Will It Blend?

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***Abstract*—Over the last years, research has been made to ascertain if the blending of two or more colors can convey, in a efficient way, the information contained in two or more variables, using color blending techniques. Nonetheless, previous investigation has not come to an agreement.**
With our user study, we have found that CMYK is the color model that best resembles the users' expectations, while the orange, green and yellow color-blending results are the ones which generate shorter distances to between the reference colors and the ones indicated by the users. On the other hand, the CIE-L*C*h* Color Model is the one which is farther apart from the users' mental model of color. We have also detected that there is a mild indicator that it exists a difference between the responses from Female and Male users, but only in a few color blendings. All the data collected was developed through a user study with 259 users, which was supported by an online user studies platform called *BlendMe!*.
We gathered a set relevant implications of using color blending techniques, in the InfoVis field of research, besides providing a set of questions which remain unanswered and could turn out as an interesting source of future work, and a cleaned dataset containing the data collected from the user study which could be further analyzed by other researchers.

***Index Terms*—colors, models, spaces, blending, InfoVis, color perception, user study, calibration, scales, organization, data visualization, data processing, blending techniques, color vision deficiencies, demographic analysis**

I. Introduction

As it is stated by Chirimuuta [1], Color is a subjective interpretation of an objective physical *stimulus*, which may differ from person to person. We, as humans, do not equally perceive color: by saying this, it is affirmed that the definition and the interpretation of a colored *stimuli* can diverge depending on the philosophical mindset a person follows. Color has been object of study of different Philosophies and the definitions of this concept can fluctuate from the simplest statement that colors are simple, primitive intrinsic properties of physical objects, to the description that colors are subjective properties projected onto object's physical surface and light-sources. Color perception is influenced by cultural patterns and the environment in which we evolved as a specie.

As it is known, the human visual system can only perceive light from a well defined wavelength range (from under 400 nanometers until 750 nanometers, approximately) and, consequently, determining the spectrum of colors which is human perceivable. The colors are combined and represented by Color Models (*e.g.* RGB, HSV or CMYK) which have their own color gamut: the combination of all these gamuts could be represent in a Color Space like CIE-XYZ, which maps all the human perceivable colors in a Chromaticity Diagram, frequently named as a Horseshoe Diagram given its shape.

Color is, nowadays, remarkably used as a powerful tool to convey information: it is used on statistical graphics, cartographical data, information visualization and developers are eager to use color in their interfaces to create a better User Experience - when accompanied of an appropriate *Color Scheme*. Particularly, when showing data variables on a graphic, it is commonly associated to each variable a color and relationships between them are concluded by observing it. Certainly, it would be useful to combine variables in the same graphic, using a technique of *Color Blending*, conveying exactly the same information but, from a Computer Graphics perspective, in an economical way.

This technique has not been widely exposed and investigated, but some interesting advances have been made yet. It has been researched if the blending of colors for data visualization [2] would be a proper technique to convey information, so as for Visualizing Social Personal Information [3]; on the other hand, it is also important to understand if users are able to perceive different amounts of blended colors [4].

Even though investigation has been done, there are flaws and situations raised from them which remain to be fully tested and understood. These led us to state that reseach goal as:

Study if color blendings can be detected by the users, while testing if it is easier for users to estimate the pair of colors that resulted in a particular given blend, or reciprocally, to estimate which blend will result from a given pair of colors.

We decided to conduct a user study to fulfill them and answer a small set of objective questions. We developed a platform which would be capable of dealing with laboratory and online data: this way, the overhead of analyzing data from two different environment would be reduced and data was concentrated in the same place. The study should be divided onto four important phases which will be addressed shortly in Section III.

It was created a set of color blendings based on the primitives from the RGB and CMYK Color Model: Red, Green, Blue, Cyan, Magenta and Yellow. This set was formed by blendings of two, which was presented to the user in two forms: by being given the result of the color blending to the user and asked for the basis, or by giving the basis and asking for the result which the user though it would be appropriate. These colors were blended following the HSV, RGB, CMYK, CIE-L*a*b* and CIE-L*C*h* Color Models, interpolating the colors from each pair accordingly.

