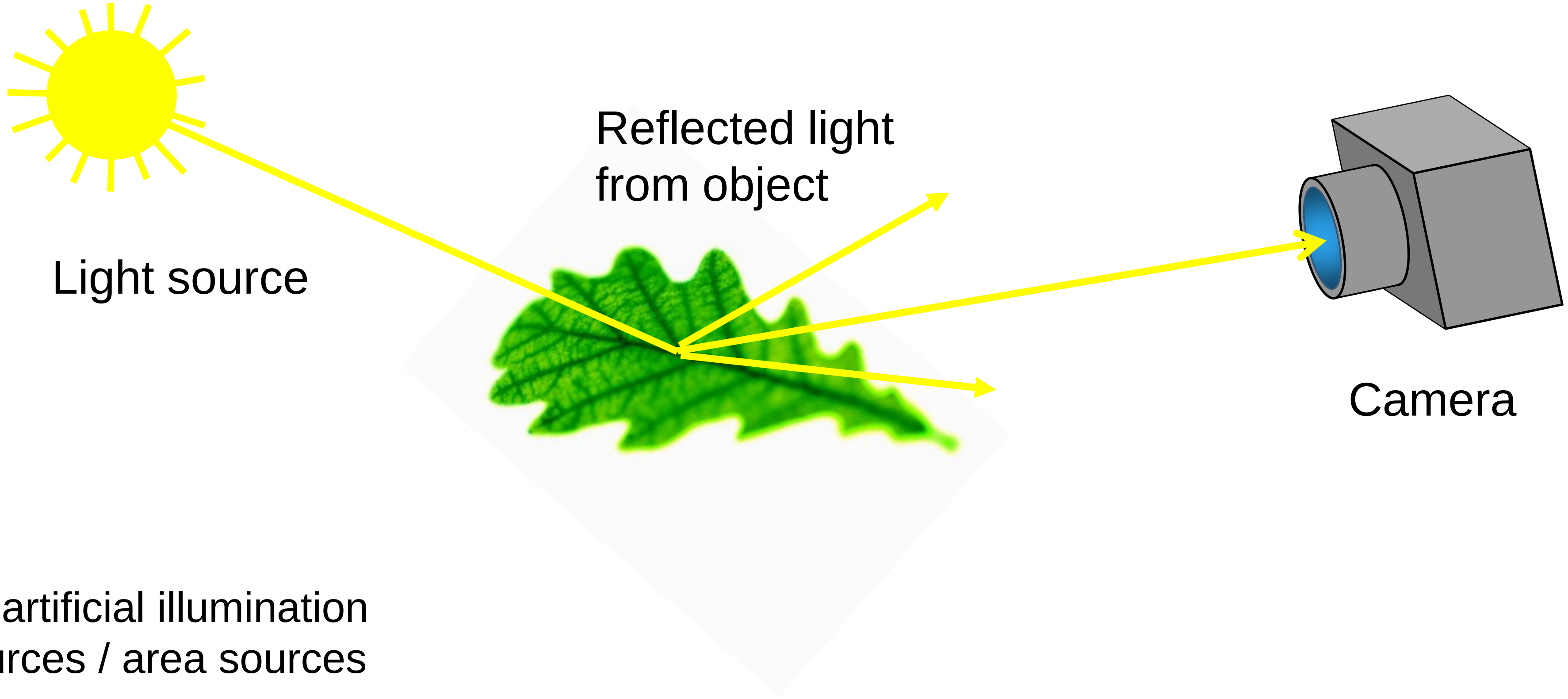
Light, camera, optics and colour

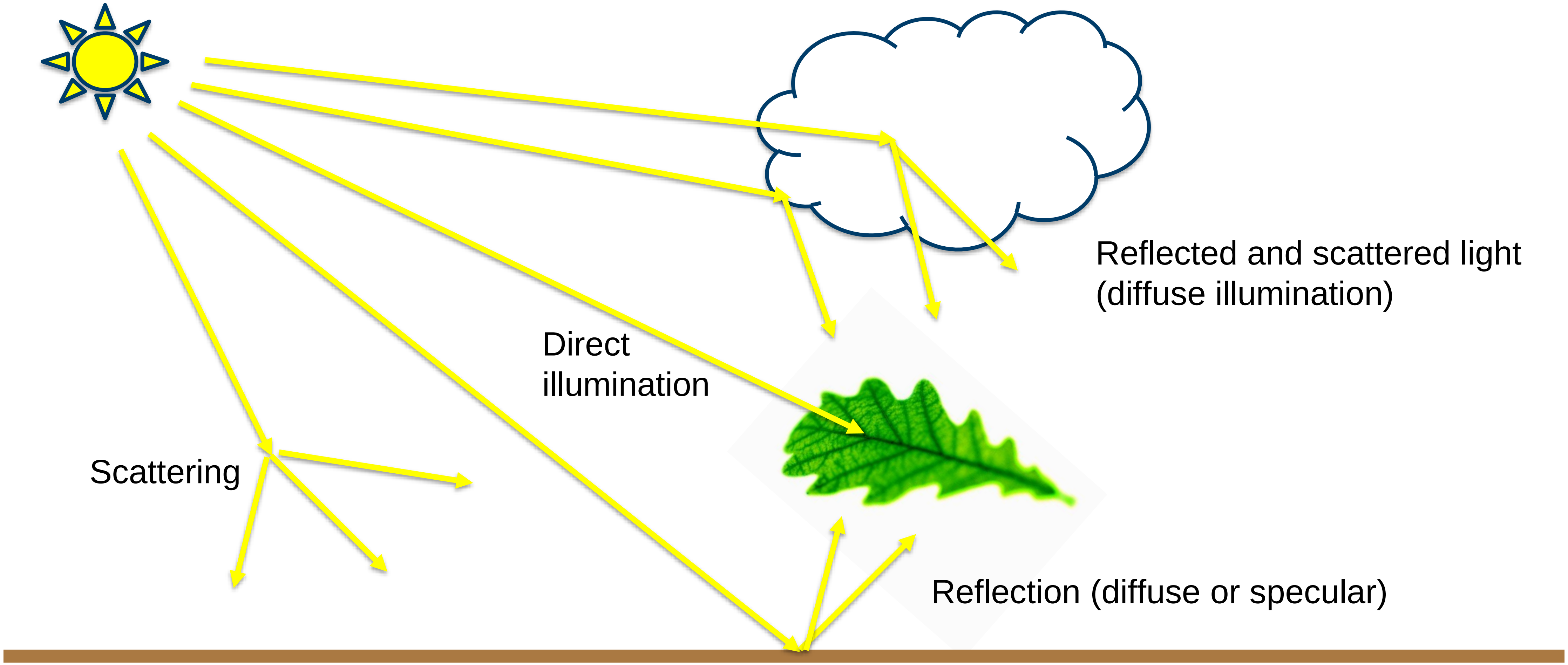
Idar Dyrdal

Imaging with visible light

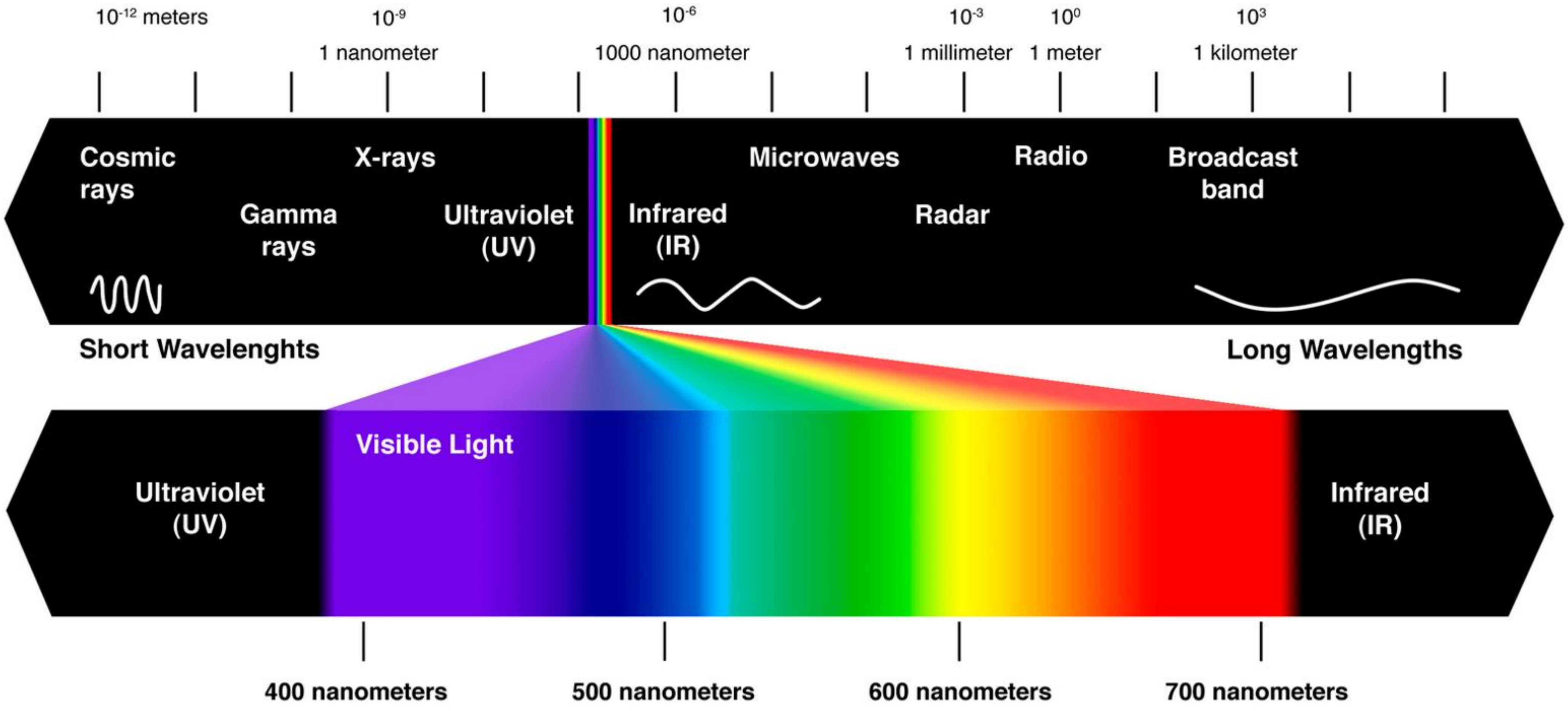


- Natural / artificial illumination
- Point sources / area sources

Direct and indirect illumination

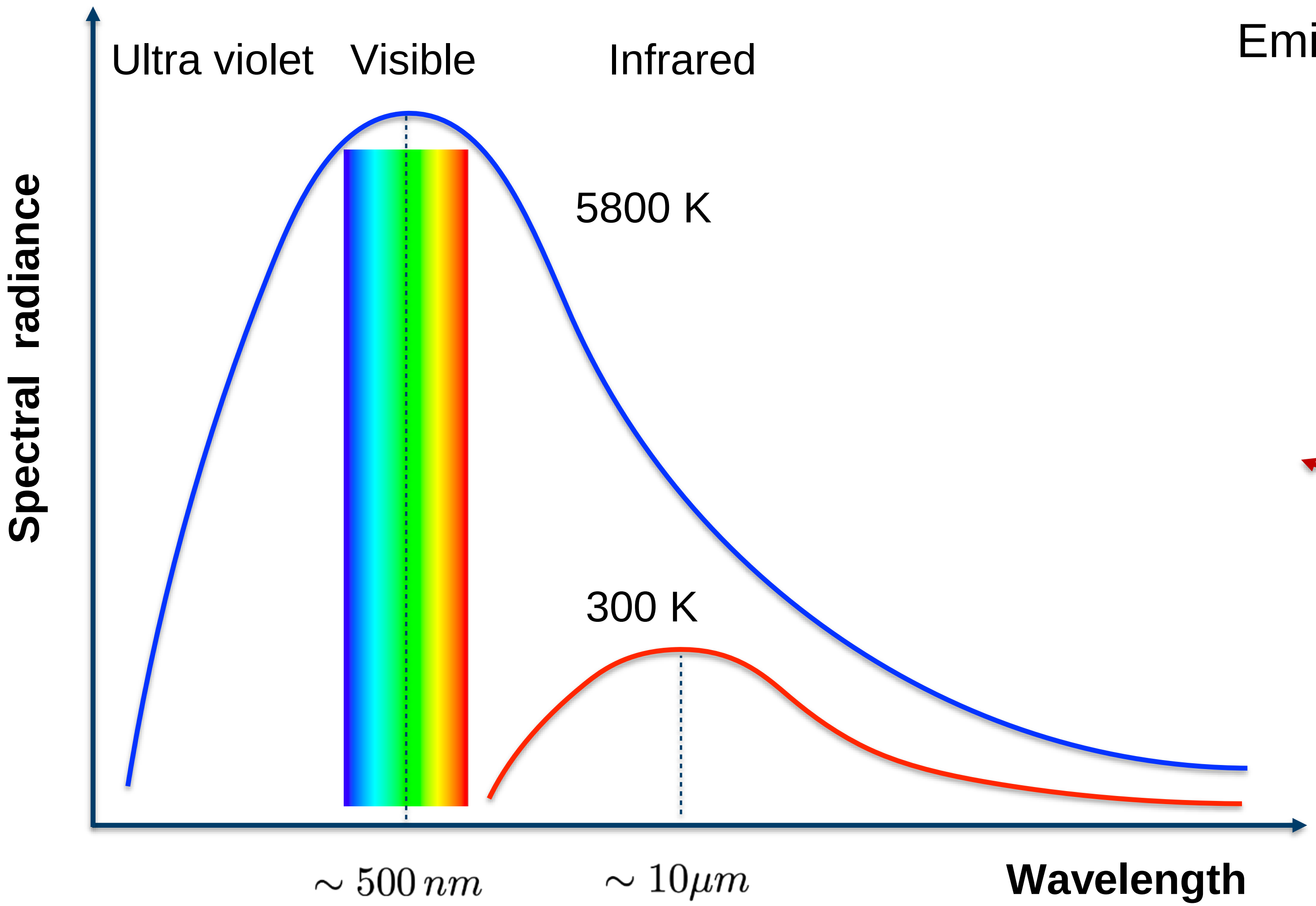


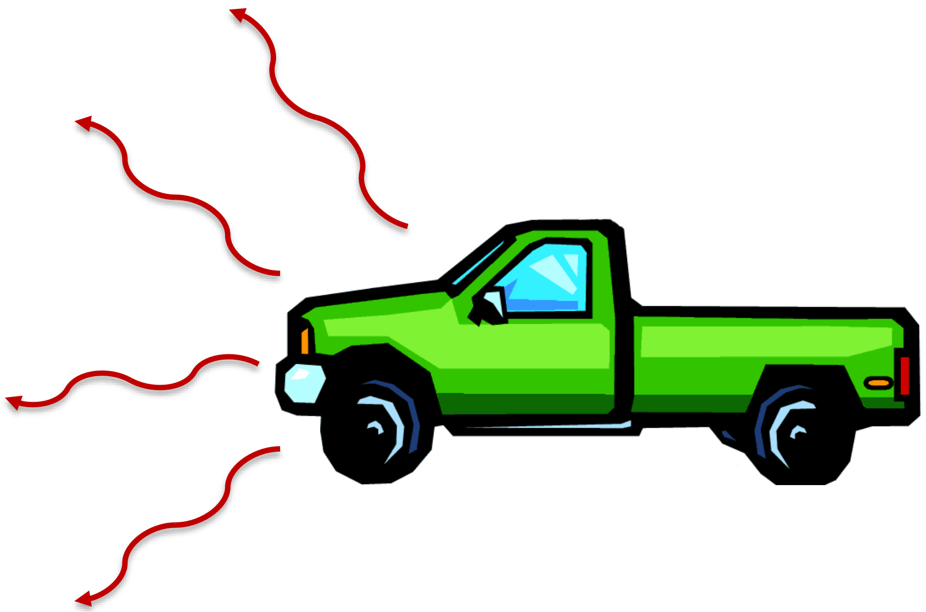
Electromagnetic spectrum



http://www.infohow.org/wp-content/uploads/2012/11/Electromagnetic-Spectrum.jpg

Thermal radiation - Planck distribution

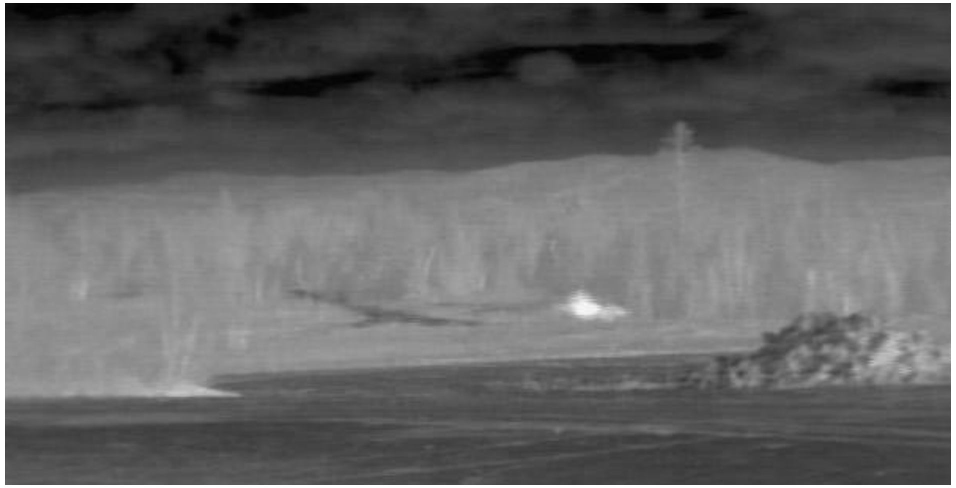




