

Color Preference: What Light Source Spectra are Less Likely to Disappoint?

ENERGY STAR Lighting Webinar Series

Evaluating Color Quality

July 28, 2016

Kevin W. Houser, PhD, PE, FIES, LC

Professor of Architectural Engineering
The Pennsylvania State University

khouser@engr.psu.edu

Editor-in-Chief

LEUKOS, the journal of IES

khouser@ies.org

To have a preference is to like something more than something else.



In applied lighting, color preference means having a preference for the rendition of object colors; it is a property we attribute to sources.



Color preference is just one component of color rendering.

- Color Fidelity
- Color Discrimination
- Color Preference

} Tend to be related to saturation, and can be evaluated with gamut

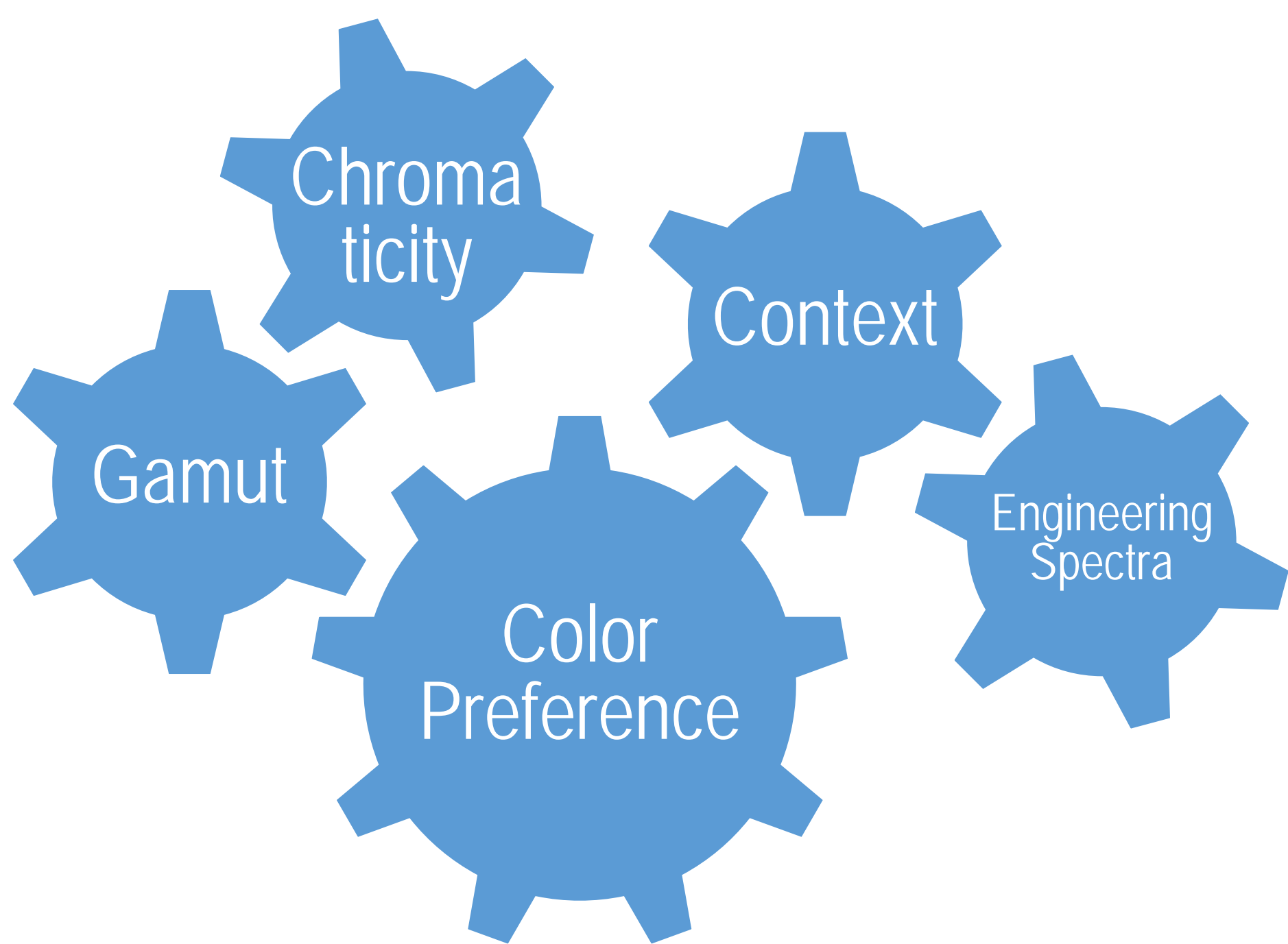
Sidebar for Further Reading:

The more than 25 indices of color rendering that appear in the scientific literature tend to cluster into two categories, those based on comparison to a reference illuminant (i.e., to quantify fidelity), and those related to gamut area (i.e., to quantify increase or decrease in saturation).*

* Houser KW, Wei M, David A, Krames MR, Shen XS. Review of Measures for Light-Source Color Rendition and Considerations for a Two-Measure System for Characterizing Color Rendition. Optics Express. 2013; 21(8);10393-10411. <http://dx.doi.org/10.1364/OE.21.010393>

Color preference is sometimes the most important color-rendition consideration. Other times it's not.

