Title:

Ware Chapter-3 (Lightness, Brightness, Contrast & Constancy)

Central Idea:

This reading says about the concepts of luminance, lightness, brightness. Color space is divided into one luminous grey scale & two chromatic dimensions. This reading also states that the use of the grey scale is not good for coding data, contrast effects reduce accuracy & luminous channel is fundamental to shape perception. The solution for the system is that, it should ignore the level of illumination.

Question:

In the topic of Monitor Illumination & Monitor surrounds, It’s given that “The room should have a standard light level & illuminant color”.

What if the total room is surrounded with black walls and we only standard light? Will the computer simulated color match that of its surroundings without anything else?