Reflected and emitted radiation

Image in visible light:

- Imaging with **reflected** (and scattered) radiation from the sun or other natural or artificial sources.



Infrared (thermal) image:

- Imaging with (mainly) the **emitted** thermal radiation from the scene.

Other frequency domains and wave types used for imaging:

- Millimeter waves, x-rays, … (electromagnetic waves)
- Acoustic (sonar), seismic, … (mechanical waves)

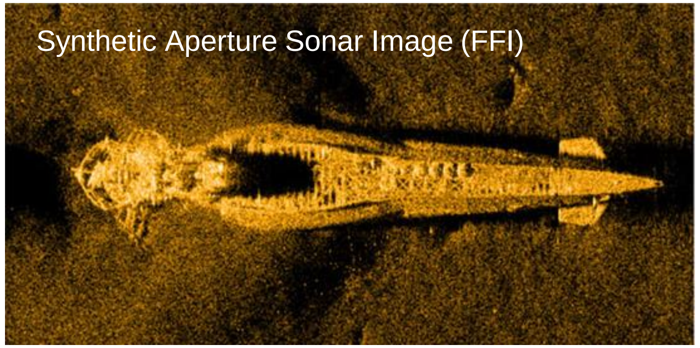
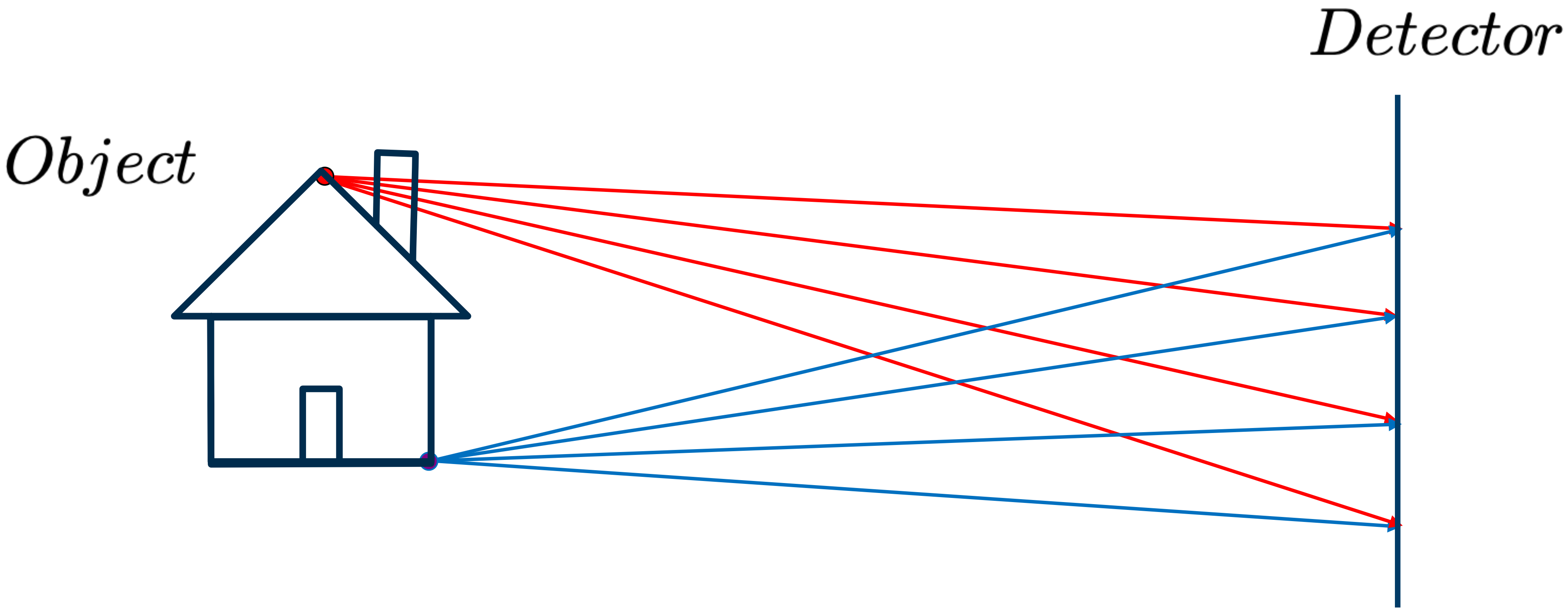
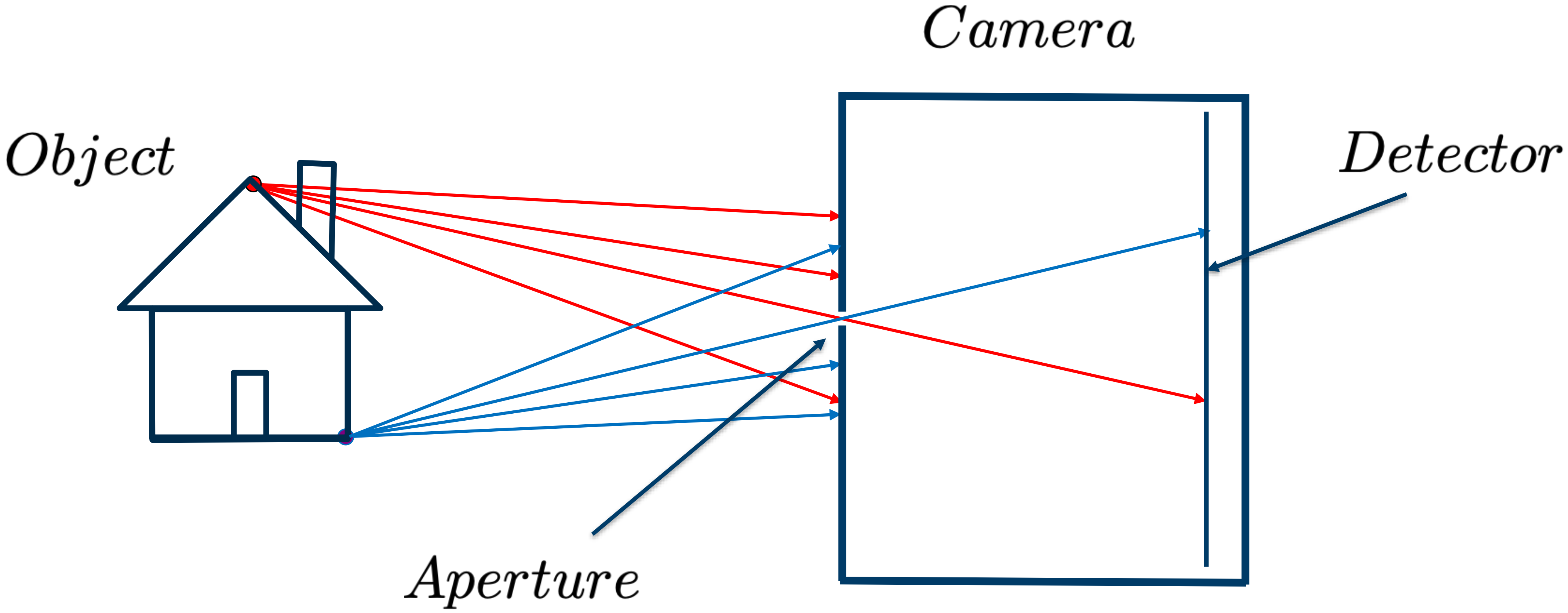


