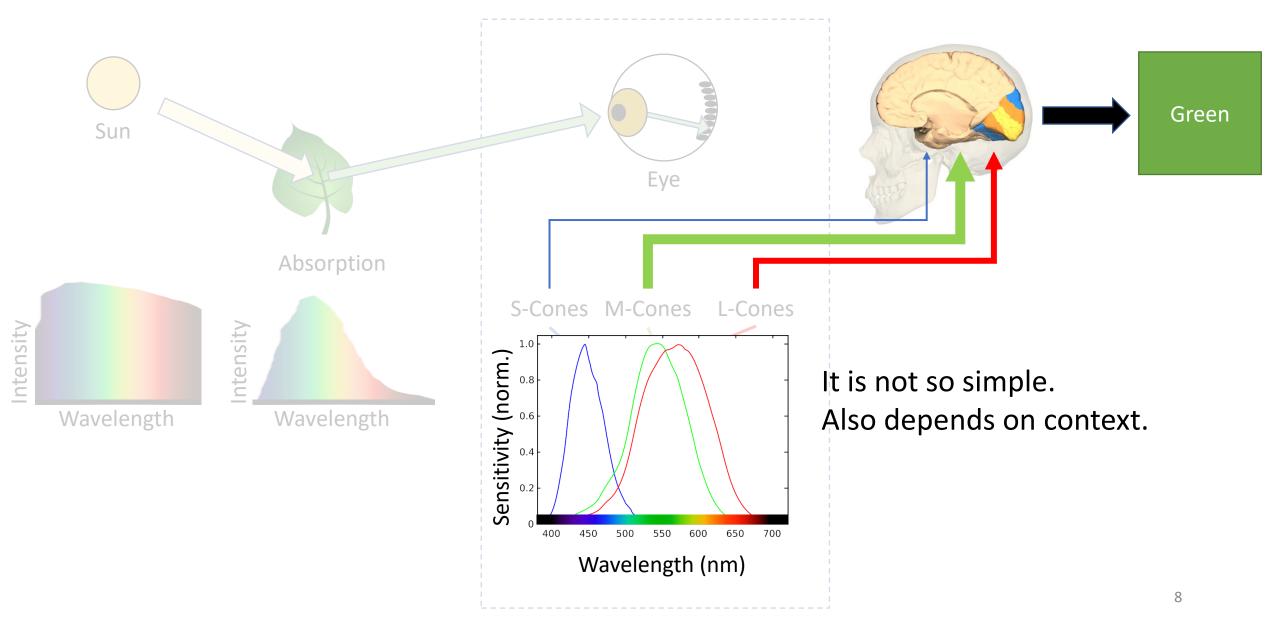
## Colour is 3dimensional







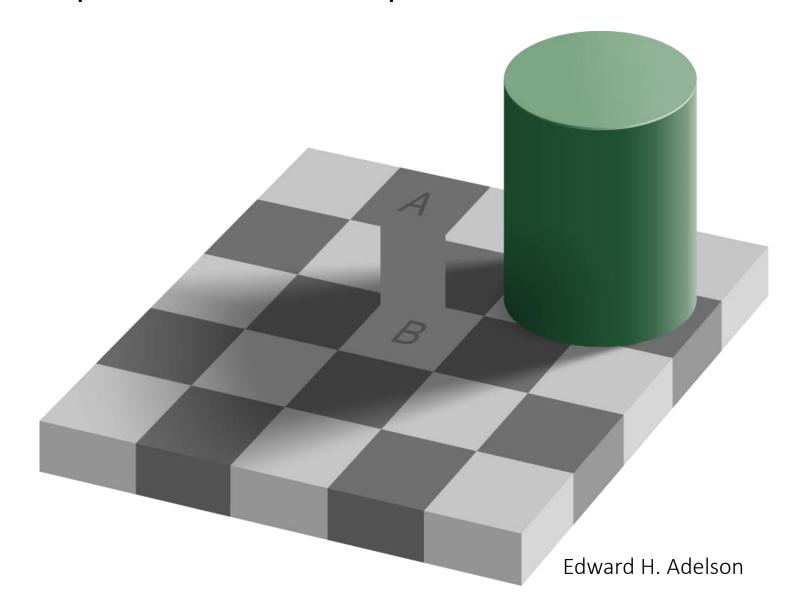
## What is Colour? Trichromatic Vision



## Context Dependent Perception

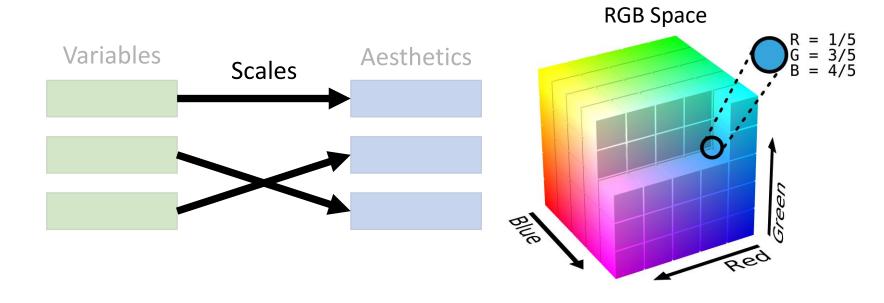


## Context Dependent Perception



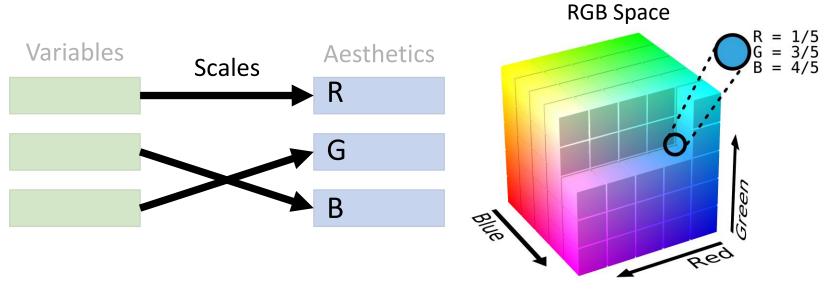
## Colour Scales

aka Colour maps aka Colour palettes



### Colour Scales

aka Colour maps aka Colour palettes



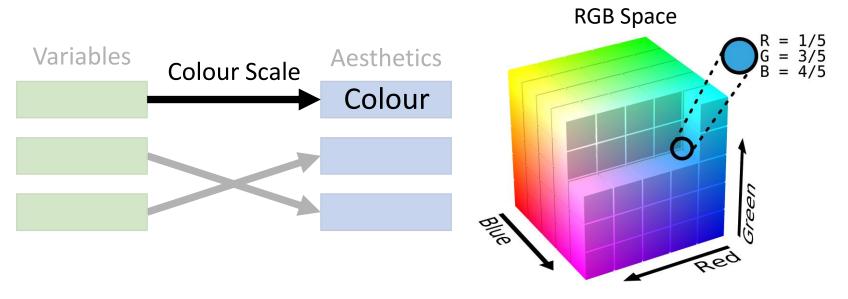
- Can we use all 3 colour dimensions?
- Not a good idea in practice