A typical application is for what Judd⁹ calls “appreciative viewing,” in which not true, but preferred or remembered, colors are most appropriate.



A diagram featuring several interlocking gears. One gear on the left is yellow and labeled 'Gamut'. Four other gears are light blue and labeled 'Chromaticity', 'Context', 'Engineering Spectra', and 'Color' (partially obscured). A yellow rectangular box at the bottom contains the text 'Gamut size and shape affect color preference.'

Chromaticity

Context

Gamut

Engineering Spectra

Gamut size and shape
affect color preference.



Figure 1. Booth illuminated by both cool white and W-13 for color preference survey.

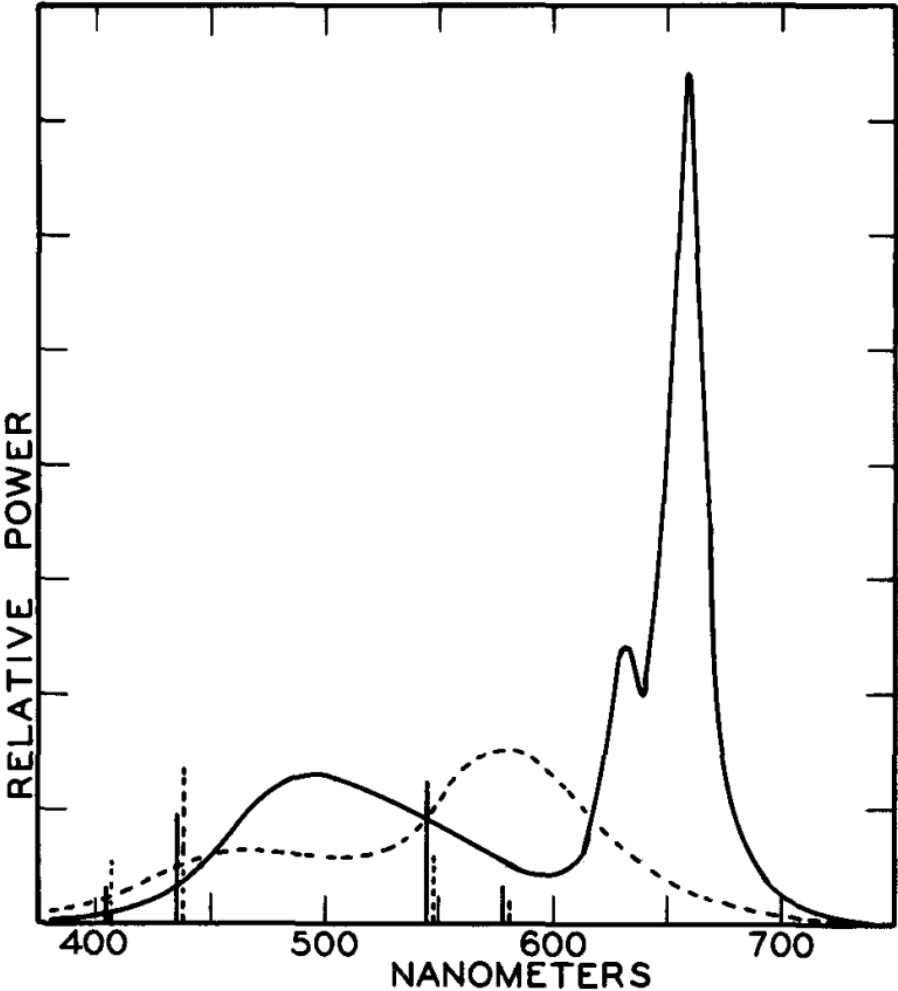


Figure 2. Spectral power distributions. Solid line—W-13. Dashed line—cool white. (Mercury lines shown separately.)

