
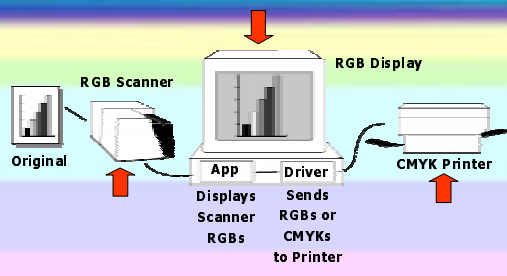



ICC Color Management

- What is the ICC?
- **Why Color Management?**
- ICC Profiles and the PCS
- Future Directions of the ICC

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"Color" Workflow



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Everyday problems...

- **The same document looks different--**
 - printed on different printers.
 - viewed on different monitors.
 - viewed on a monitor and printed on a printer.
 - printed and viewed in a light booth and under office lighting.

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Why ?

- Devices, drivers, operating systems, and applications all interpret and reproduce colors differently.
- Input --
Scanners, digital cameras
- Output --
Printing: offset, gravure, inkjet, laser
Display: CRT, LCD, PMP, DMD, video projectors...

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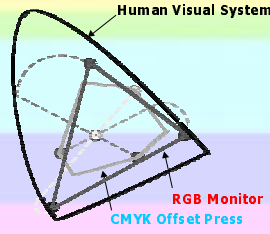
Device Color Gamuts


- Gamut = a device's range of realizable colors.
- A color gamut depends on viewing conditions: white point of the illuminant, surround, amount of light.
- A gamut can be visualized as a plane or volume in a standard color space:
 - CIE x,y chromaticity diagram
 - CIE L*a*b* (CIELAB)

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Offset Press vs. Monitor Gamuts

- CIE x,y chromaticity diagram of an offset press and monitor gamut.
- Note that
Red ≠ 1 - Cyan
Green ≠ 1 - Magenta
Blue ≠ 1 - Yellow



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Offset Press vs. Monitor Gamuts

- Gamuts should be represented as volumes.
- Monitor and press gamuts in CIELAB space.

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What's the solution?

- A transform is needed to map the colors from one (**source**) device color space to another (**destination**) device color space.
 - The transform must account for the color characteristics of source and destination devices as well as viewing condition.

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Two transformation approaches

- Device-dependent color transformation
- Device-independent color transformation

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Device-dependent Color Transformations

T = each a different device-to-device transform

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Device-dependent Color Transformations

- Primarily used in high-end proprietary systems.
- Dedicated, pair-wise transformation from source to destination.
- Transformations have both source and destination information (gamut, viewing conditions).
- Can be optimized for a device pair.

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Device-dependent Color Transformations

Disadvantages:

- For a system of n devices, n^2 transforms are needed.
- Adding a device requires n new color transforms.
- Re-calibrating a device requires n new color transforms.

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Device-independent Color Transformation

Standard Color Space

T = each a device-to-standard color space transform

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Device-independent Color Transformation

- For each device, there is a transformation from device to standard color space.
- Transformations have **source-to-standard** color space or **destination-to-standard** color space information.

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Device-independent Color Transformation

Advantages:

- For a system of n devices, n transforms are needed.
- Adding a new device requires **only one** new color transform.
- Re-calibrating a device requires **only one** new color transform.

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ICC Workflow

- The transforms from device to common color space are embedded in the **ICC profile**.
- The common color space is called **PCS** (profile connection space).

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ICC Workflow

Color Transform

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ICC Color Management

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- **ICC Profiles and the PCS**
- Future Directions of the ICC

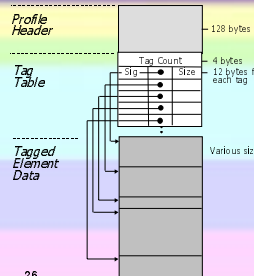
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The ICC Profile


- The ICC profile contains the transforms from **"device"** to **PCS**.
- There are several kinds of profiles:
 - *Input device* (scanner, digital camera, etc.)
 - *Output device* (printers, film recorders, etc.)
 - *Display* (CRTs, LCDs, projectors, etc.)
 - *Device Link* (dedicated device-to-device)
 - *Color space* (sRGB, CIE XYZ, L*a*b*, etc.)
 - *Abstract* (effects, PCS-to-PCS, etc.)
 - *Named Color* (Pantone®, Truematch®, etc.)