## An Exception - Optical Flow Fields



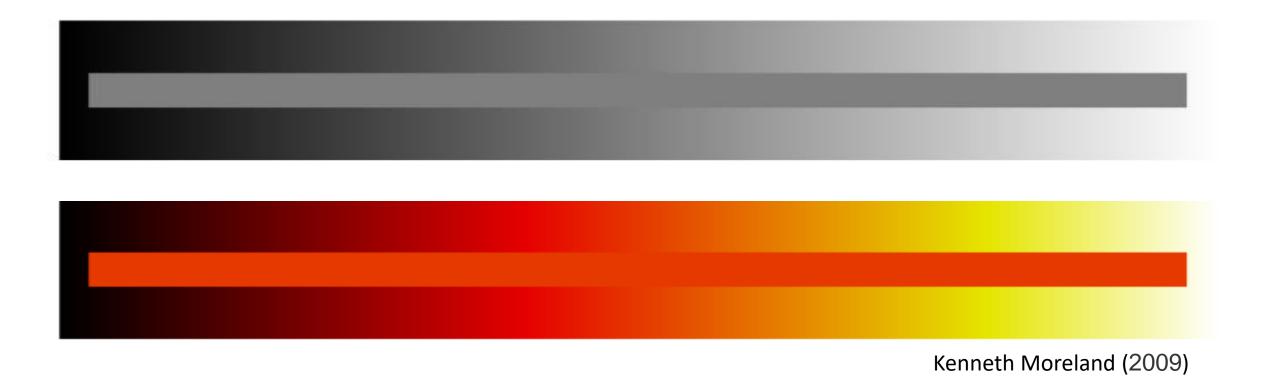
#### Colour Scales

aka Colour maps aka Colour palettes

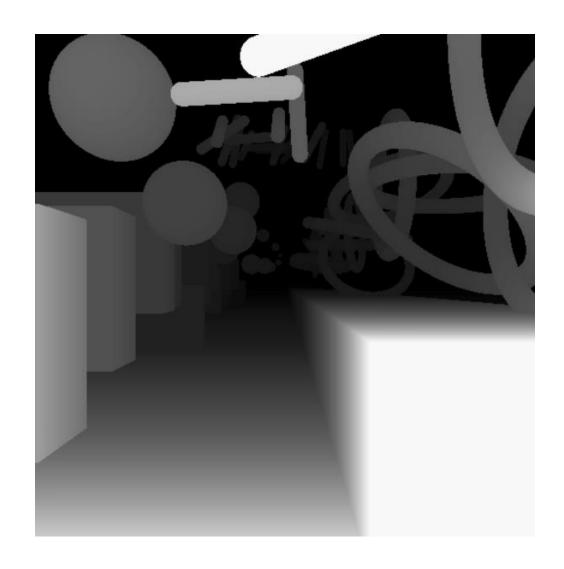


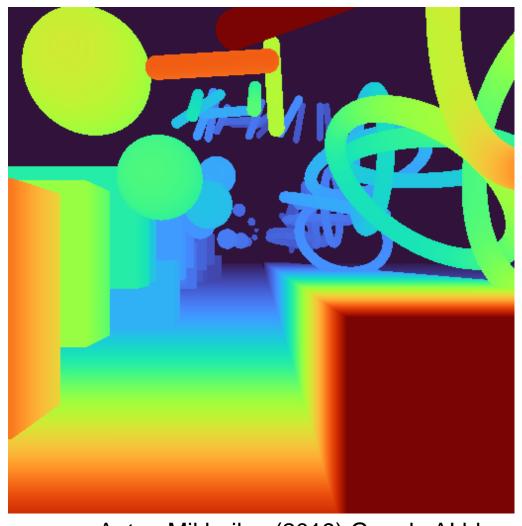
- Usually Colour is single aesthetic.
- Colour scale maps 1 variable to 3D colour.

