The human visual system responds to colours unevenly. Humans are most sensitive to green (~ 60%), then red (~ 33%) and blue (~ 7%). We are unaware of this but it causes problems when we view images on a computer screen. Internally, the computer stores the true RGB values but, if it displayed these to a human, the colours would look very strange. Therefore the colours are multiplied by the percentages above so that the colours look the way humans expect them to look.

You have been asked to develop an image editor where the user can change the amount of red, green and blue in the image. How should you build an interface to allow humans to change the colour? Should you expect them to know about the sensitivity of the human eye to colour? Should you give them controls that obscure the model? Develop a set of controls that present a simple model to allow the users to select the colour they want. How will your interface present the conceptual model to the user and give them feedback on the colour they have chosen?

* In the image editor, the top left will have a section for the user to mix the colour and blended it into the image. We will give the user several methods to choose from such as enter the Hex Code for a specific colour if the user already knows, or a scroll bar of 3 basic colours (Red, Green and Blue) and the user can drag the bar to create a unique mix colour.
* Users could vary from a beginner who just uses the product for the first time or expert who is well-known about the program. However, since most of the user is not aware of the RBG percentage problem, this could lead to a bad impact on their eyes, even though the mix they chose is perfectly fit for the user. We as a designer will put this information on the colour section (under the information “i”) and will give them the warning any time the user tries to mix the colours that go beyond the allowance percentage.