In the end of the study, the analysis revealed that the color blending which constantly yielded the best results across all color models is the **mixing of Red-Yellow, to achieve Orange**, while the mixture which provided the worst results when evaluating the distance from the user's answers and the ideal answers, is the blending of **Green-Magenta, resulting in a Blue shade**; these results are consistent with the fact that the human color perception is conditioned by the amount of Cones present in our eyes.

When analyzing the answers by Color Model, we can observe that the CMYK Color Model is the one which presents the best results across both study environments, while the CIE-L*C*h* Color Model is the one which typically provided the worst results across all color blendings. We have also found that, for color blendings which involved the Red color there was, in fact, evidence that the users sort the colors when indicating the blending-basis, revealing some mental color organization.

The focus of this Master thesis was to conclude relevant implications of using color blending techniques, in the Information Visualization field of research, which are going to be discussed later on this document.

A. Contribution

This dissertation aims to provide useful inputs about how color blending can be correctly used in Information Visualizations, and according to the users' expectations, leading to the following contributions:

- A set of results which determine the answers to the aforementioned questions, obtained with online and laboratory users.
- A user studies platform called *BlendMe!*, which is composed of four test phases, helping the process of creating a user profile, testing the calibration and color vision deficiencies and collect user feedback.
- A compendium of guidelines on how to use color blending in Information Visualization, produced based on users' results, establishing aspects about color models and blendings which provide the best results.

II. Background

A. Color Perception

The Animal visual system is prepared to distinguish a wide range of green colors since we evolved as a species surrounded by green vegetation and knowing what to eat was a matter of life or death. The human visual system is adapted to detect sharpness and color with great precision and sensitivity during the day light and night. Hence, the light which reaches our human visual system is converted in the retina, which contains specialized cells - photoreceptors - that convert light energy into neural impulses, which are send to the brain.

There are two main types of photoreceptors: **cones** and **rods**, retinal cells that respond to light due to the absorption of photons in their proteins; cones are concentrated in the fovea. Particularly, the first ones can be classified in three different types: S (Small), M (Medium) and L (Large), according to the type of wavelength which they are sensitive to; the absence of one or more type of these cones causes a color vision deficiency.

B. Mental Models of Color

Mixing colors is a constant: learning how colors are disposed in a color wheel happens in our childhood and, in most of the case, a subtractive color model like the **RYB** is taught. As Gosset *et al.* state [5], the usage or learning of subtractive color spaces, in childhood, modifies the mental color model of each person. Typically, these models are quite different from the **RGB** model, which may confuse the observer, since these types of models constitute additive color spaces and are commonly used in visual displays.

Mental models of color are created individually by each user, and it can be influenced by many characteristics from his environment: Color is even perceptually different among different countries, continents, environments and genders: as it is known[1] [6], women can detect and describe with much more detail color than men, since the photoreceptors of men take a little longer wavelengths to perceive hue of a color. Also, it was investigated the cultural influence of each individual in his color perception: researchers have explored[2] the differences from the western color perception, and tribal color perception; the researchers presented a circle of squares with different shades of green, to the Himba tribe from Northern Namibia. Surprisingly, they were able to detect a larger number of shades of green than a western, non-colorblind person, which may occur because their environment do not manifest as much colors, and they need to detect different shades to hunt and pick up vegetation and fruits, which traditional western communities do not need to do.

C. Color Models & Spaces

Mixing the three primary color light channels to match any color is no longer an oddity and it constitutes the basics of *Colorimetry*: it is the science used to quantify and describe the human perception of color. We can describe color as the following equation [7]: $C = sS + mM + lL$, where C stands for the color to be matched, *S, M* and *L* are the primary light sources used to create the final color and that are detected in three types of cones, *s, m* and *l* represent the precise amounts of each primary lights.