# What's wrong with grey?



## What's wrong with grey? – Dynamic Range

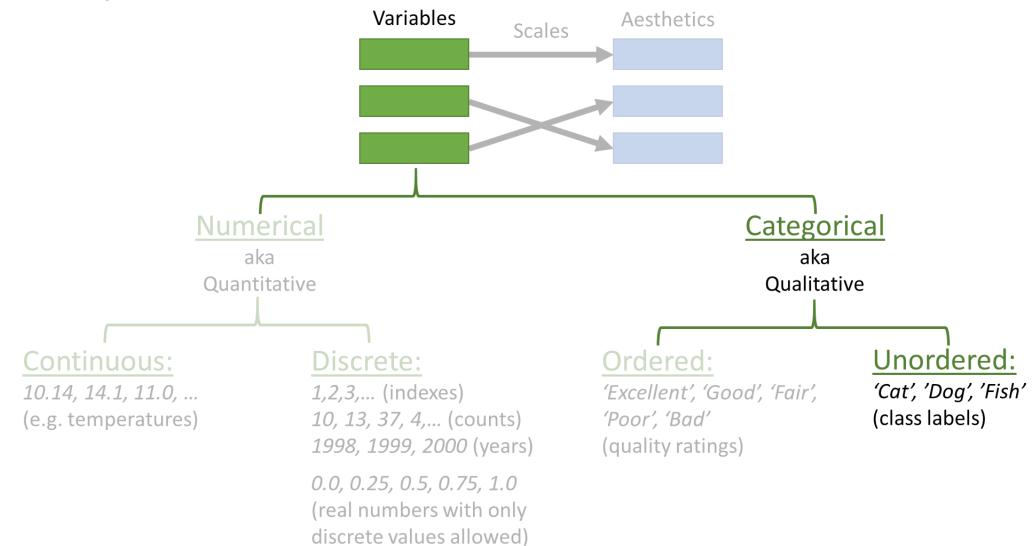




Anton Mikhailov (2019) Google Al blog

#### Colour Scales for Unordered Variables

aka *Categorical* Colour Scales

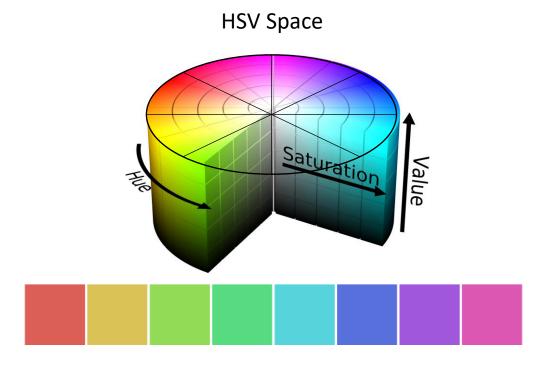


#### Colour Scales for Unordered Variables

#### Goals:

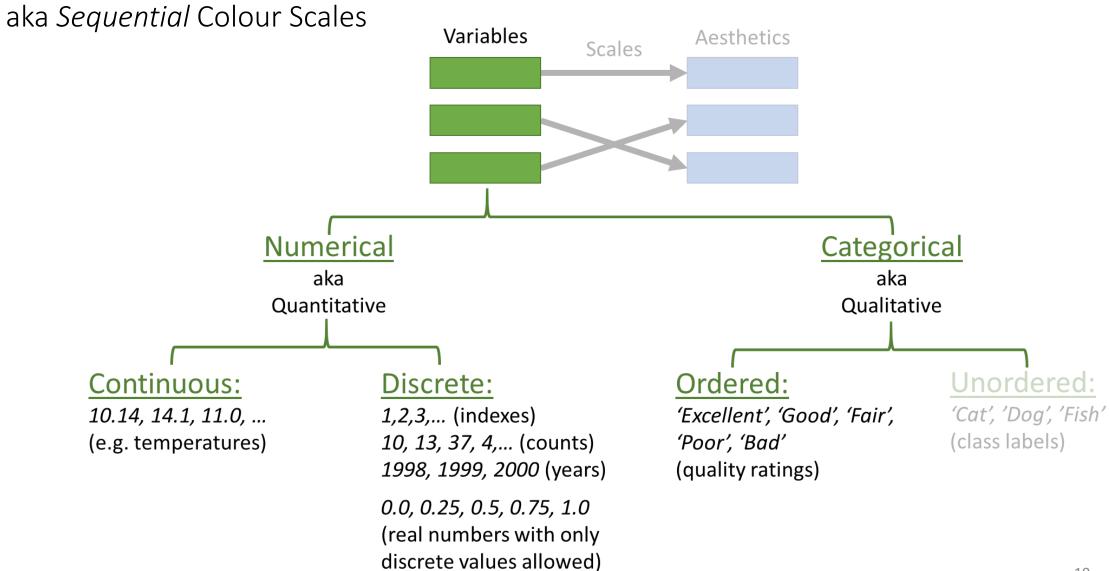
- Easily distinguishable
- Should not imply order
- None should stick out