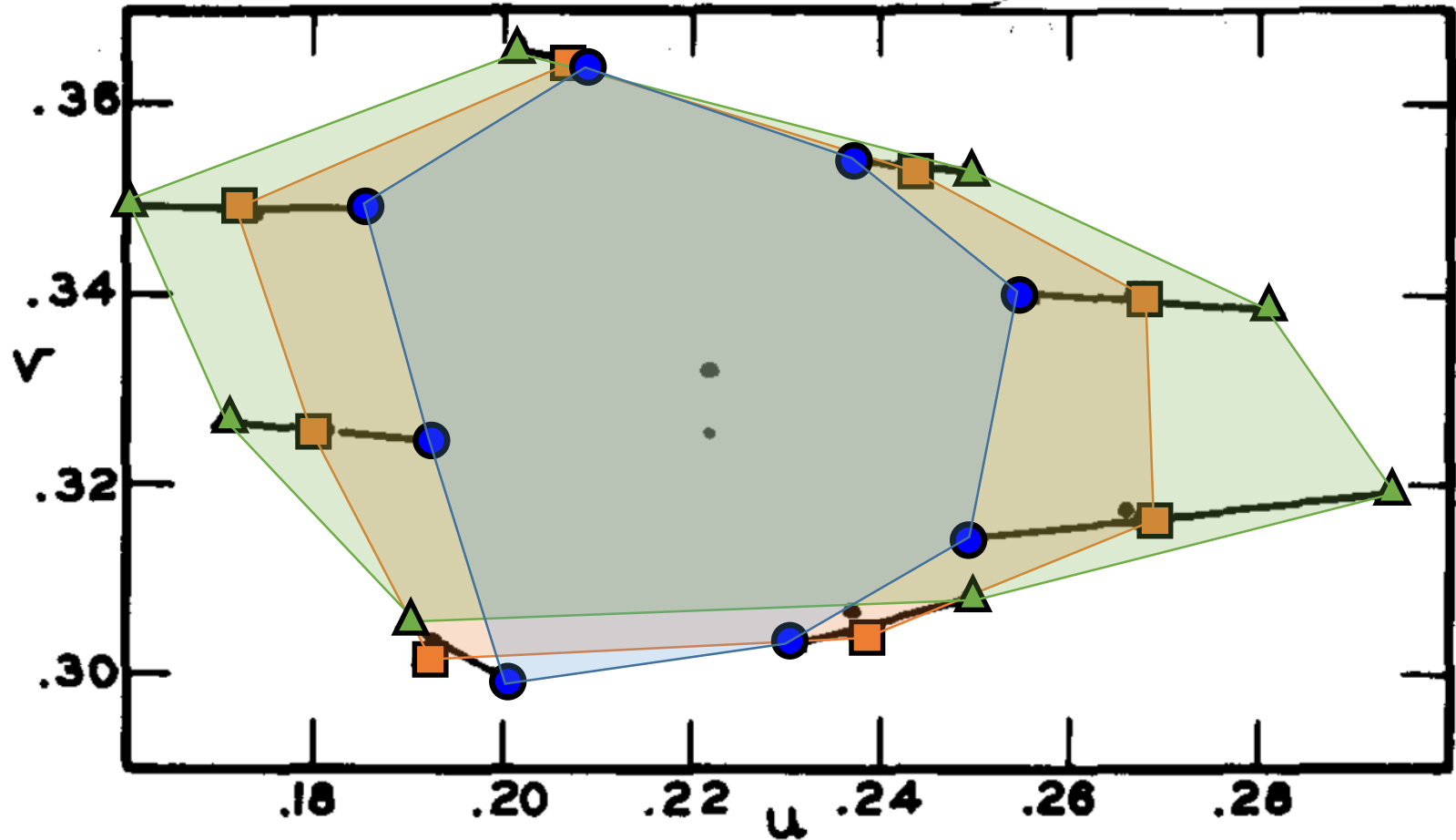


Figure 3. Eight test colors on uv diagram (dot). Illuminated by P4200; ● = illuminated by cool white; ▲ = illuminated by W-13; ■ = preferred (by Judd).