Image formation (with visible light)

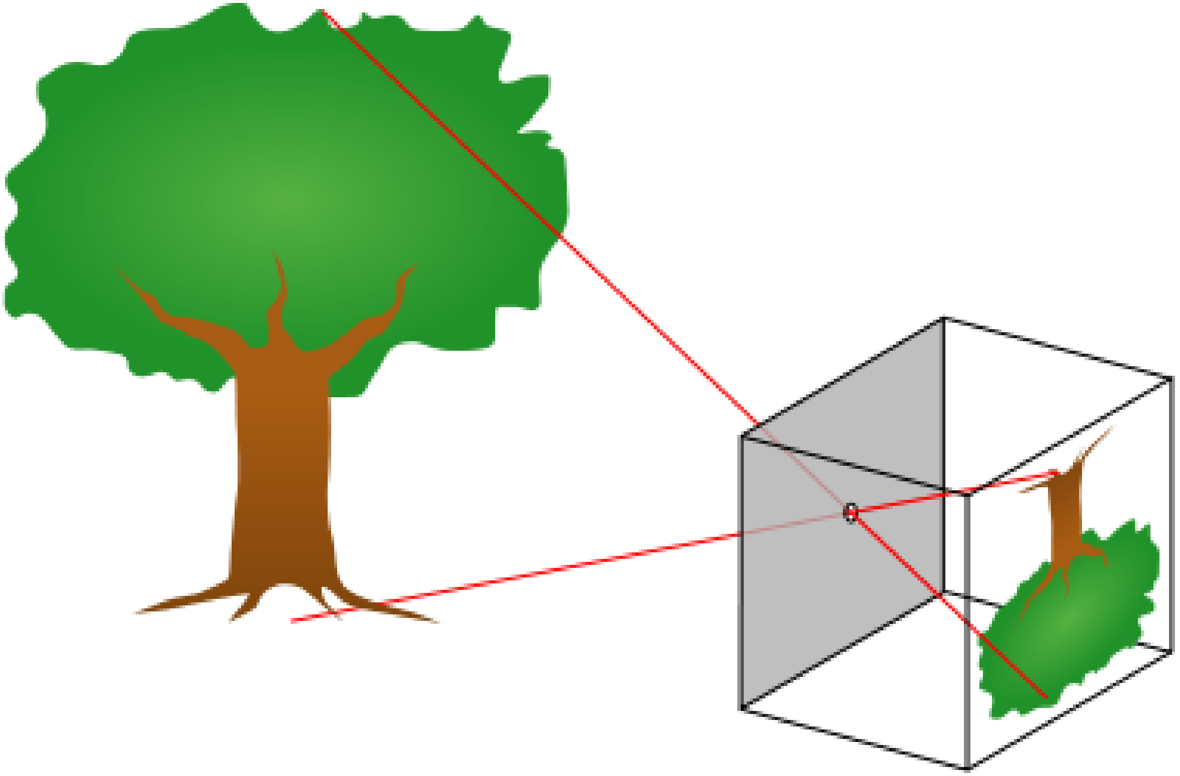


No image is formed! (Wide open aperture)