The concepts of Color Spaces and Color Models are often confused but, in fact, they do not present the same idea

[1]"Where Man See White (...)", Available at: www.bit.ly/1AMHgcW. Last accessed on October 17th, 2016.

[2]"It's Not Easy Seeing Green". Available at: www.nyti.ms/1S71yVo. Last accessed on October 17th, 2016.

(although they do use similar conceptions). Color models exist to mathematically conceive a description of color, in which color spaces will be based and present the equivalent colors, while the latter represents the gamut of colors described accordingly to the primitives of a color model, containing not only visible colors but also colors that are impossible to represent on physical devices.

Regarding Color Models, there are two types: **Additive Color Models** use light to display color mixing, mixing primary colors such as Red, Green and Blue; equally combined and overlapped, they form white light, whereas **Subtractive Color Models** mix colors using paint pigments and the result of any blend is a color that tend to be darker, the more you mix it. Examples of Color Models are RGB (Red-Green-Blue), HSV (Hue-Sauration-Value) and CMYK (Cyan-Magenta-Yellow-Key).

Color Spaces allow the representation of reproducible colors on a given physical device, while relating the description of a color model to actual colors, being a three dimensional object that contains all realizable color combinations. There are three types of them: **Device-Dependent**, **Device-Independent** and **Working Spaces**. The most important Color Space is the **CIE 1931** which, nowadays, is derived by **CIE 1931 XYZ** and **CIE 1931 RGB**; the first one is the most important, comprising all color sensations which a human can perceive, standing out as a standard for other color spaces. Another frequently used color space is the **CIE-L*a*b***, where two axis are represented by the a* and b*, being the first one representative of Red-Green and the latter the Blue-Yellow; the L* variable represents the lightness. This color space derives in a cubic color space representation, which is recognized as the **CIE-L*C*h***.

D. Related Work

Usually, when it comes to encoding information, color appears as the number one choice, due to the its ease of perception and familiarity. When representing more than one colored variable at the same time, it would be useful to perceive interrelations among them and if the users are able to understand which of these entities are related, or blended.

Gama and Gonçalves started their research [2] aiming to study to which extent people are able to, given a specific color resulting from a mixture of two colors, understand the blended color's origin; besides, they studied which is the color model that yields the most accurate results: hardware-oriented color models like RGB or color-printing models such as CMYK, fail to provide a color perception description, unlike HSV. This pitfall is amended by CIE-L*C*h*, by creating a perceptually uniform scale to lightness. On the other hand, when these researchers have tested the perception of relative amounts of colors [4], they have concluded that users happen to perceive most colors correctly regarding the pair Red-Yellow and, likewise, colors in both extremes, even for other pairs: "central colors" are generally the most problematic.

There was some research regarding the usage of color in InfoVis: particularly, about colormaps which are commonly used in computer science. Zhou and Hansen [8] provide a way to classify colormapping techniques into a taxonomy for readers to quickly identify the appropriate techniques they might use, classifying representative visualization techniques that explicitly discuss the use of colormaps; these authors gathered the investigation performed by other researchers in this paper. Additionaly, the authors classify colormap generation as: **procedural, user-study based, rule based** and **data-driven**. One good example of Color Blending applied with colormaps is the one studied by Stoffel *et al.* [9], since they introduced a new technique for visualizing proportions in categorical data; in particular, they combine bipolar colormaps with an adapted double-rendering of polygons to simultaneously visually represent the first two categories and the spatial location.

III. BlendMe! - The User Study

A. Objectives

The goals which we have picked for this User Study were to understand if color blendings can be detected by users, is it easier for users to estimate the pair of colors that resulted in a particular given blend, or reciprocally, to estimate which blend will result from a given pair of colors, to detect if the users follow some kind of mental convention and organize the color when conveying the answers, and formulate possible implications of color blending usage, in Information Visualization field of research.