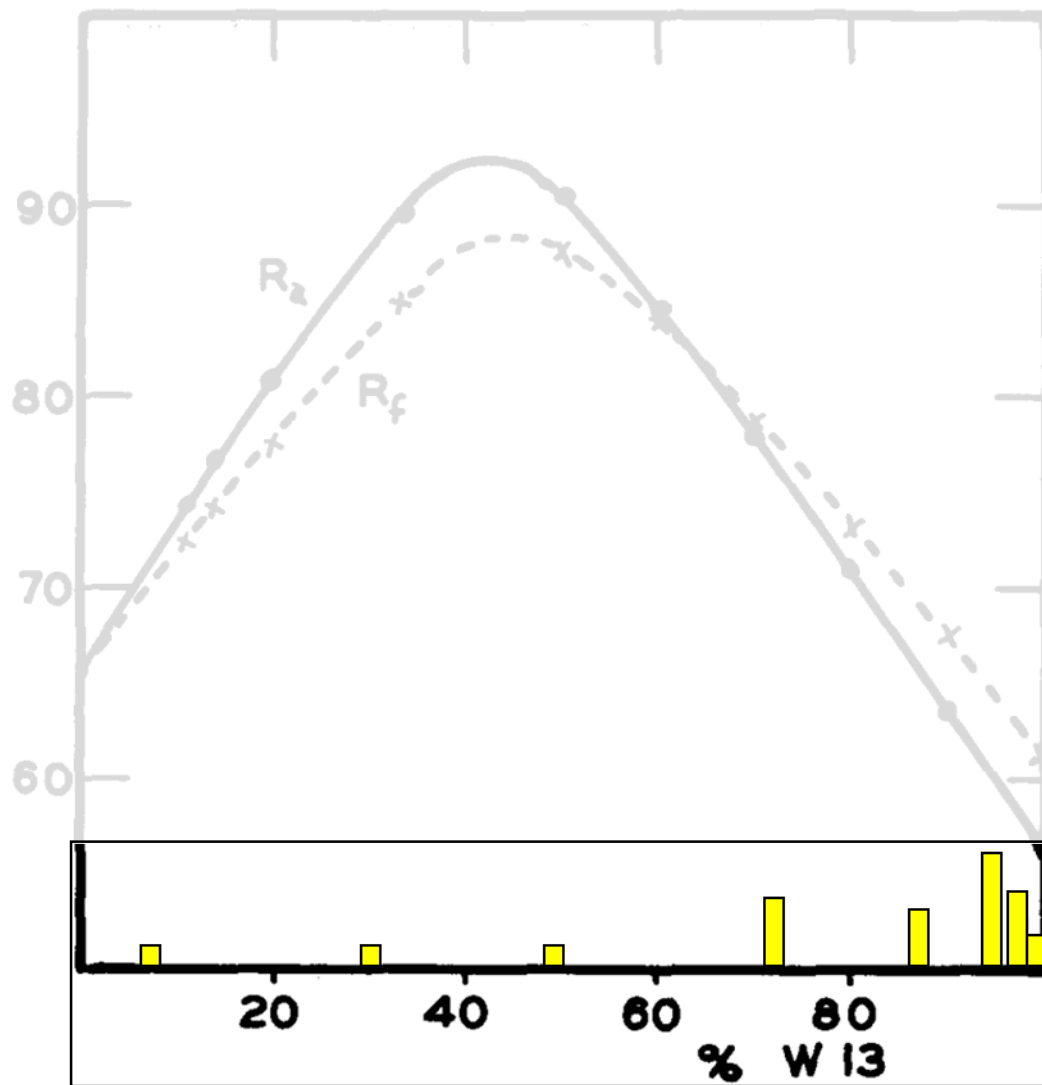


Figure 4. Color rendering index, R_a and flattery index, R_f , as a function of per cent W-13 in combination with cool white. Bars along lower edge indicate number of people preferring that percentage.

A diagram featuring several interlocking gears. One gear is yellow and labeled 'Chromaticity'. Three other gears are light blue and labeled 'Context', 'Preference', and 'G' (partially visible). A yellow rectangular box is overlaid on the center of the gears.