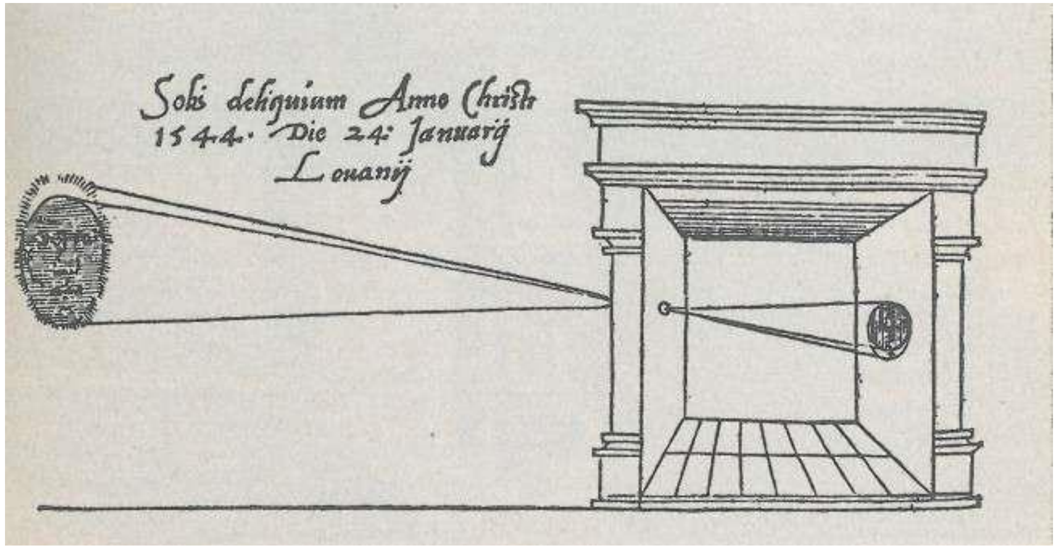
Simple camera - Pinhole camera



Pinhole camera



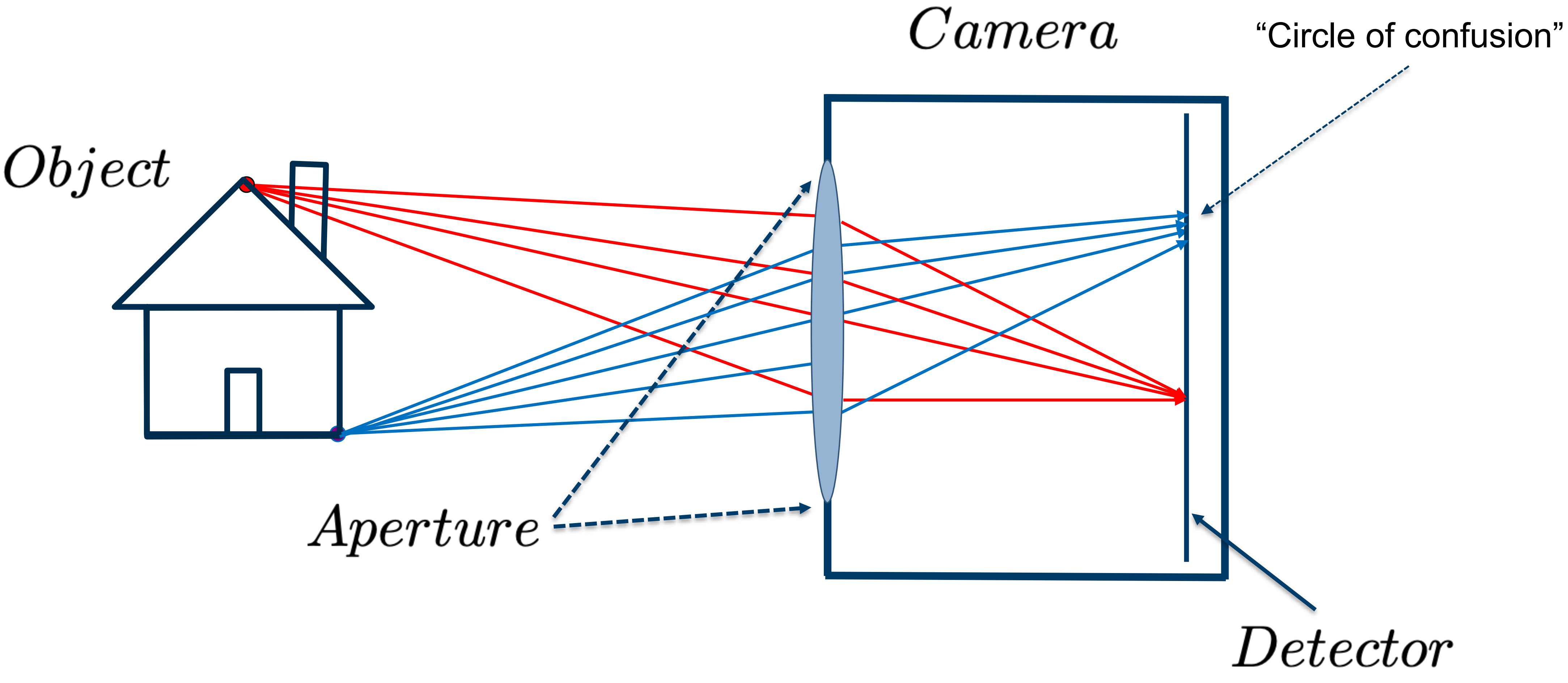
Camera obscura



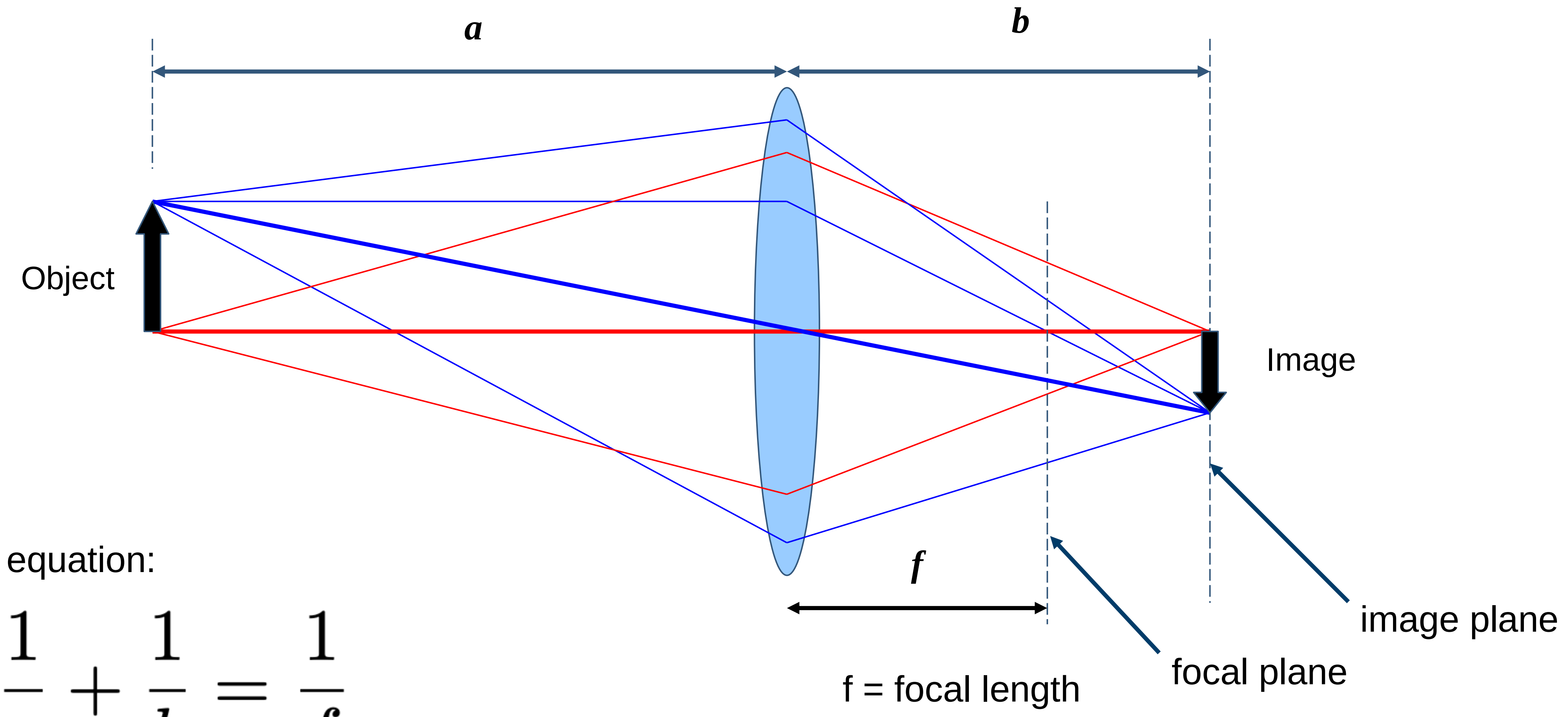
Small aperture → Dark image

Large aperture → Image out of focus

Camera with a lens



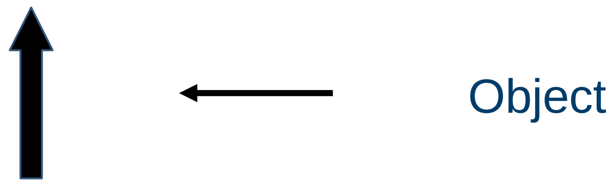
Imaging with a lens

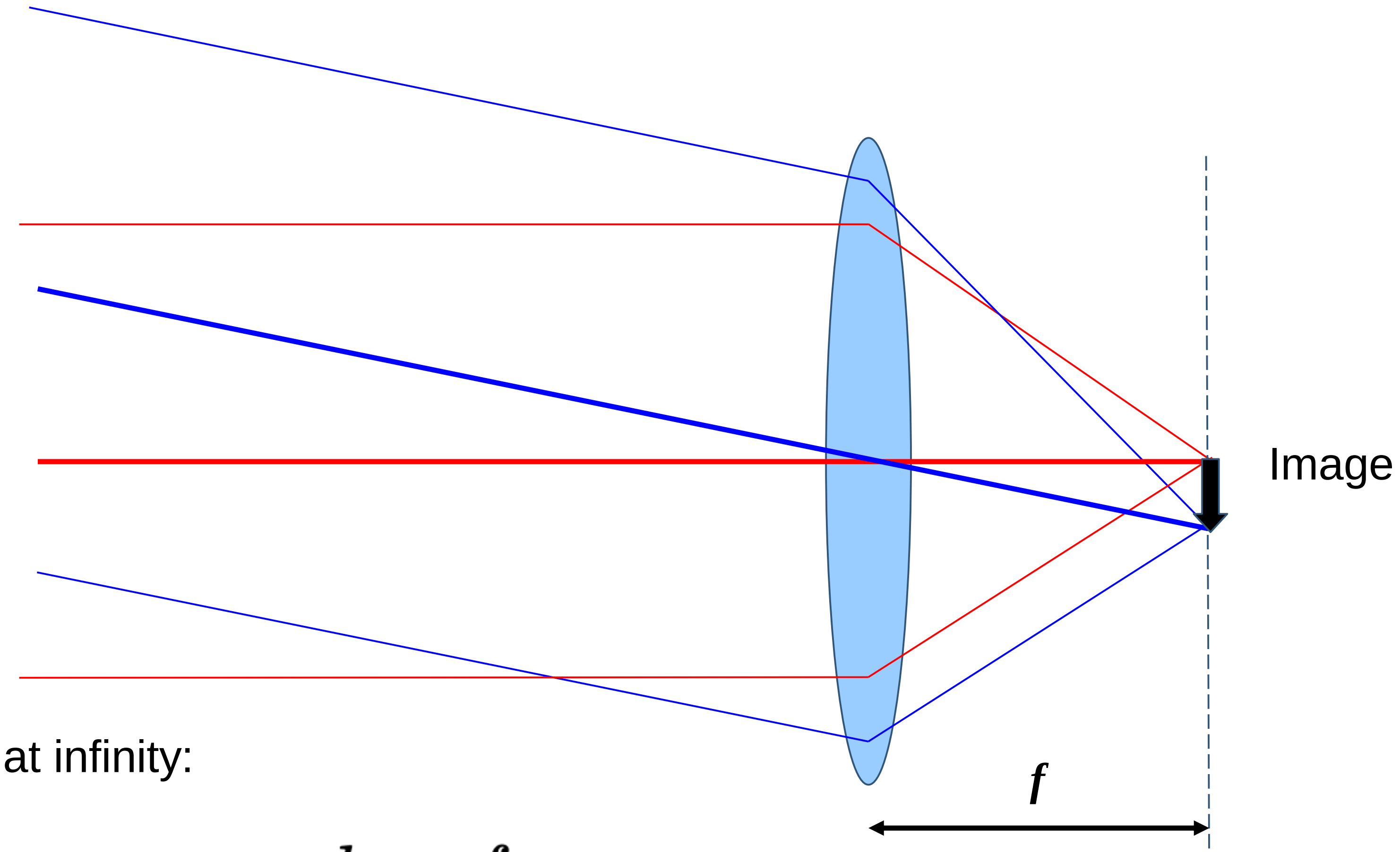


Lens equation:

$$\frac{1}{a} + \frac{1}{b} = \frac{1}{f}$$

Object at infinity





Lens equation:

$$\frac{1}{a} + \frac{1}{b} = \frac{1}{f}$$

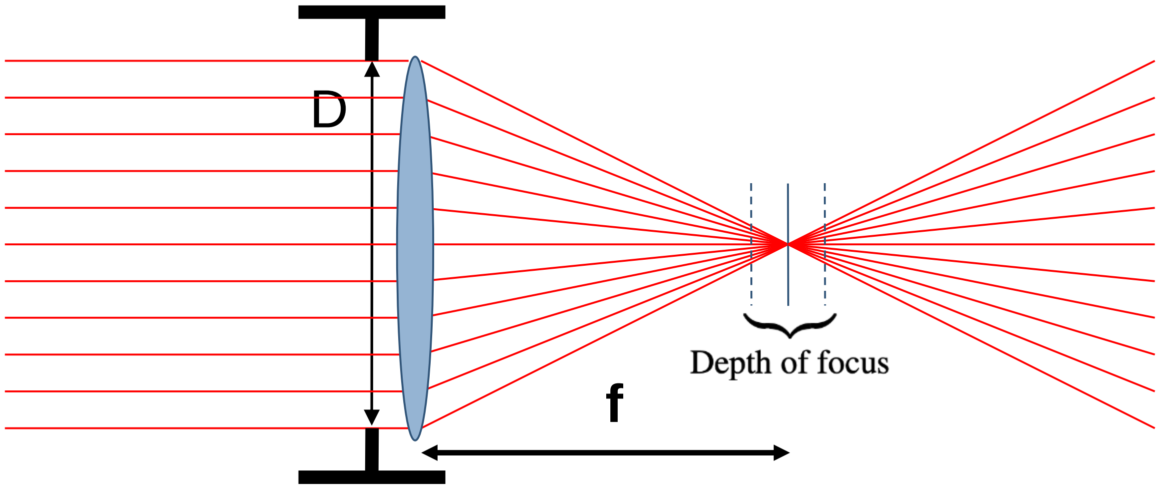
For object at infinity:

$$a = \infty \quad \Rightarrow \quad b = f$$

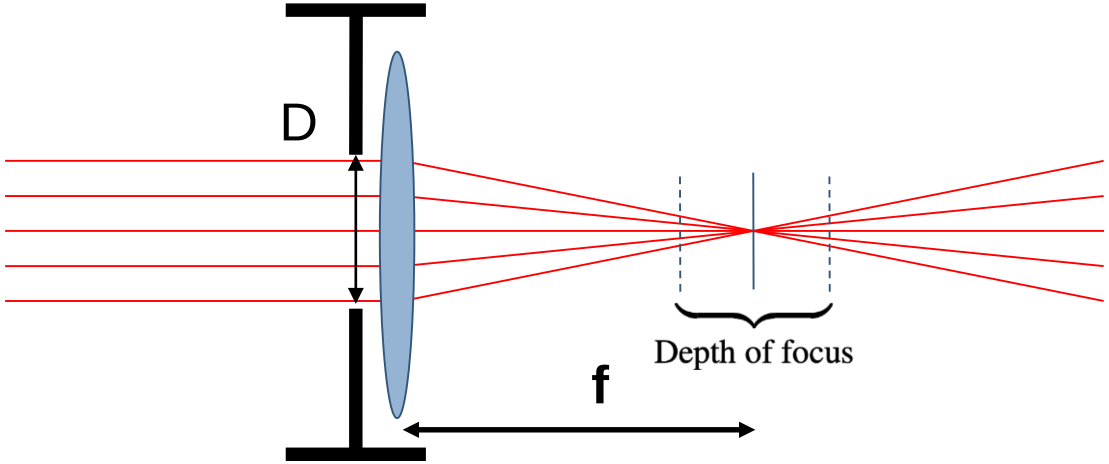
i.e. image plane = focal plane.

Depth of focus

Large aperture



Small aperture

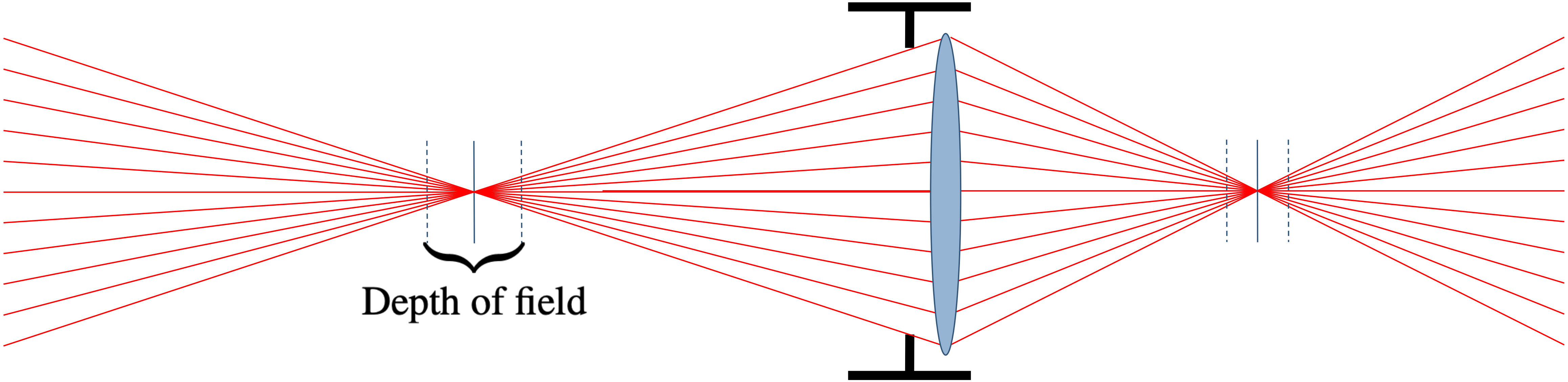


F-number: f/D (typical values: f/1.4, f/2, f/2.8, f/4, f/5.6, f/8, f/11, f/16, f/22)

