

## Terms Needing Definitions (input from KES 12/21/99)

**capture space**

**colour-appearance space**

Geometric representation of colour in n-dimensional space, usually of three dimensions, where the goal is a proportional relationship between position and colour appearance.

**colour calibration**

The process of adjusting the colour characteristics of a colour imaging device or system in order to achieve an aim colour response

**colour characterization**

The process of measuring the colour response of a colour imaging device

**colour encoding**

The digital representation of the colour of an image or a scene based on a specified colour space and viewing environment

**colour gamut**

That part of a colour space that contains colours that can be captured by an image-capturing device, represented in a colour encoding, or produced on a specific output device or medium.

**colour solid**

That part of a colour space which contains surface colours. (CIE ILV)

**colour space**

Geometric representation of colour in space, usually of three dimensions. (CIE ILV)

**colour transformation**

Modification of the encoded colour values of an image to deliberately alter either its encoding or its appearance or both.

**device colour solid (Is this the same as a device colour gamut?)**

**device control values**

The input values for an output device (e.g., CMYK for a printing device or RGB for a display device)

**digital encoding**

The method used to convert numerical information into a digital representation having a finite bit depth

**gamma**

**gamut mapping**

The process of mapping colour values to fit within a specified colour gamut

**image-capture-space colours**

**image environment**

**image surround**

**image type**

**luminance (of the adapting field)**

**multi-spectral imaging**

Imaging using more than three chromatic channels of information

**output device**

A device used to display or print images (usually from digital data)

**rendered colour values**

colour values of an output image which intended to be displayed on an output device.

**rendered colours**

**rendered encoding**

A colour encoding of an output image which is intended to be displayed on an output device

**rendering intent**

**scene space** - if you don't like this term we should say that its use is deprecated

**unrendered colour values**

colour values of an original scene

**viewing conditions**

Specification of the illuminant, geometry, and environment to be used for controlled viewing of reflection, transmission or self-luminous images

**viewing environment**

A description of the characteristics of the viewing conditions that physically alter a colour stimulus or that affect an observer's perception of that stimulus

**white-point**

**unrendered encoding**

A colour encoding of the colours of an original scene