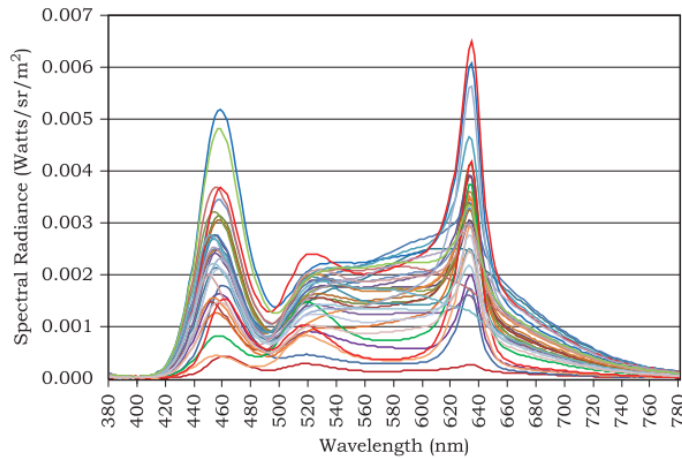
Chromaticity

Context

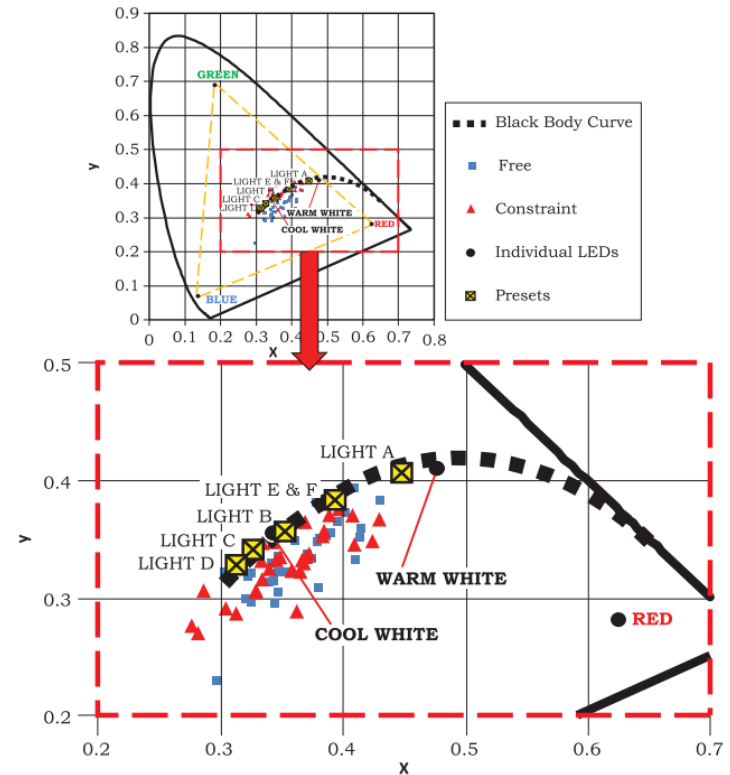
Chromaticity may be indirectly related to color preference

Preference

Dikel and others

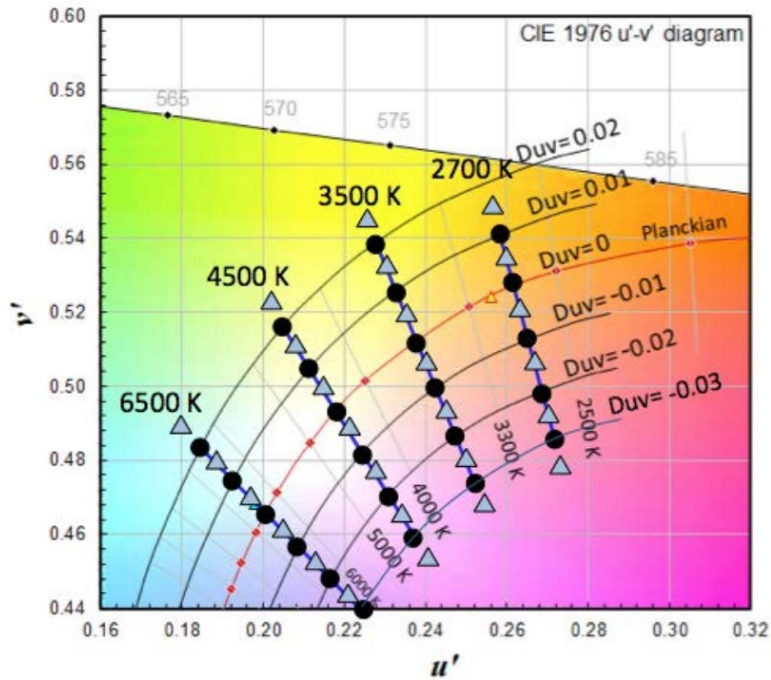


Examples of SPDs (5-channel) adjusted by participants

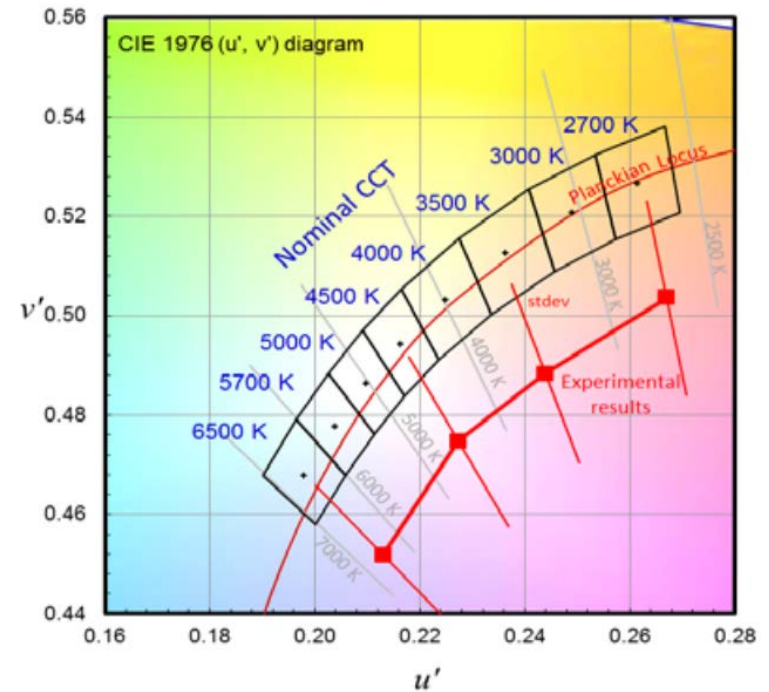


Summary of “preferred” chromaticity

Ohno and Fein



Chromaticity of conditions seen by participants



Summary of “preferred” chromaticity

Wei & Houser Analyses (of Dikel and others and Ohno and Fein)