Small f-number → Narrow depth of focus

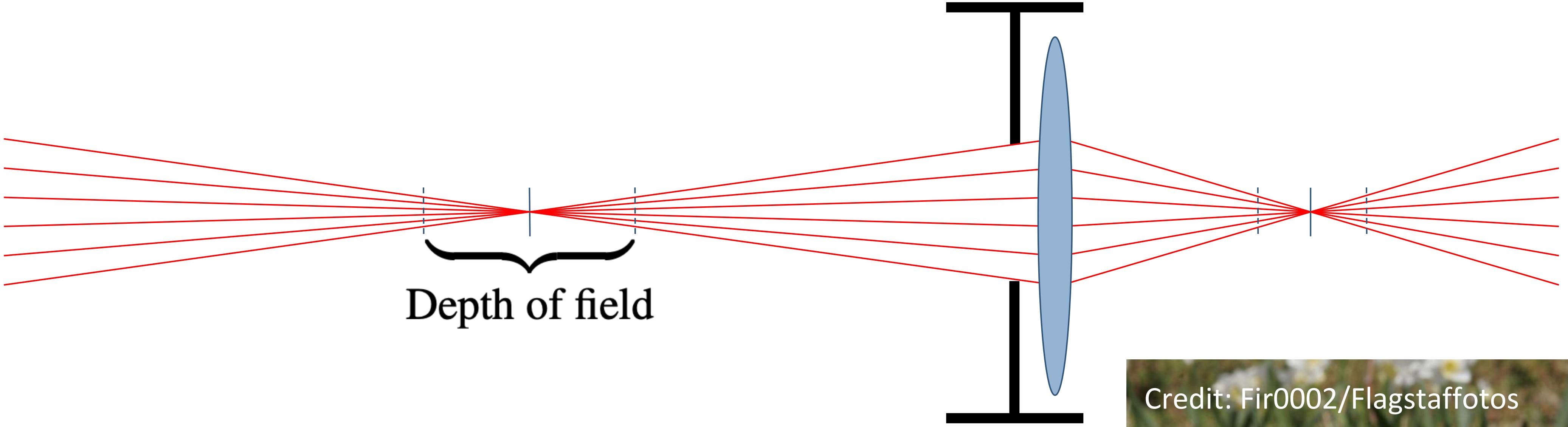
Large f-number → Large depth of focus

Depth of field – large aperture



Large aperture → Narrow depth of field

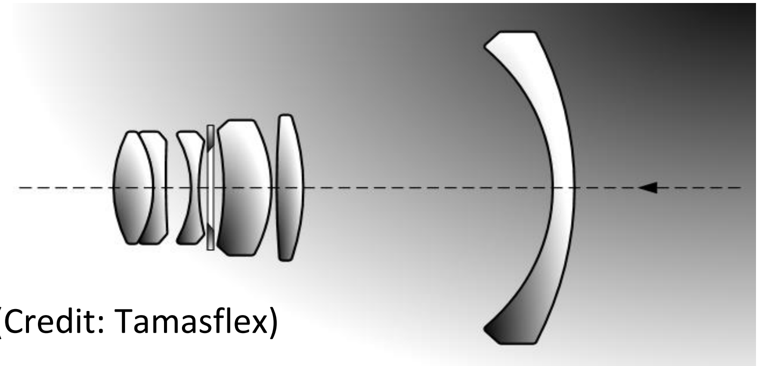
Depth of field – small aperture



Small aperture → Wide depth of field

Too small aperture will lead to *diffraction* and loss of sharpness

Practical (compound) lenses



(Credit: Tamasflex)

Correcting for:

- Geometric aberrations (e.g. image distortion)
- Chromatic aberrations
- Vignetting

Fixed focal length lens

Zoom lens (variable focal length)

Three pillars of image capture

- Detector Gain (or film sensitivity in film-based cameras)
- Aperture
- Shutter speed

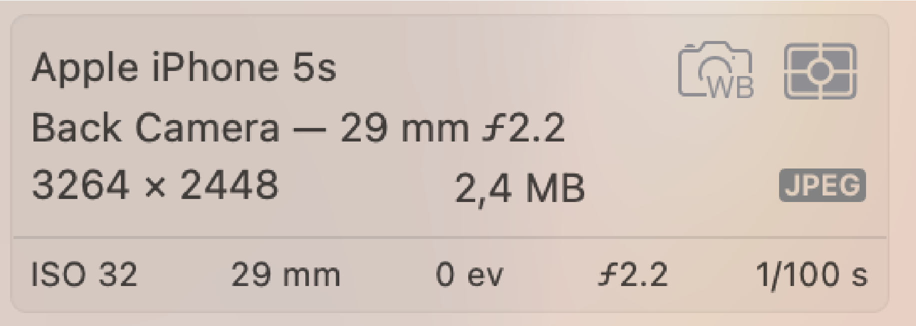
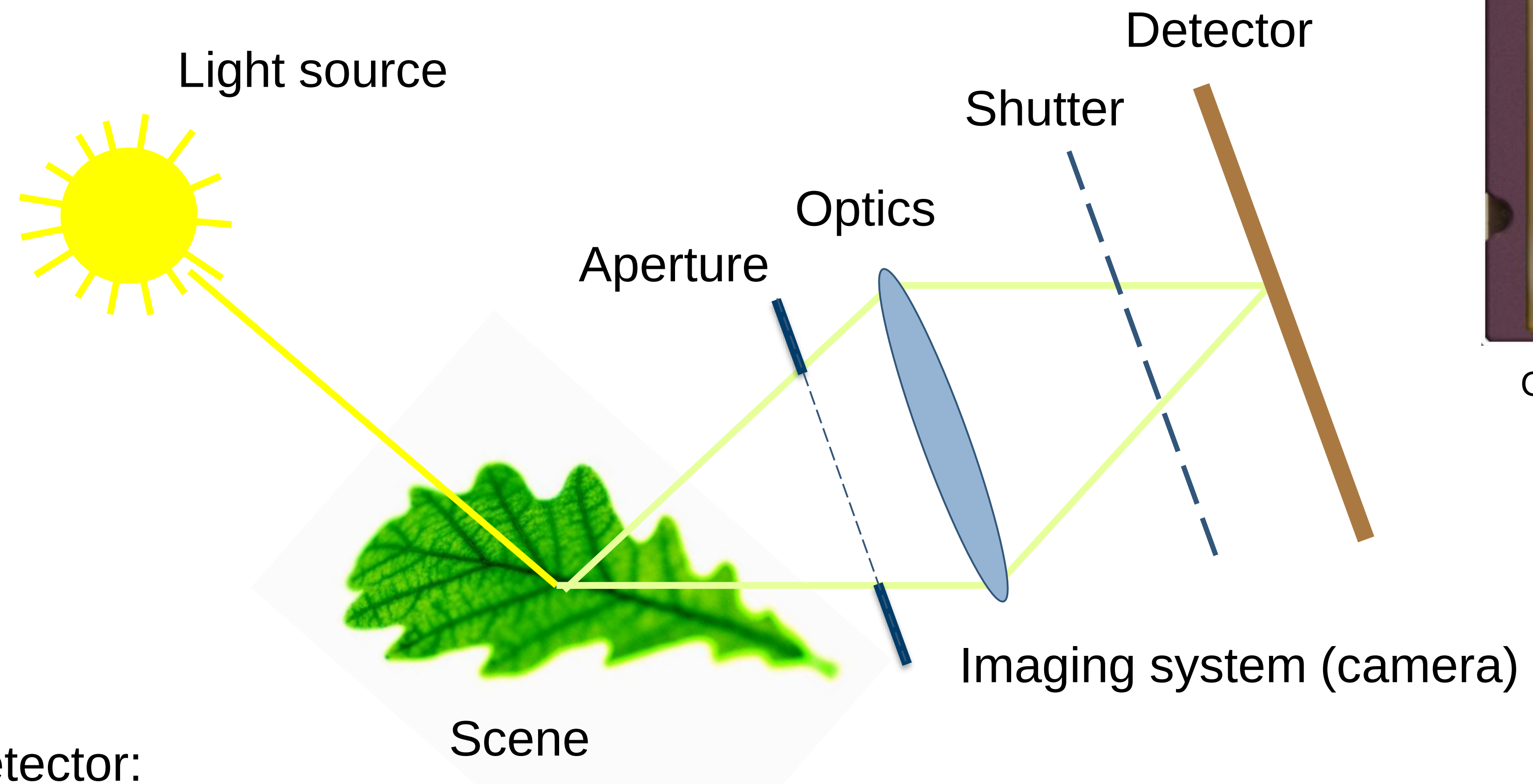
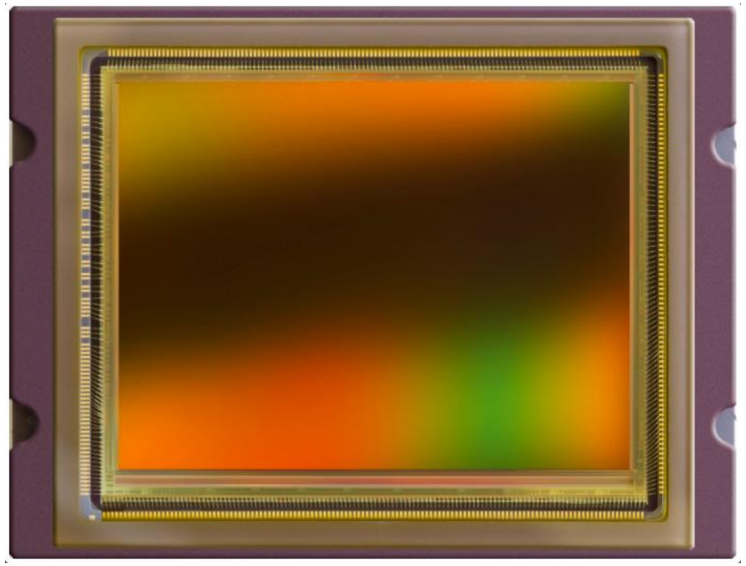
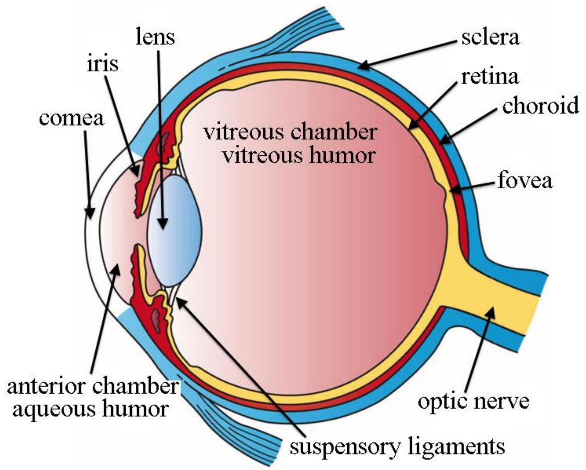


Image capture





CMOS image sensor (CMOSIS 48Mp)



(Artwork by Holly Fischer)

Detector:

- Anti-alias filtering
- Gamma correction
- Compression
- Gain control

Shutter:

