

# Color Engineering



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# Vocabulary

rod cell — pręcik

cone cell — czopek, słupek

spectral color — widmo optyczne

additive mixing — synteza addytywna

subtractive mixing — synteza subtraktywna

color mode — tryb kolorów (przestrzeń kolorów)



# Light

radio waves

microwaves

infrared waves

visible light  
380 - 720 nm

ultraviolet

x-rays

gamma rays

color spectrum

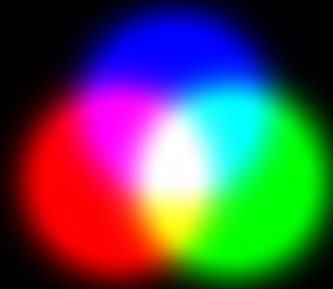


# Color models

Additive mixing

Subtractive mixing

Additive color



# Subtractive color



# Color modes

Hue	Red	Cyan	Lightness
Saturation	Green	Magenta	a (green/magenta)
Brightness	Blue	Yellow	b (yellow/blue)
		Key color	



# Color modes

Hue



Saturation



Brightness



# Color modes

Red



Green



Blue



Hex code #000000

# Color modes

Cyan



Magenta



Yellow



Key



# Color modes

Lightness



a



b



# Summary

There are only two color models:

- additive — emits light;
- subtractive — absorbs and reflects light.

They have their own primaries. And they are opposite to each other.

Color modes are used to describe color.

There are four basic color modes: HSV, RGB, CMYK and Lab.

# Bibliography

<https://en.wikipedia.org/wiki/Light> (Date of Access: 25.01.2021)

[https://en.wikipedia.org/wiki/Additive\\_color](https://en.wikipedia.org/wiki/Additive_color) (Date of Access: 25.01.2021)

[https://en.wikipedia.org/wiki/Subtractive\\_color](https://en.wikipedia.org/wiki/Subtractive_color) (Date of Access: 25.01.2021)

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