We have planned to develop this study in two different strands: in a **Laboratory Environment**, which will allow us to calibrate and perfectly control the entire study conditions, and in an **Online Environment**, which will allow us to disseminate our study to a larger set of users. Therefore, we have defined the following questions:

- **Q1:** Which Color Model best meets the users' expectations, when blending two colors?
- **Q2:** Do users specify the Blending-basis following some order, when users are indicating possible color mixtures' results?
- **Q3:** Are there evidences from differences across demographic groups, such as the age or gender?

We drafted our study into four different phases: a **User Profiling Phase**, a **Calibration Phase**, a **Color Deficiency Test Phase** and finally, the **Core Phase**. In the following section, we detail each of these study phases.

B. Design

We intended to develop a user study which could support the laboratory controlled environment, while at the same time supporting the collection of metrics and data from the online users: this is an important consideration, since the workload when analyzing the results would be dramatically reduced because the data is condensed and gathered in the same fashion, and data would be more comparable. When brainstorming the ideas for this study, we started with the intention of testing both the blending of two colors and three colors; we decided that the colors which would be blended were Red (**R**), Green (**G**), Blue (**B**), Cyan (**C**), Magenta (**M**) and Yellow (**Y**), since they represent each primitive of the most commonly known Color Models, RGB (Additive Color Model) and CMYK (Subtractive Color Model). The color models we intended to study: the color models were **HSV, RGB, CMYK, CIE-L*a*b*** and **CIE-L*C*h***.

Then, we produced a wide spreadsheet of possible blendings of these colors, according to these color models, **mixed in pairs of two colors**: this generated the total amount of 78 blendings, **There are 15 possible mixtures of two colors**, when combining the previous defined colors: R-G, R-B, G-B, R-C, R-M, R-Y, C-M, M-Y, G-C, G-M, G-Y, B-C, B-M, B-Y and C-Y. Since we wanted to **test if it is better to give the result already mixed, or indicate the blending-basis and the users create the color mixture**, we developed a set of 32 questions to present to the user: 17 of them are of the type **presenting the resulting color, and ask for the blending-basis**, and 15 of them are of type **given the blending-basis, ask for the blending-result**. The entire set of questions is mapped in Table I.

Question ID	Given the Result, Asked for Basis	Question ID	Given the Basis, Asked for Result	
	Given Color		Given Colors	
1	#FFFF00	18	#FF0000	#00FF00
2	#FF00FF	19	#FF0000	#0000FF
3	#80FF00	20	#00FF00	#0000FF
4	#7F00FF	21	#FF0000	#00FFFF
5	#FF0080	22	#FF0000	#FF00FF
6	#FF8000	23	#FF0000	#FFFF00
7	#0000FF	24	#00FFFF	#FF00FF
8	#FF0000	25	#FF00FF	#FFFF00
9	#00FF80	26	#00FF00	#00FFFF
10	#0080FF	27	#00FF00	#FF00FF
11	#FF8000	28	#00FF00	#FFFF00
12	#80FF00	29	#0000FF	#00FFFF
13	#0080FF	30	#0000FF	#FF00FF
14	#8000FF	31	#0000FF	#FFFF00
15	#00FF80	32	#00FFFF	#FFFF00
16	#FF007F			
17	#00FF00			

TABLE I
TWO TYPES OF QUESTIONS ASKED ABOUT COLOR BLENDINGS

1) User Profiling: In these phase, questions were asked about the Age, Gender, Academic Degree, Nationality and Country of Residence: these questions helped us conceiving user profiles with key indicators about cultural background and gender relation to results of each test.

2) Testing Calibration: We developed another solution for remote controlling the calibration on the online environment: to present two similar calibration images, one presenting a set of shaded squares ranging from grey to black shades against a black background, and another presenting instead white squares against a white background. The iser had to indicate the number and word from the last square which he could easily see. This information provide us input about the white-level and black-level of the screen, which are nothing more than the **Contrast** and textbfBrightness, respectively, of the display. Regarding the laboratory environment, we conducted the users tests in a LCD monitor which was calibrated using a Spyder[3] Colorimeter, that will consider the existing light in the environment and adjust the color of each pixel to a standard.

