

COMP4021
Internet Computing

RGB

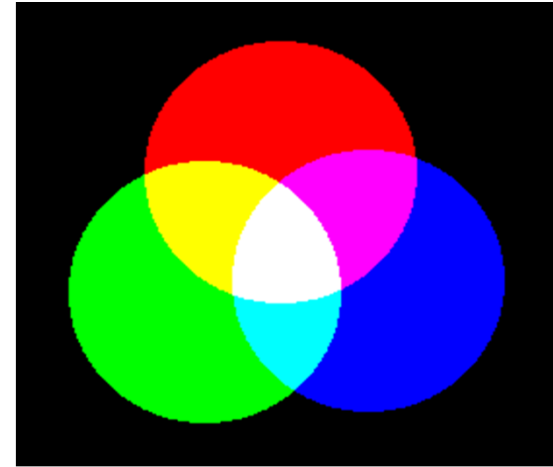
David Rossiter

RGB Basics

- There are two main approaches for using colour in web pages
 1. Using colour names e.g. brown
 2. Using the RGB method e.g. 150, 75, 0
- The RGB method is the most powerful, because you can 'design' any colour you want

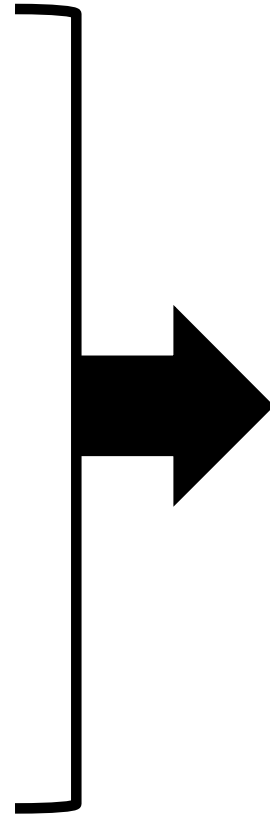
RGB Representation

- A colour can be created by a combination of quantities of red (R), green (G) and blue (B) light
- We use 1 number for Red, another number for Green, and a third number for Blue
- The 3 numbers together make one colour
- By varying the numbers, you can create any colour

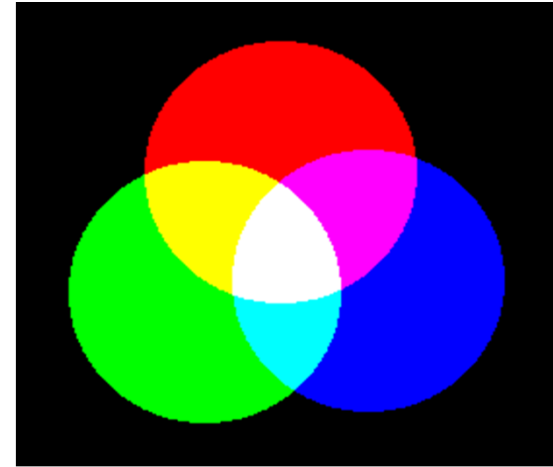


Three Numbers = 1 Colour

- Red
An integer 0-255
- Green
An integer 0-255
- Blue
An integer 0-255



One single
colour



Example - Pink

Counting in hexadecimal:
0 1 2 3 4 5 6 7 8 9 A B C D E F

- For web page programming
means hexadecimal

原来rgb和hexadecimal是同一种表示法！

pink is 255, 20, 147

using decimal

pink is #FF1493

using hexadecimal

- The red component is
 $(15 * 16) + 15 = 255_{10}$

- The green component is
 $(1 * 16) + 4 = 20_{10}$

- The blue component is
 $(9 * 16) + 3 = 147_{10}$

Common RGB Colours

- Hexadecimal

- Decimal

#FF0000	RGB (255, 0, 0)
#FF7F00	RGB (255, 127, 0)
#FFFF00	RGB (255, 255, 0)
#00FF00	RGB (0, 255, 0)
#0000FF	RGB (0, 0, 255)
#4B0082	RGB (75, 0, 130)
#8F00FF	RGB (143, 0, 255)