- Mechanical / electronic
- Global / rolling

Digital image

$j \rightarrow$

$i \downarrow$

255	255	255	255	255	255	255	255	255	255
255	255	255	255	255	255	255	255	255	255
255	255	255	0	0	255	255	255	255	255
255	255	255	0	0	85	255	255	255	255
255	255	0	85	85	0	255	255	255	255
255	255	0	85	85	170	170	255	255	255
255	85	85	0	170	170	85	85	255	255
255	255	170	170	85	85	85	255	255	255
255	255	255	255	255	255	255	255	255	255
255	255	255	255	255	255	255	255	255	255

$$image(i, j)$$

Colour images

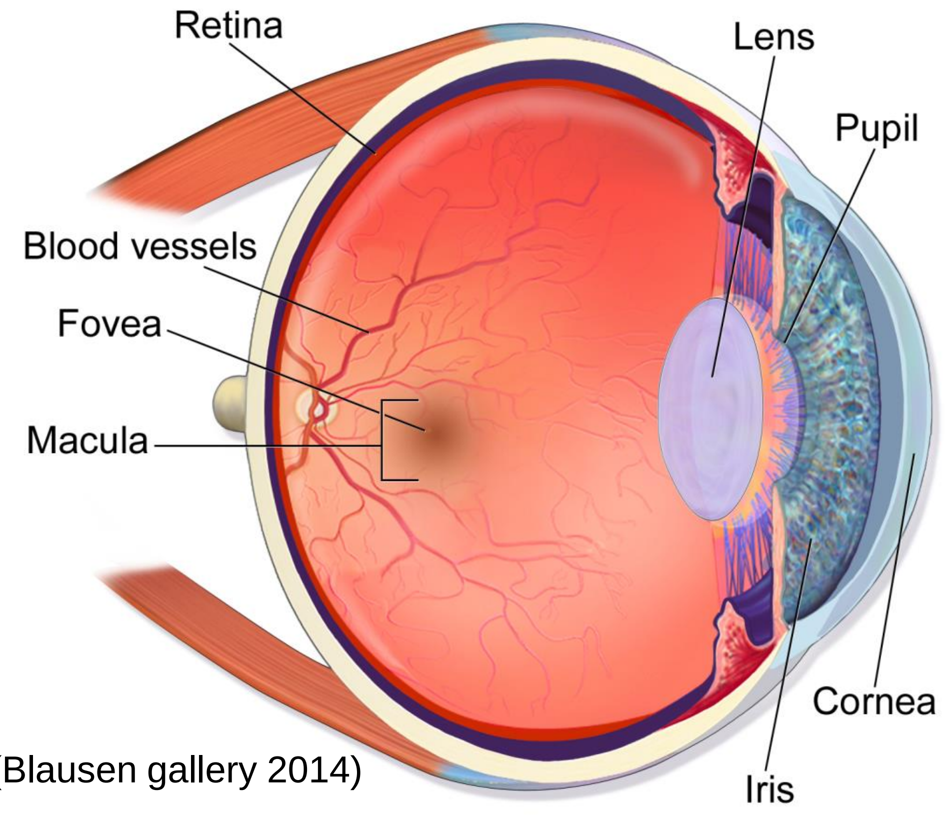
Red

Green

RGB colour image

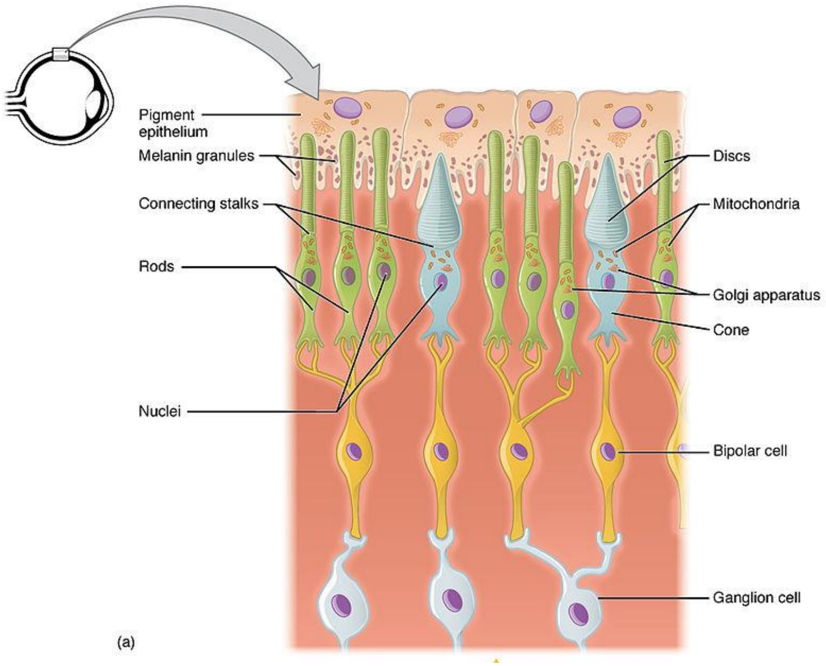
Blue

Human Vision

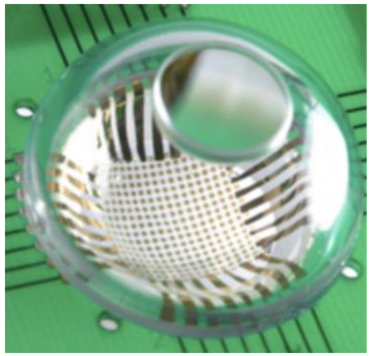


(Blausen gallery 2014)

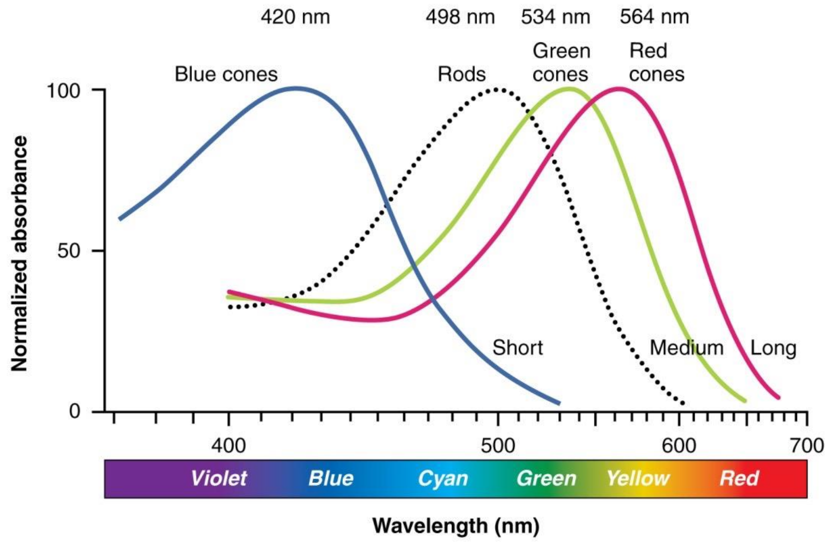
Eye Anatomy



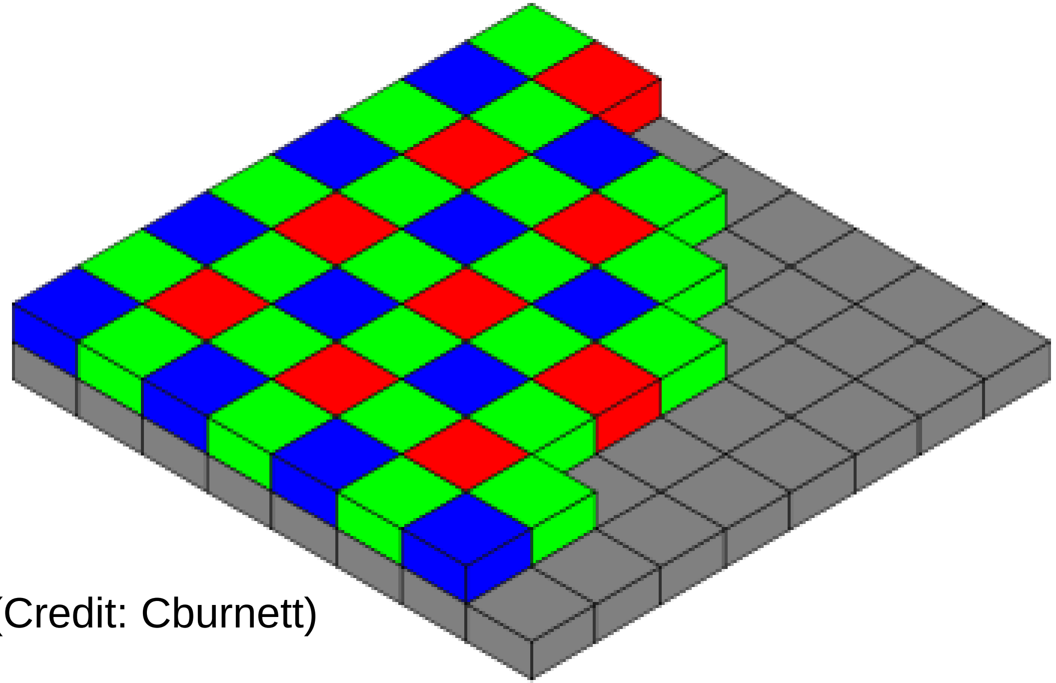
(OpenStax College - Anatomy & Physiology)



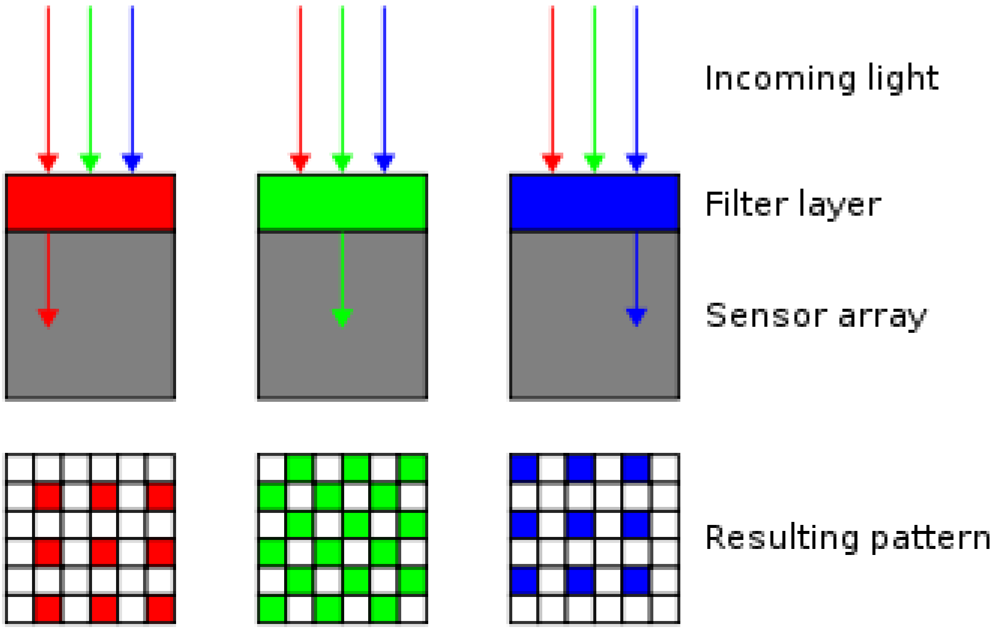
(MIT Technology Review 2008)