[3]"Spyder - Datacolor Imaging Solutions", Available at: http://spyder.datacolor.com. Last accessed on October 17th, 2016.

3) Testing Color Vision Deficiencies: The Color Deficiency Test was comprised of a set of six plates, which were able to detect which type of color vision deficiencies the user would eventually have. This test in commonly known as the *Ishihara Test*, which has a validated [10] short form that rearranges the order in which the plates are presented. We have only chosen plates which detect color vision deficiencies in the Red-Green field, since it is the most common deficiency. The plates chosen were:

- Plate #1 - Presents the number **12**. Every user should be capable of viewing the same number.
- Plate #2 - Presents the number **29** for regular users which do not have any color vision deficiency, and the number **70** to users which have a deficiency in the Red-Green field.
- Plate #3 - This plate is a confirmation from the result of the previous one, presenting **74** to regular users and **21** to users which have a deficiency in the Red-Green field.
- Plate #4 - Presents the number **45** for the regular users, and the ones which have a color vision deficiencies are supposed to see a blob.
- Plate #5 - Presents the number **26** for the regular users, the ones which have Deuteranopia see only the number **2** and the ones which have Protanopia see number **6**.
- Plate #6 - Presents the number **35** for the regular users, the ones which have Deuteranopia see only the number **3** and the ones which have Protanopia see number **5**.

4) Core Test: This phase is the principal part of the study, which will evaluate the **Blending of Two Colors**. We have composed an interface with a small set of objects which would be used and interacted with to provide the colors to the user, and receive his input values, among other objects. We wanted to provide a tool which would be capable of displaying without being influenced by its surrounding of even by the proximity of other colors: then the colors were presented in rounded shapes, accompanied by what we call ***color sliders*** whenever it was needed input colors from the user. With this, only the necessary colors are displayed on the circles as the users wish and there is no interference of undesired colors, allowing us to eliminate the influence of them.

These shapes start filled with an empty color (or white) so it **does not influence color perception**, and the users are not influenced by previously used colors, when answering to another question. There is no particular reason for the chosen shapes are circles, since **we are not studying the best visualizations to convey information, when using color blending techniques**.

The most interesting fact of this test phase is how the color slider works: we chose the HSV Color Model to represent the colors to show, since the **HSV Color Model has the best compromise when presenting colors in information visualization** because of its primitives (Hue, Saturation and Value). **We have chosen to only modify the Hue value and leave the Saturation and Value on its maximum value**: this way, we could ensure that we could present the entire range of colors at its full saturation and value, also simplifying the gathering of values from the users. Therefore, the color slider yields a value within the range of $[0^o; 360^o]$ degrees which corresponds to an angle in the Hue circle of the HSV Color Model. Moreover, the scale of values of the slider, though representing continuous angle values, does not presents the values ordered from 0^o to 360^o. Instead, **fixed intervals of values are mixed within each other**, so the users do not formulate any mental organization in the moment and do not demonstrate any previous conception or mindset. A representation of these color sliders in present in Figure 1, which depicts a wireframe version of these objects.

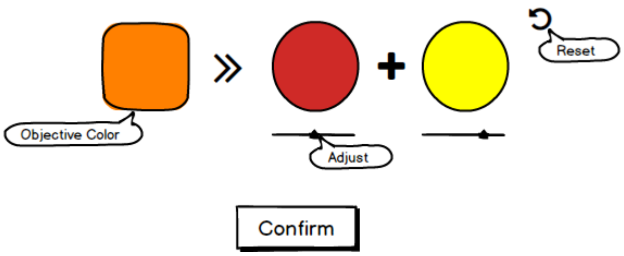

Fig. 1. Wireframe of Color Sliders

The colors represented in the shapes and the ones present in the pre-calculated answers have a particularity, in the laboratory environment: these pre-calculated values are, with the help of a *Matlab* script, going to be **converted to adapted color values, according to the .icc color profile file generated by the Spyder Colorimeter**. This way, we guarantee that no matter if the laboratory environmental conditions change, the colors will always be presented equally to every user. **This script processes each possible result for every color pair, in every color model**, converts it to a normalized CIE-XYZ value and in the end, to an hexadecimal color code to be printed on the shapes of the interface, when time comes for the laboratory user to choose a color from the color slider. This process was realized before each user session.