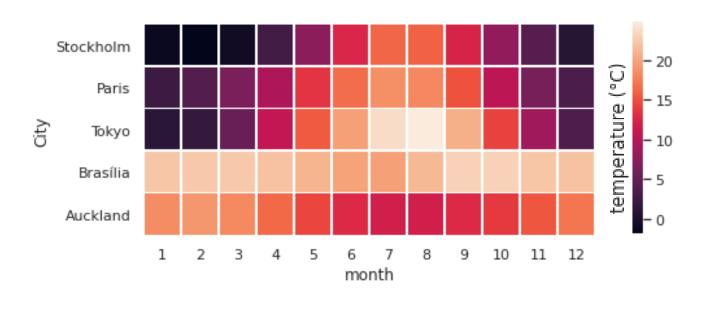
- Fix saturation and value
- Subdivide hue

#### Colour Scales for Ordered Variables



#### Colour Scales for Ordered Variables

aka Sequential Colour Scales

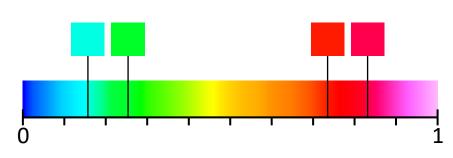




#### Goals:

- Indicate which of two values is larger.
- Indicate how far apart two values are.

Perceptually Uniform Colour Maps



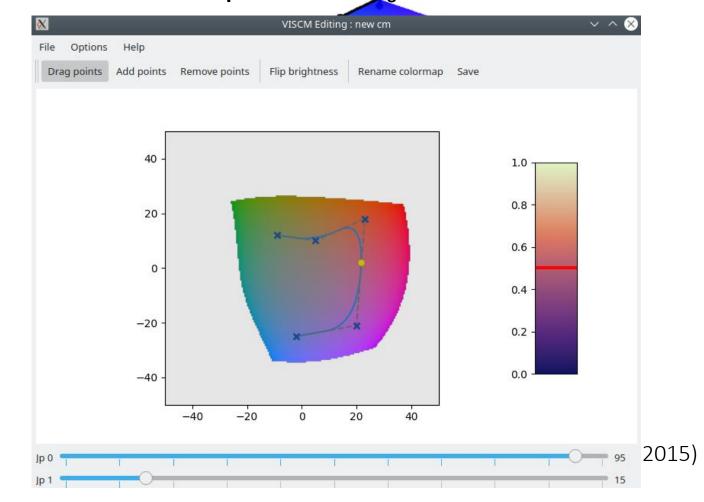
Perceptually uniform, colour-blind-friendly, grayscale compatible