Colour Sensing in digital cameras - Bayer filter



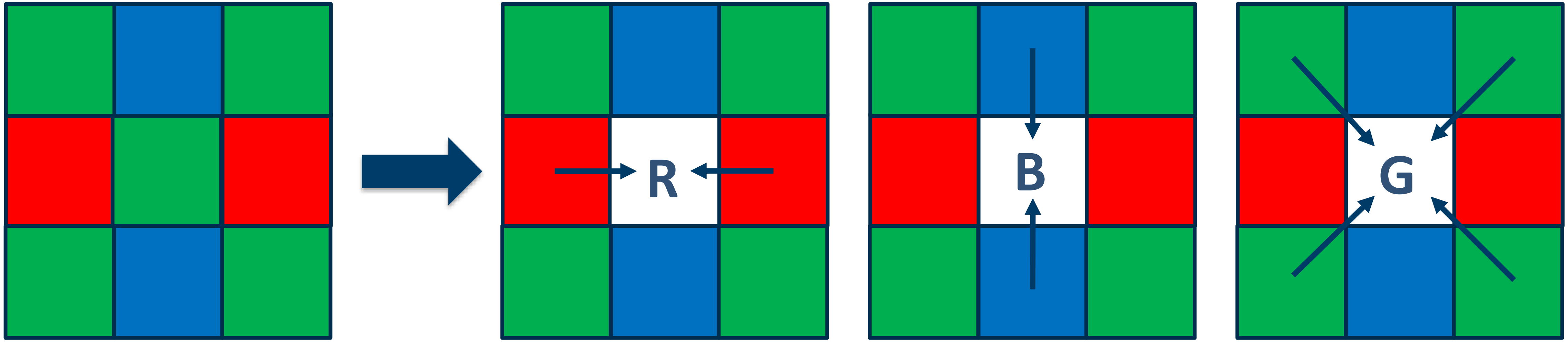
(Credit: Cburnett)



Undersampled (incomplete) colour information

Demosaicing (debayering)

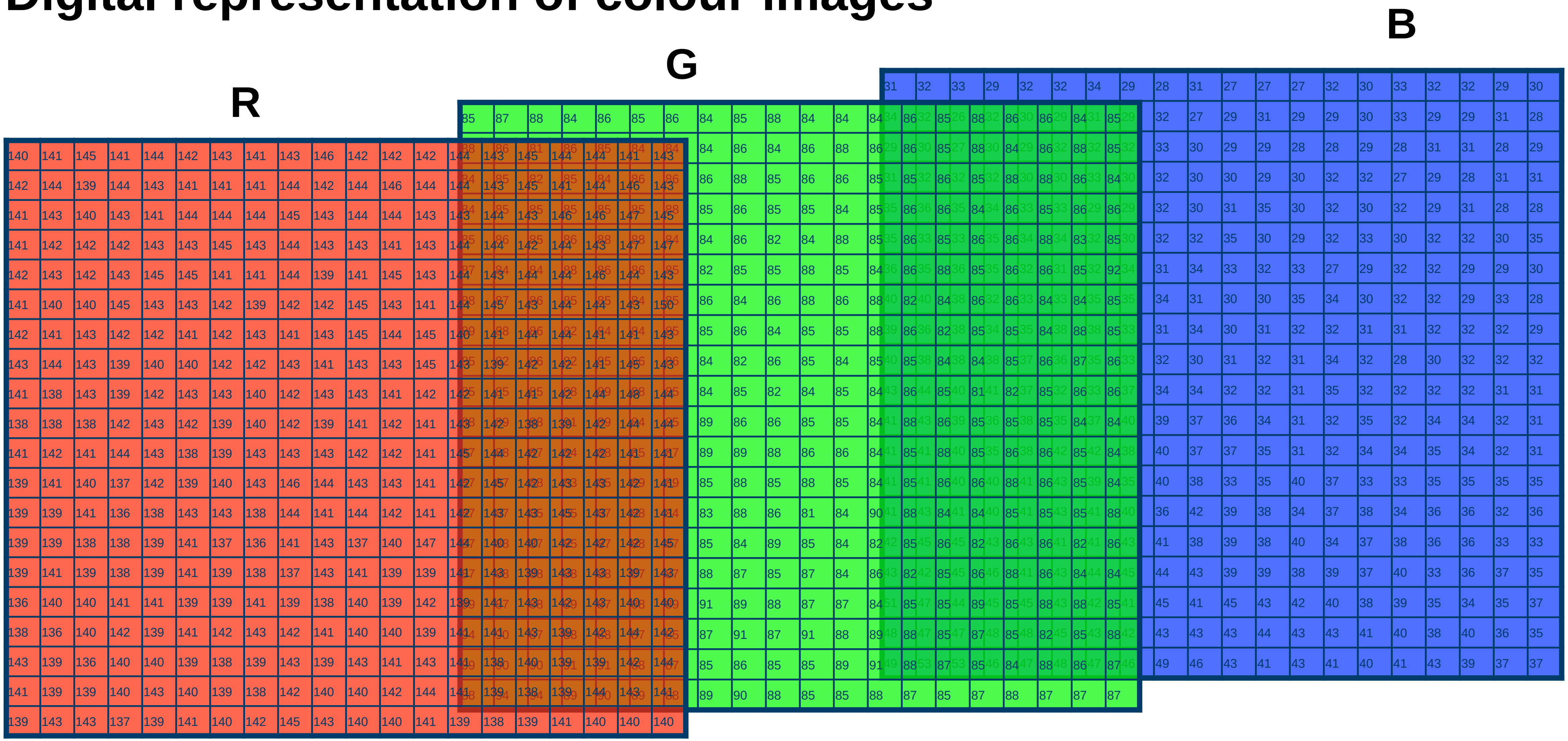
Reconstruction of full colour image from incomplete colour information from the image sensor.



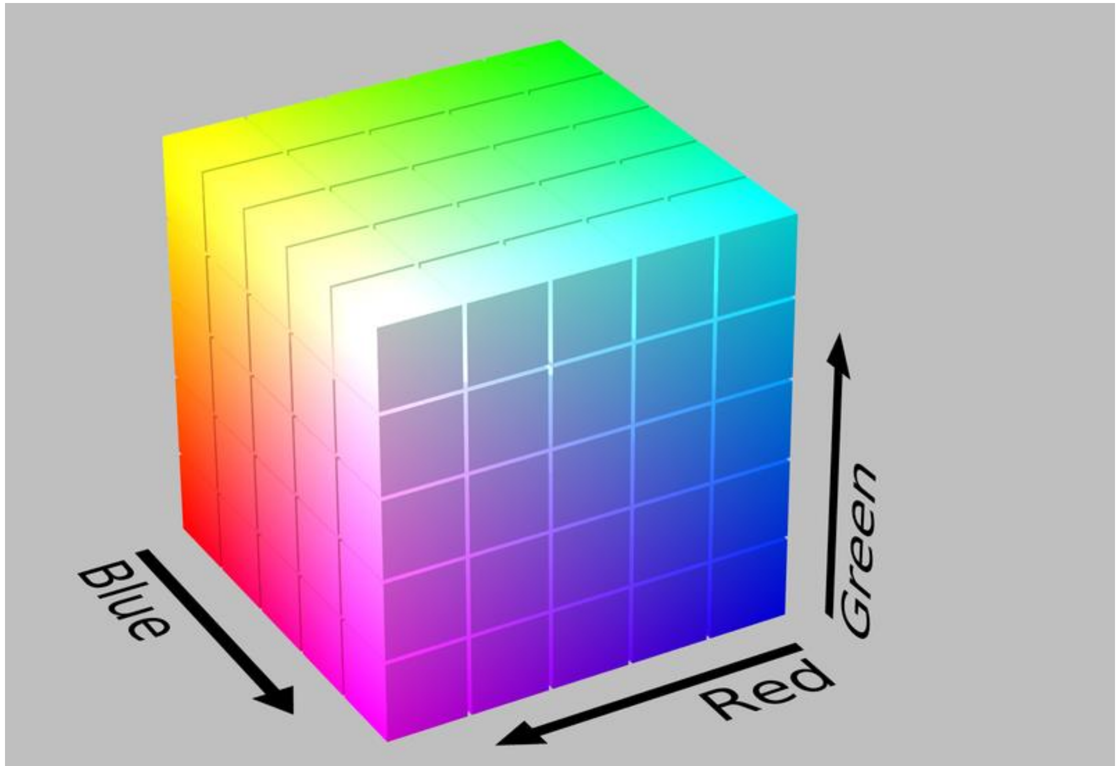
Algorithms:
- Nearest-neighbor interpolation
- Bilinear interpolation
- Bicubic interpolation

Other methods:
- Splines
- Lanczos resampling
- Methods utilizing pixel values

Digital representation of colour images



RGB colour space



(Credit: Horst Frank)

Normalized RGB values:

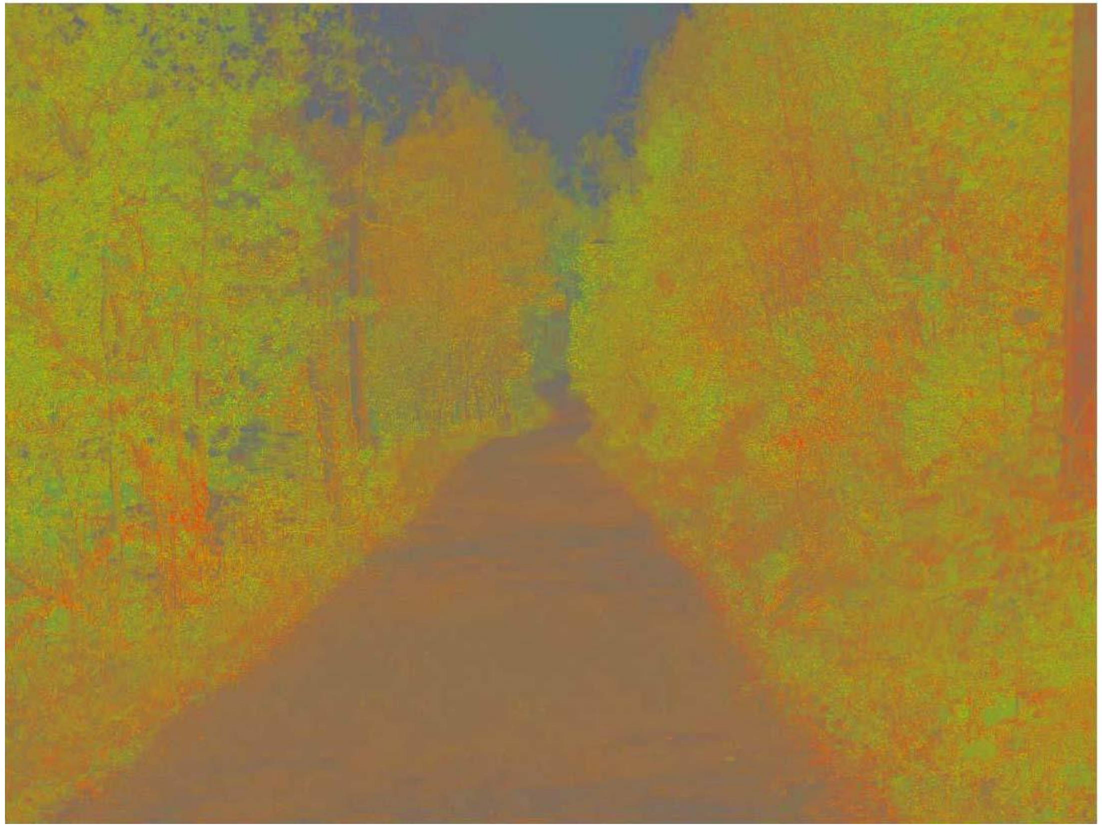
$$r = \frac{R}{R+G+B}$$
$$g = \frac{G}{R+G+B}$$
$$b = \frac{B}{R+G+B}$$

(Illumination invariance)