ICC Profile Format




- 128 byte header
- Tag-based (like TIFF)
- Public required tags
- Public optional tags
- Private tags

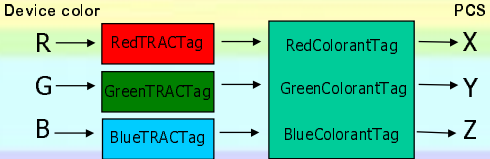


ICC Profile Models

- Shaper/matrix profiles are used for RGB and single channel (grayscale) input and display profiles.
- Shaper/multi-functional-table (MFT) profiles are used for complex RGB and CMYK input, for RGB, CMYK and n-colorant output, color space conversion, and abstract profiles.
- The construction and content of the matrices and LUTs in a profile are vendor specific, and not defined in the ICC specifications.




Shaper/matrix Processing: RGB input profile

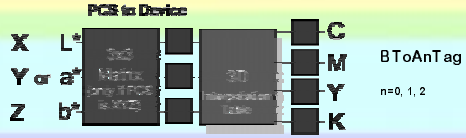


Device color → R → RedTRACTag → GreenTRACTag → BlueTRACTag → PCS (X, Y, Z)

1D "shaper" LUTs (gamma tables) for linearization. 3x3 matrix, includes source to PCS white point scaling.




Shaper/MFT Processing: CMYK output profile

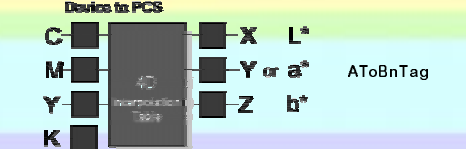


PCS to Device: X, Y, Z → [3x3 Matrix] → [3D Interpolation Table] → C, M, Y, K

BToAnTag, n=0, 1, 2




Shaper/MFT Processing: CMYK output profile




Device to PCS: C, M, Y, K → [3D Interpolation Table] → X, Y, Z

AToBnTag




Four Rendering Intents

- **Relative colorimetric**
 - the white point of the actual medium is mapped to the white point of the reference medium. The colors map accordingly.
- **Absolute colorimetric**
 - the white-point of the illuminant maps to white point of the reference illuminant. The colors map accordingly.

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Four Rendering Intents

- **Perceptual**
 - the full gamut of the image is compressed or expanded to fill the gamut of the destination device. Gray balance is preserved but colorimetric accuracy might not be.
- **Saturation**
 - the saturation of the pixels in the image is preserved, perhaps at the expense of accuracy in hue and lightness.

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The PCS

- In the ICC workflow, the common color space is called the **profile connection space (PCS)**.
- Each profile describes the transformation from source (device) space to PCS, and vice versa in case of output profiles.
- The current PCS describes an ideal reflection print viewed in a graphic arts viewing environment (D50 white point).

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PCS Encoding

- The encoding to PCS can assume either:
 - CIEXYZ, relative colorimetry, D50 white point
 - CIELAB, relative colorimetry, D50 white point
- **8 and 16-bit/channel encoding is allowed.**
 - Defines the output data format for input LUTs (AToBnTags) and the input data format for output LUTs (BToAnTags)
- **Matrix based profiles can only be used when the PCS encoding is in XYZ.**

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ICC Color Management

- What is the ICC?
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ICC Today

- **Profile Specifications 3.4**
- **Operating System Support on Apple, Microsoft, Sun, SGI, Java.**
- **Support for most high-end (and some consumer) graphic arts and photography input and output devices.**
- **Support in most professional graphic arts and photography applications.**

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ICC Today

- The ICC allows vendors to register a unique signature of a device.
- The ICC has a characterization data registry that can be accessed when building profiles for specific press or proofing conditions.

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ICC Today

- The ICC today is working on the next major revision of the specification:
 - To be published soon.
 - Clarify the profile specifications to improve operability.
 - Clarify the PCS to improve operability (Annex E).

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ICC Today

- Different working groups investigate and work on recommendations/solutions for:
 - Conformance testing
 - Specification editing
 - Graphic arts special interest
 - Research implementation
 - ICC user groups support

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ICC Tomorrow

- The research implementation WG studies color management architectures and ICC specifications two years or more in the future.
 - Measurement based profiles?
 - Smart CMMs?
 - PCS based on CIECAM97s?

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Summary

- **The ICC has achieved its goal:** a color management architecture that allows for communication of color across devices, applications, and operating systems.
- **In the future,** the architecture will be broadened to fit additional color workflows, and specifications tightened to improve interoperability.

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Summary

- **Joining the ICC enables you to participate and influence future color management architectures for any color image and document work flow!**

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How to contact the ICC

- www.color.org
- **Chairman: Lars Borg**
 - Voice: +1.408.536.2723/536.6000
 - E-mail: borg@adobe.com
- **Administrative secretary: NPES, Kip Smythe**
 - Voice: +1.703.264.7200
 - Email: ksmythe@npes.org
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 - Voice: +44.1296.661342
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