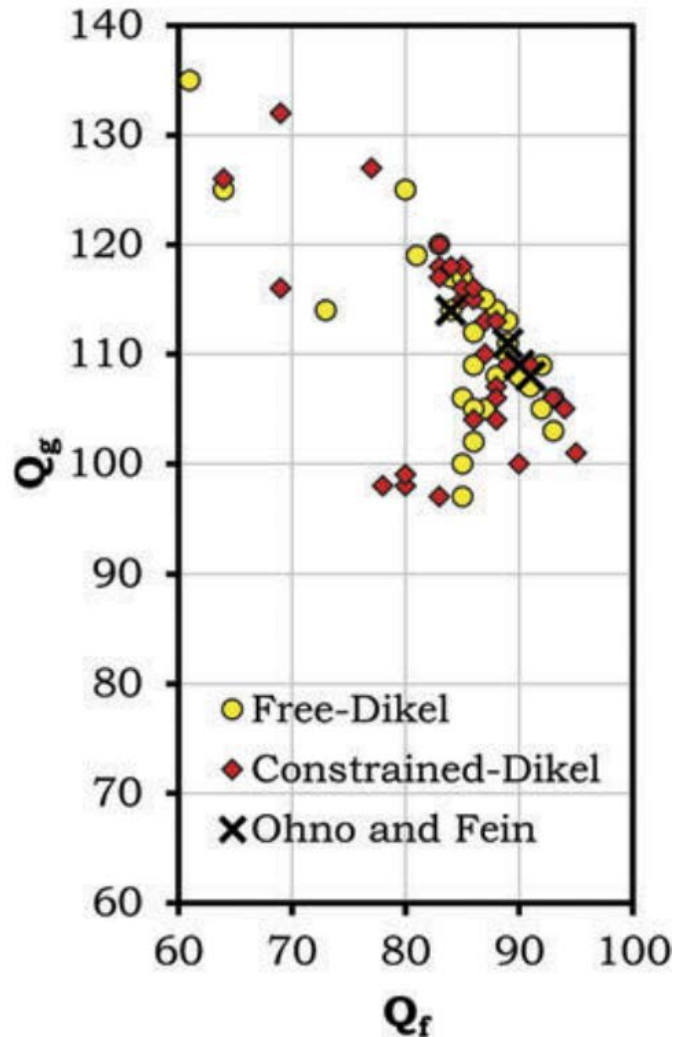
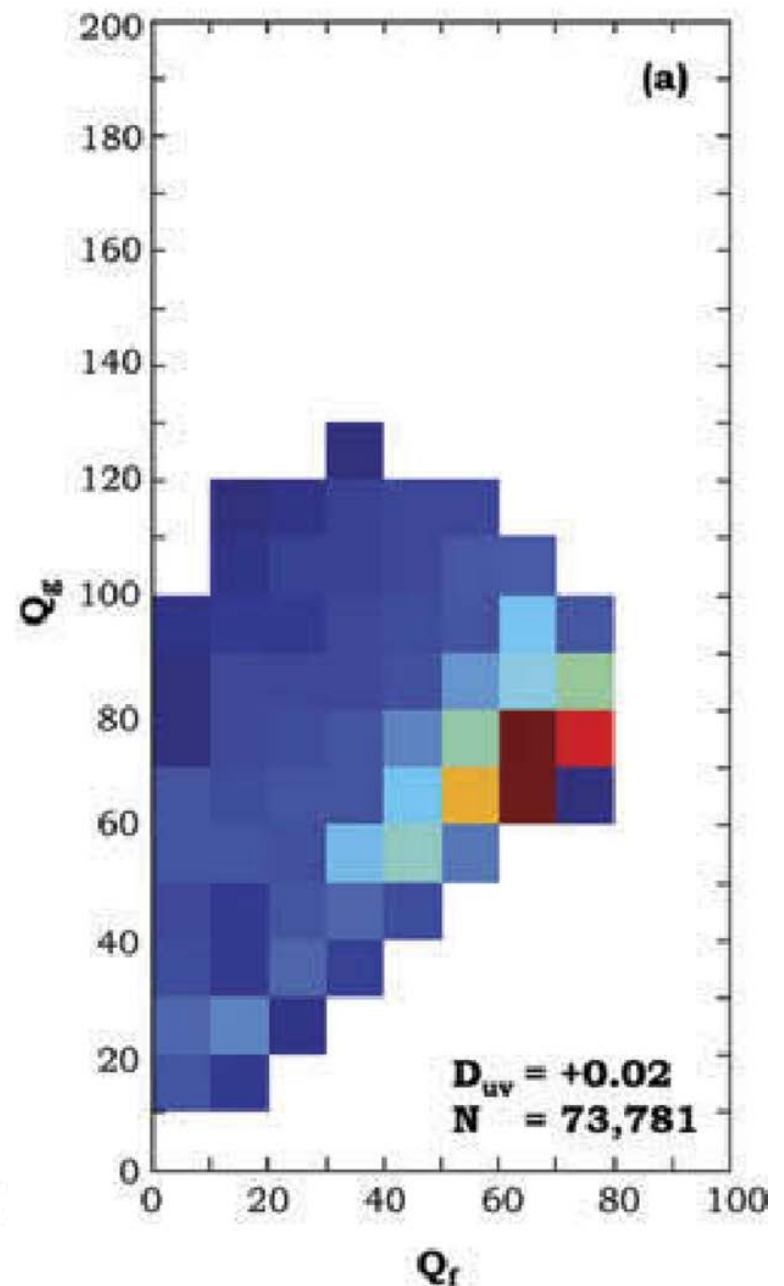
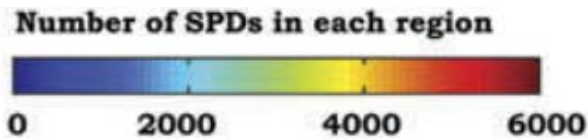