Other colour coordinate systems: XYZ, LAB, HSV, …

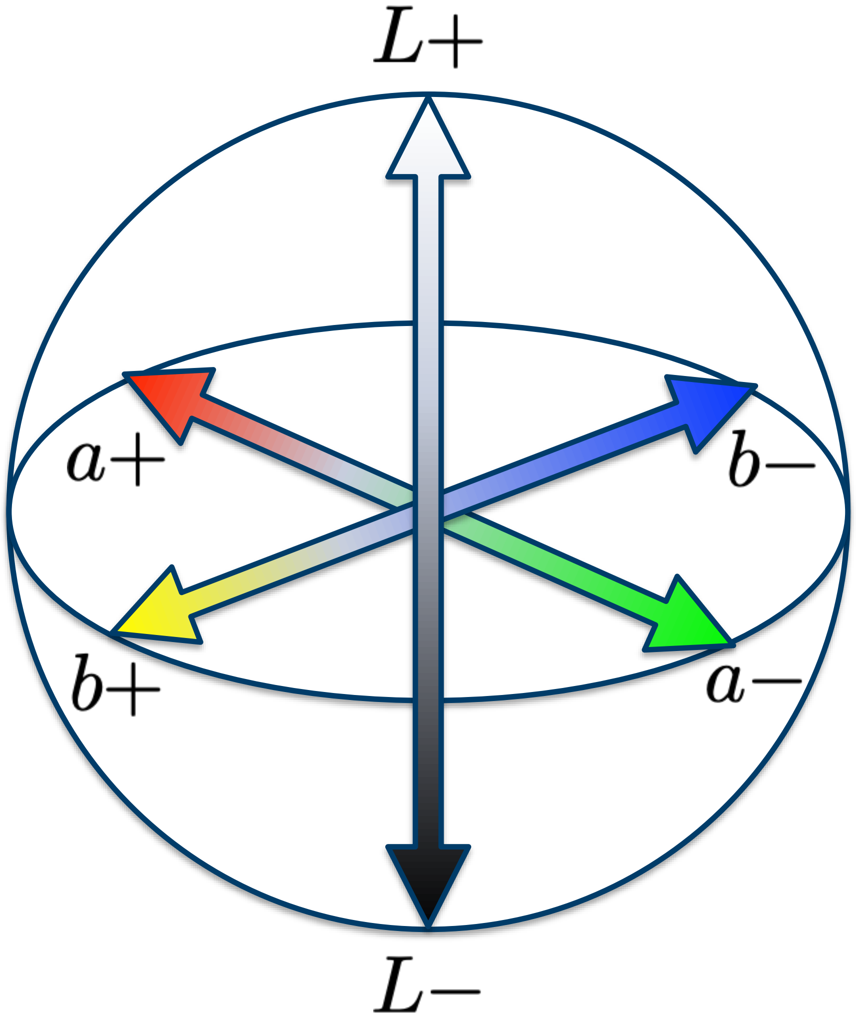
RGB normalization (example)

RGB original



Normalized RGB

Lab colour space (CIE 1976 L* a* b*)



“Perceptually uniform” colour space:

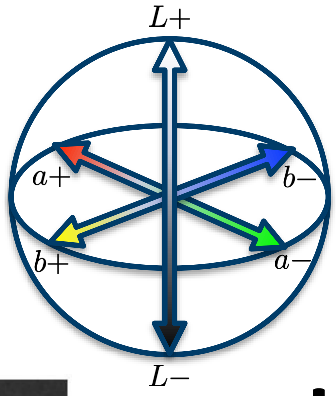
- Approximation to human vision
- L* = Lightness
- a*, b* = Colour opponent dimensions

- L* = darkest black to brightest white (0 - 100)
- a* = green to red (-100 to +100)
- b* = blue to yellow (-100 to +100)

Lab - example

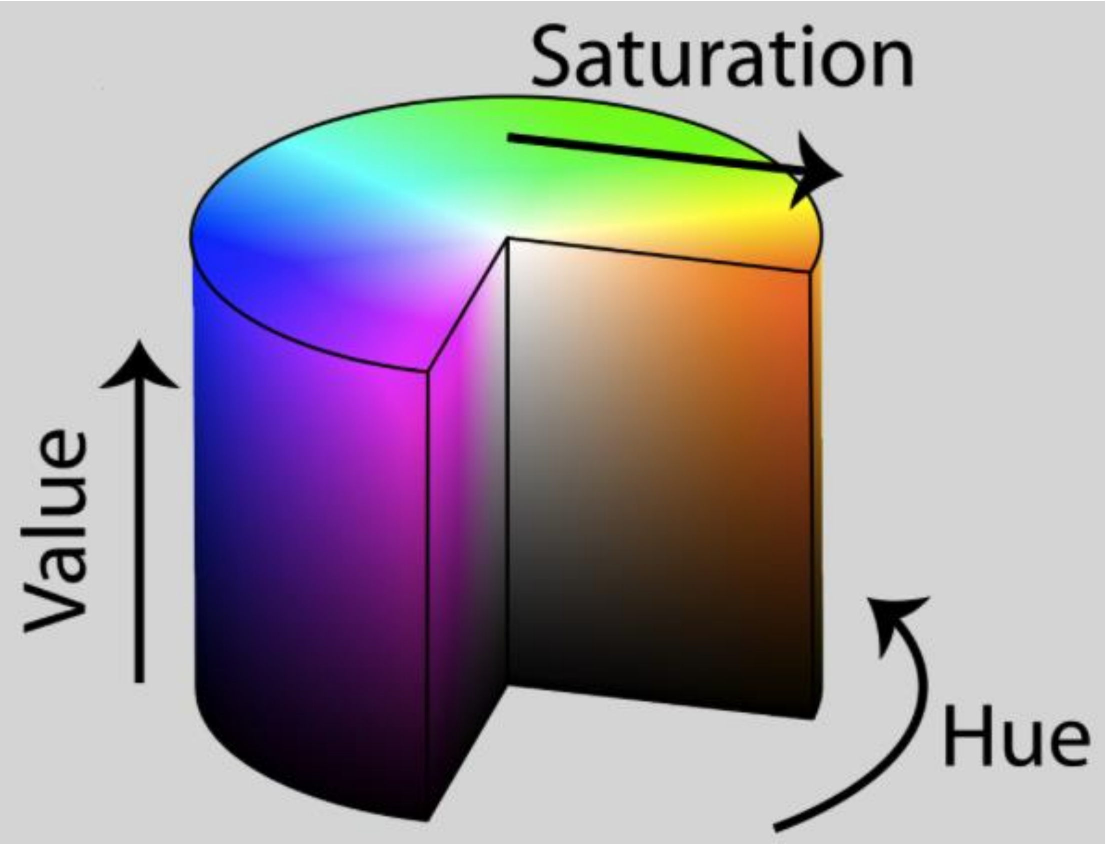
L

a



b

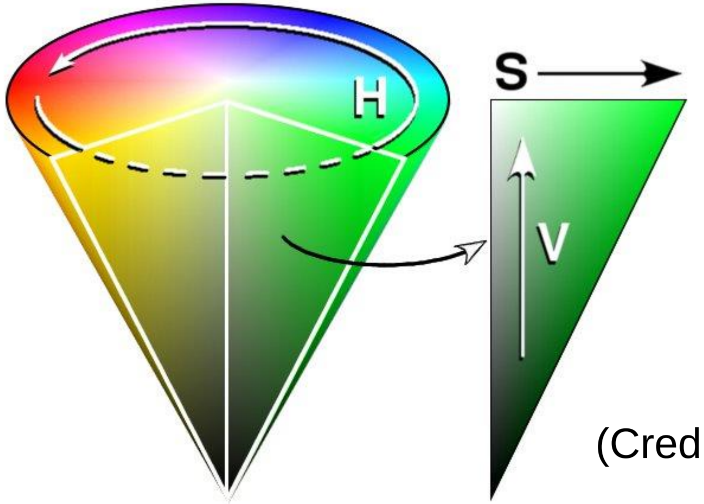
HSV colour space (Hue, Saturation, Value)



(Credit: Jacob Rus, 2010)

Intuitive colour space:

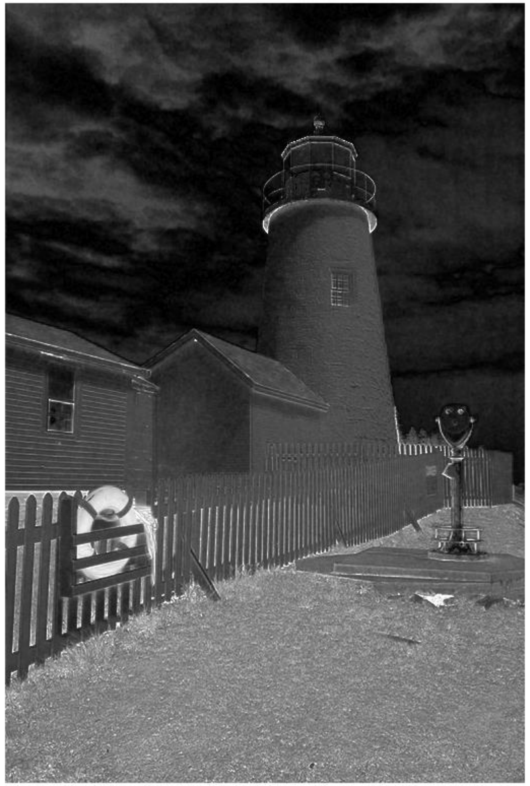
- Cylindrical representation of RGB values
- Hue = angle from 0º to 360º
- Saturation = 0 - 100% (gray to primary colour)
- Value = 0 - 100% (totally black to bright colours)



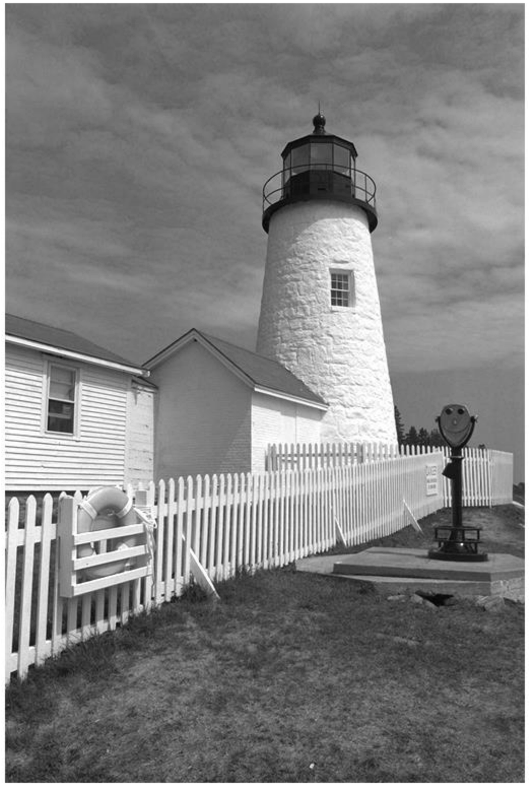
(Credit: Wapcaplet)

HSV - example

Hue



Saturation

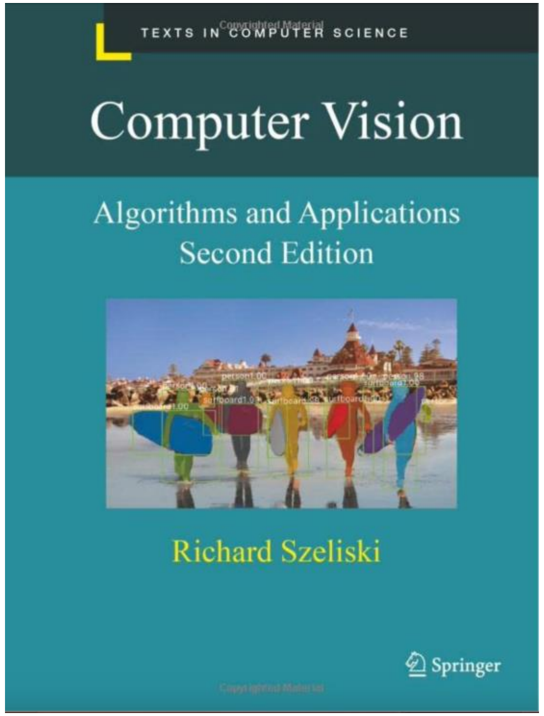


Value

Summary

Image formation:

- Illumination
- Cameras
- Optics
- Image Capture
- Colour Sensing



Recommended reading:

- Szeliski 2.2 and 2.3

Free download: https://szeliski.org/Book

Direct (specular) and indirect illumination