Use USA Spelling For Web Programming

- USA spellings



color
grey

not

not

Also: center

not

- UK/Hong Kong spellings



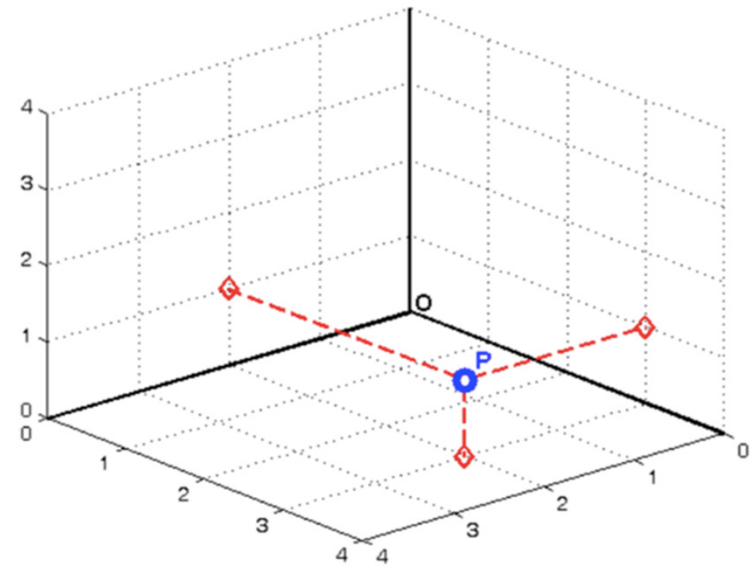
colour

gray

centre

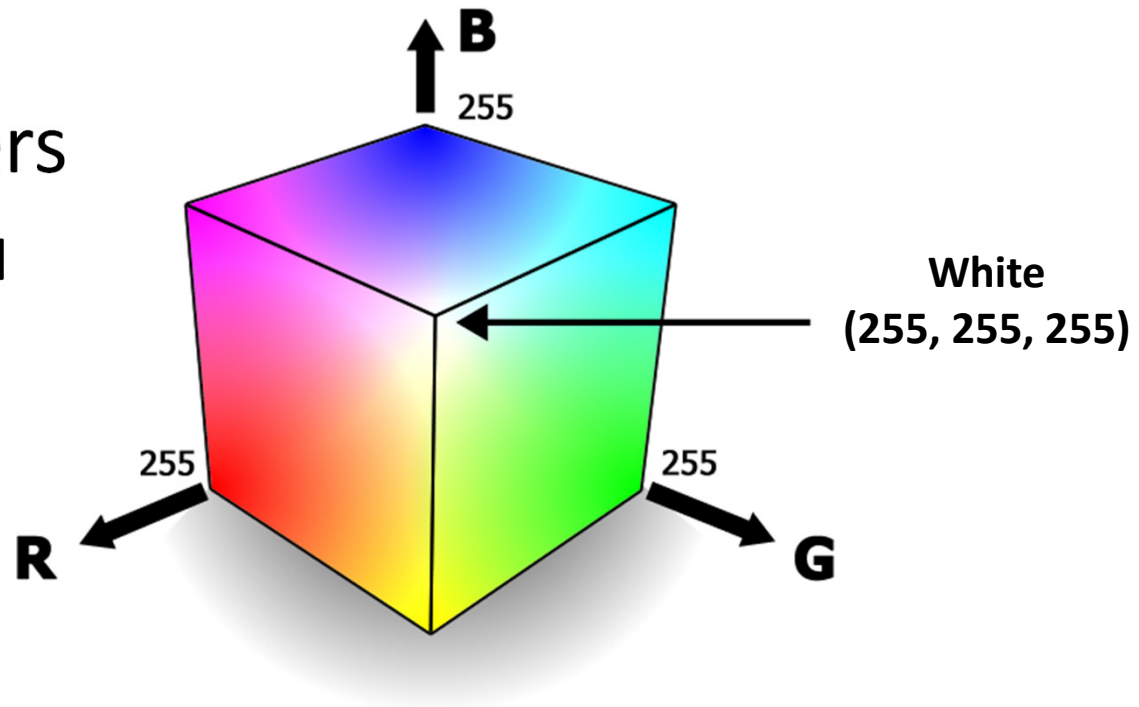
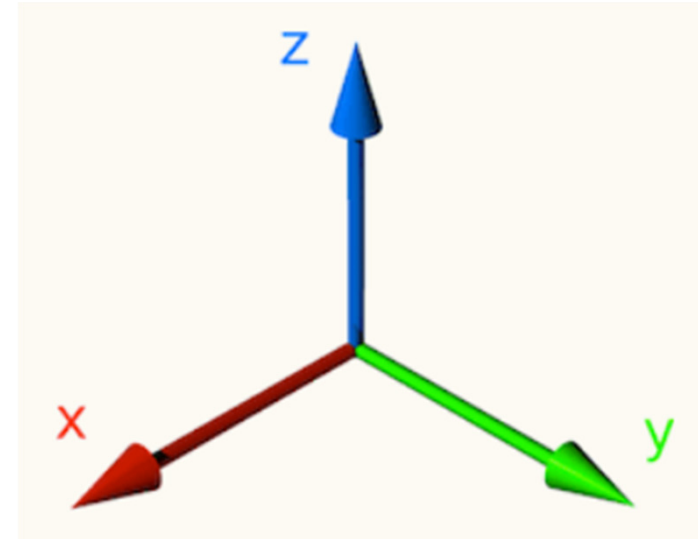
3D Position

