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	Descrizione fisica	1 online resource (320 p.)
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	Soggetti	Color display systems
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	Nota di contenuto	Color Gamut Mapping; Contents; Foreword; Series Preface; Preface; 1. Introduction; 1.1 What is Color Gamut Mapping?; 1.2 Historical Context of Gamut Mapping; 1.3 Who is this Book for?; 1.4 What is in the Rest of the Book?; 2. Basics of Color Science; 2.1 What is Color?; 2.2 Describing Color Experiences; 2.3 The Color Ecosystem; 2.4 The Human Visual System; 2.5 Physical Color-related Properties; 2.6 Colorimetry; 2.7 Color Ecosystem Interactions; 2.8 Digital Color Capture and Generation; 2.9 Color Management; 2.10 What can Affect the Appearance of a Pair of Stimuli?; 2.11 Summary
		3. Desired Color Reproduction Properties and their Evaluation3.1 Color Reproduction Framework; 3.2 Desired Color Reproduction Properties; 3.3 Evaluating Reproductions; 3.4 Case Study: Evaluating Printed Reproductions of a Displayed Image; 3.5 Summary; 4. Color Reproduction Data Flows; 4.1 Device Color Spaces; 4.2 Conceptual Stages of Color Reproduction; 4.3 Closed-loop Color Management; 4.4 sRGB Color Management; 4.5 ICC Color Management; 4.6 Windows Color System Color Management; 4.7 Importance of Gamut Mapping in

| Sommario/riassunto | Gamut mapping algorithms, implemented by color management systems, are an integral part of the color reproduction process. By adjusting the colors with appropriate algorithms, gamut mapping enables original colors to 'fit' inside differently shaped color gamuts and authentically transfers images across a range of media. This book illustrates the range of possible gamut mapping strategies for cross-media color reproduction, evaluates the performance of various options and advises on designing new, improved solutions. Starting with overviews of color science, reproduction and management, the |