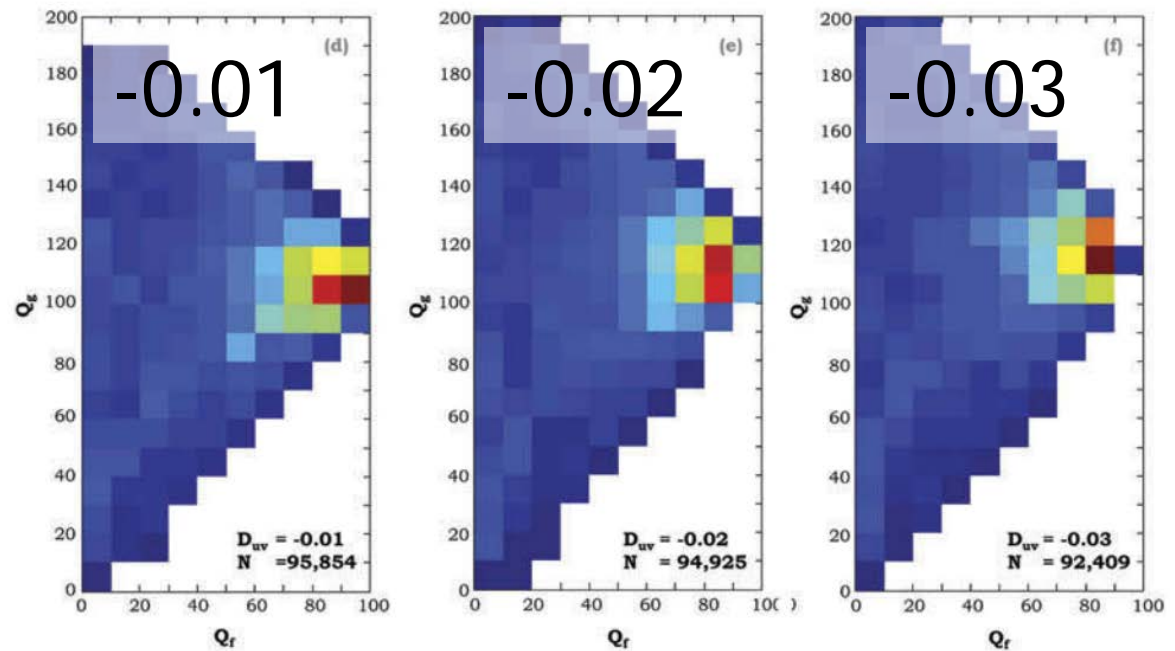
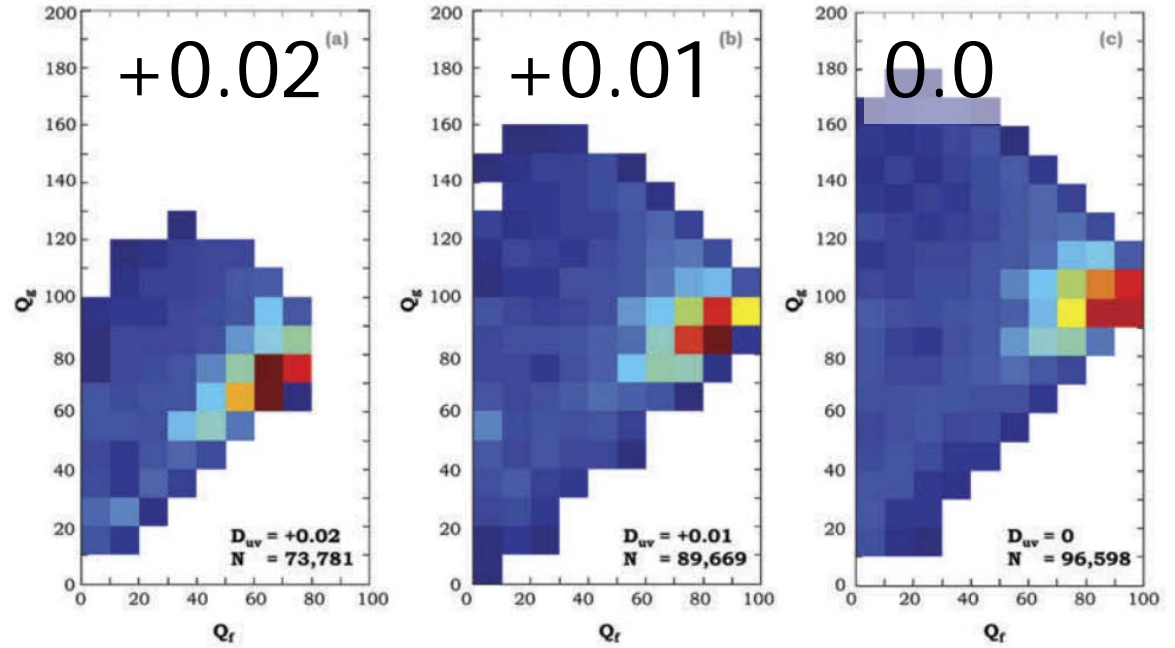