- When we think of a 3D position, we use three axes to help understand it
- The axes are: x axis, y axis and z axis
- The three numbers together give you a 3D position



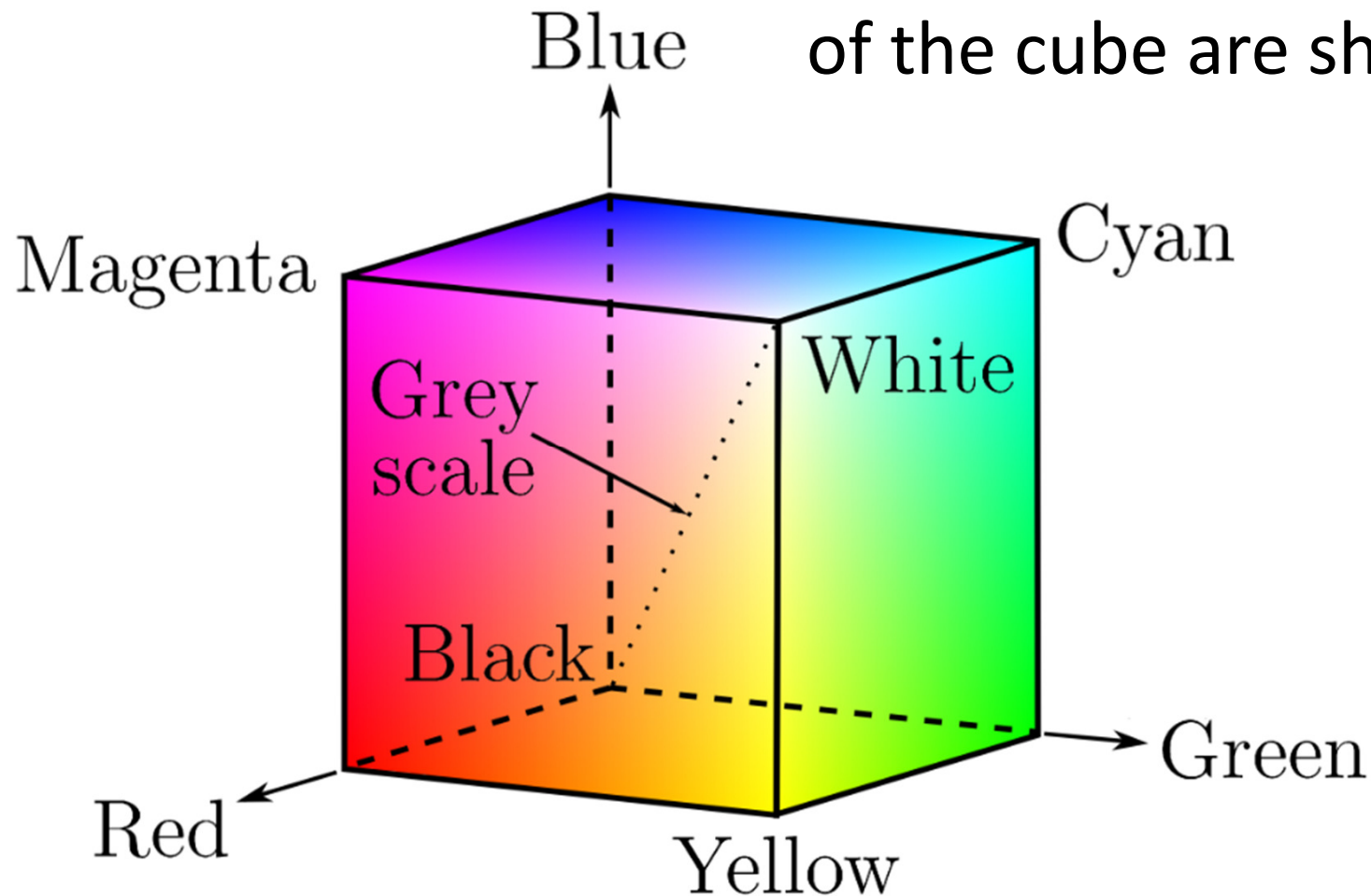
The RGB Axes

- Similarly, we can use 3 axes for RGB
- The axes are: red axis, green axis, and blue axis
- The three numbers together give you a colour



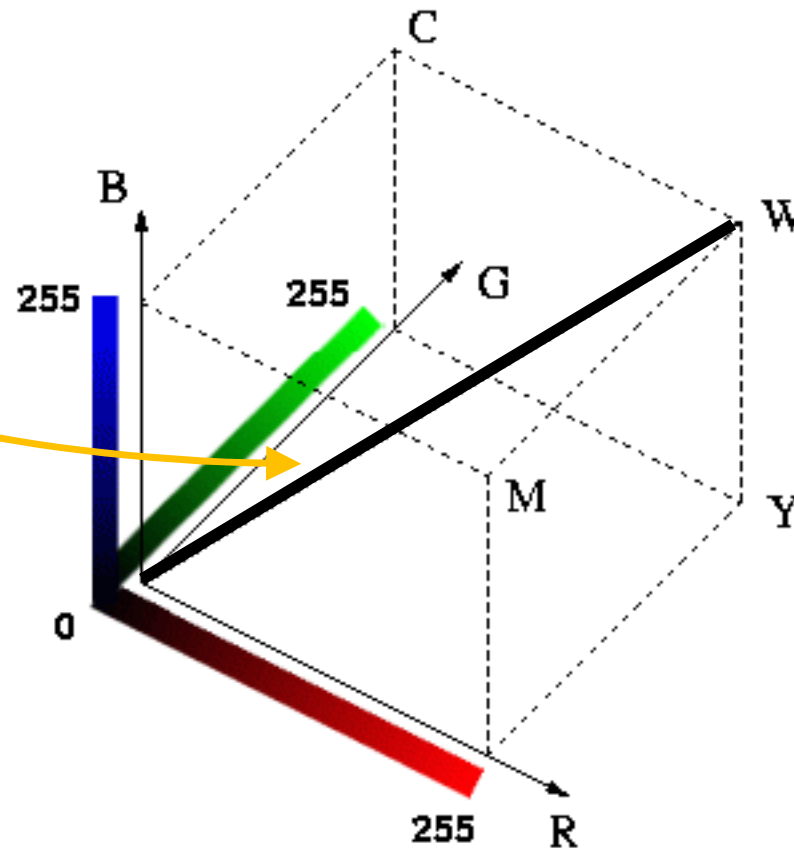
The RGB Cube

- In this diagram the names of the colours at the corners of the cube are shown



The Grey Line

- If red=green=blue then you have a line between black (0, 0, 0) and white (255, 255, 255)
- On that line, you get all the levels of grey
- For example, (50, 50, 50) would be dark grey and (200, 200, 200) would be light grey



R: red
G: green
B: blue
C: cyan
M: magenta
Y: yellow
W: white