Thesis working title:

Chromatic adaptation in museum environments

# Introduction

## Light causes damage to museum objects (damage vs vision/communication)

# State of the art

## *Glossary?*

## Radiation of different wavelengths causes different amounts of damage

## Lights of same attributes but different damage factors are treated interchangeably (metamers with different spectral characteristics)

## Lights with different CCT also considered interchangeable (Chromatic adaptation and colour constancy)

## Lights of different colour temperatures can cause differing amounts of damage (LEDs?)

## Chromatic adaptation research status quo

## Preference for different colour temperatures (confounded with colour rendering)

## ipRGCs

### What do we know?

### Why good contender for CA role? (computational approach)

## LEDs in Museums

# Experiments (+Analysis)

## Tablet experiment

## Large sphere

## Small sphere

## Gallery experiment / Using theory to explain experimental results of others

# Conclusions

## Vision Science contribution

## Recommendations for museum lighting, and lighting engineering generally

# Bibliography

Notes (-SR):

If not in 3, why in 2?

Writing order: 2,3,1,4

Chapter/Section summaries

Next – next level of bullet points