Plasma

Inferno

Magma

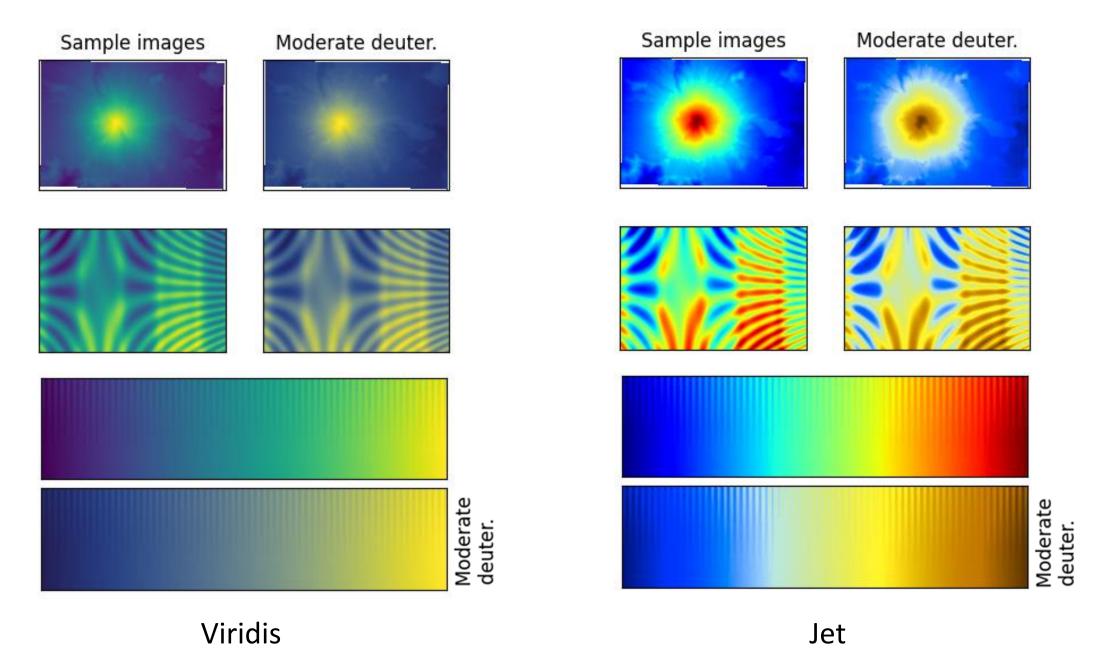


Not quite perceptually uniform

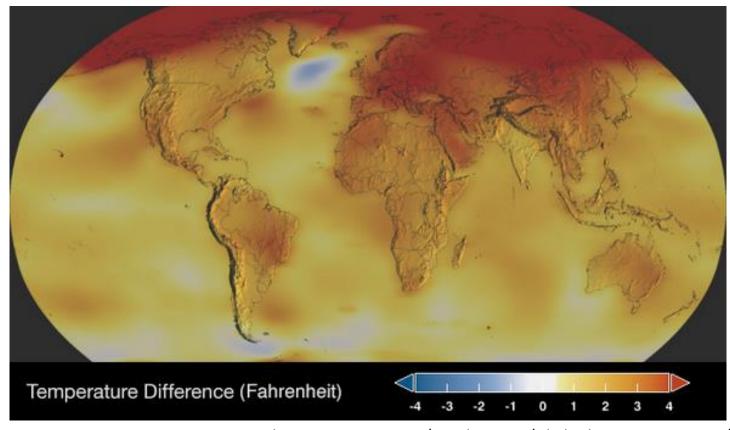
Stéfan van der Walt and Nathaniel Smith

Cividis

Turbo



## Diverging Colour Scales



**Perceptually uniform** 

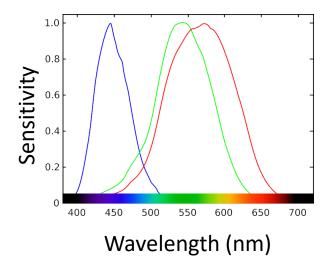
climate.nasa.gov/vital-signs/global-temperature/

Vlag

Icefire

## Take Home Messages

- We are (mostly) trichromats.
  - Light spectra are high dimensional.
  - Our colour perception is 3D.



- Choose your scales carefully. Keep in mind:
  - Ordered versus unordered
  - Perceptual uniformity
  - Colour-blind-friendliness