After the users indicated and confirms their answer, **they were presented a satisfaction question with a 5-point Likert Scale** to double-check the easiness of each mixture, as Gama and Gonçalves did [2].

IV. Analyzing Color Mixing Perception

A. User Profile

B. Color Models

C. Color Blendings & Naming

D. Demographic Results

E. Discussion

F. Guidelines for Color Blending Usage

V. Conclusion

We aimed to answer three questions: **Q1:** Which Color Model meets best the users' expectations, when blending two colors?, **Q2:** Is there evidence of a spatial arrangement of colors, when users are indicating possible color mixtures' results?, and **Q3:** Are there evidences from differences across demographic groups, such as the age or gender?

We gathered a considerable amount of 259 users, which helped us study which color model yielded the best results. We have found that CMYK is model that best resembles the users' expectations, while the orange, green and yellow color-blending results are the ones which generate shorter distances to between the expected colors and the ones indicated by the users. On the other hand, the CIE-L*C*h* Color Model is the one which is farther apart from the users' mental model of color.

It was interesting to observe that there is a mild indicator that it exists a difference between the responses from Female and Male users. However, since our user sample was not complete enough to determine this difference, and not every color blending has presented statistically significant differences between genders, there is no substantial ground-truth to formulate any a formal research conclusion.

We have also formulated a set of guidelines which could be followed when using color blending to convey information, which gathered the conclusions from the all the study results' analysis and summarized it in rule-of-thumbs to follow.

With this Master Thesis, we have set some implications for the Information Visualization field of research, from the Color Model to use when presenting color blendings, to what should be asked the user (either the blending-basis or the result of the blending) in order to maximize the success rate of each visualization, following the color blendings which yield the best results at the same time they are consistent with the human color perception.

We consider that there were some limitations to this Master Thesis, regarding the lack of users keen to participate in our study, since we believe that the greater the user sample, the better the results of these user study would have been. Another constraint was the location available to conduct the user laboratory study, since the study had to be realized in rotating locations because there was no constant, quiet and well-located space for us to fulfill the user sessions. The absence of this factor would cause the broadcasting of the laboratory sessions to be much easier than what, in fact, was. Lastly, we believe that this research could have benefited if it had had another disclosure to users: if we had had the opportunity to broadcast this user study in other countries, we could have attained a sample of users culturally quite different, which could have enhanced the analysis of other cultural differences.

A. Future Work

This field of research has proved itself to have a tremendous potential, whereby there is a large set of questions which remain unanswered. Since the size of the user sample is a major concern when conducting user study like the one conducted by us, and calibration is an unavoidable issue, it would be interesting to <u>conceive a remote calibration system</u> which would be capable of rendering the web page container according to the user's LCD Display calibration.

Comparing the results given with commonly-named colors was an important part of our analysis. Nonetheless, the comparison against the XKCD's Color Bins was not seamless: the generated bins and areas of coverage of each named color were not perfect, so it would be an interesting research topic to provide a comprehensive study about the naming of colors, in a laboratory environment.

Since it was mildly observable in our user study the theory that there is a difference in results between gender groups, further investigation could deepen if there is, in fact, any plausible difference between genders or age groups.

Finally, respecting the color blendings, it could be further analyzed and deepen the relationship of human color perception with the Blue color: although it was the one which produced the weakest results of this color study, it still exerts some kind of influence on mental models of color of our users.

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