

# Barvne slike

Pretvori barvo iz RGB barvnega prostora v HSV barvni prostor:

R	G	B	H	S	V
255	34	126	0.93	0.87	1
30	26	130	0.67	0.8	0.51
105	205	11	0.25	0.95	0.80

Za prvi primer:

- $R = 255, G = 34, B = 126$
- $C_{\max} = 255, C_{\text{high}} = 255, C_{\text{low}} = 34, C_{\text{rng}} = C_{\text{high}} - C_{\text{low}} = 221$
- $S = C_{\text{rng}} / C_{\text{high}} = 0.8667$
- $V = C_{\text{high}} / C_{\max} = 1$
- $R' = (C_{\text{high}} - R) / C_{\text{rng}} = 0, G' = 1, B' = 129 / 221$
- $H' = 129 / 221 - 1$
- $H = (H' + 6) / 6 = 0.39$

Pretvori barvno iz HSV barvnega prostora v RGB barvni prostor:

H	S	V	R	G	B
0.1	0.4	0.95	242	203	145
0.65	0.7	0.15	11	14	38
0.4	0.32	0.47	81	120	97

Za prvi primer:

- $H = 0.1, S = 0.4, V = 0.95$
- $H' = (0.1 * 6) \bmod 6 = 0.6, v = V$
- $c_1 = \text{low}(H'), h_2 = H' - c_1$
- $x = (1 - S) * V, y = (1 - (S * c_2)) * V, z = (1 - (S * (1 - c_2))) * V$
- $(R', G', B') = \dots$ 
  - $c_1 = 0 \dots (v, z, x)$
  - $c_1 = 1 \dots (y, v, x)$
  - $c_1 = 2 \dots (x, v, z)$
  - $c_1 = 3 \dots (x, y, v)$
  - $c_1 = 4 \dots (z, x, v)$
  - $c_1 = 5 \dots (v, x, y)$
- $(R, G, B) = \text{round}((R', G', B') * 255)$

V Octave: `rgb2hsv` in `hsv2rgb`.