Fig. 3 Scatter plot of Q_f versus Q_g for the SPDs adjusted by the participants in Dikel and others [2014] (there were two sessions included: free adjustment and adjustment constrained by illuminance) and the preferred SPDs selected by the participants in Ohno and Fein [2014].

$$D_{uv} = +0.02$$

Number of SPDs in each region





A diagram featuring five interlocking gears. One gear is yellow and labeled 'Context', while the others are light blue and labeled 'Chromaticity', 'Gamut', and 'Engineering Spectra'. A yellow rectangular box is positioned at the bottom left, containing text about color preference.

Chromaticity

Context

Gamut

Engineering Spectra

Color preference is context dependent. Objects matter, so does the viewer.



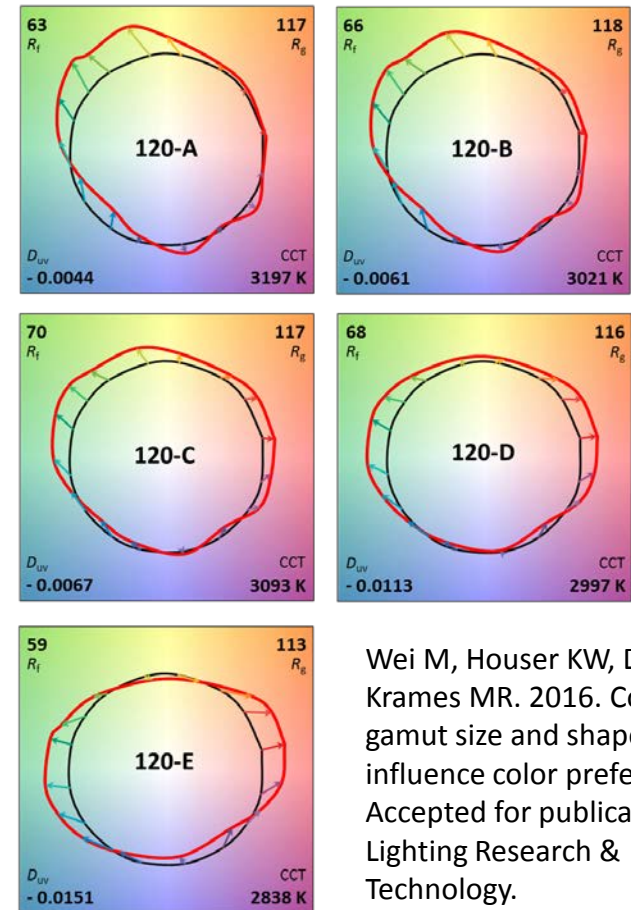
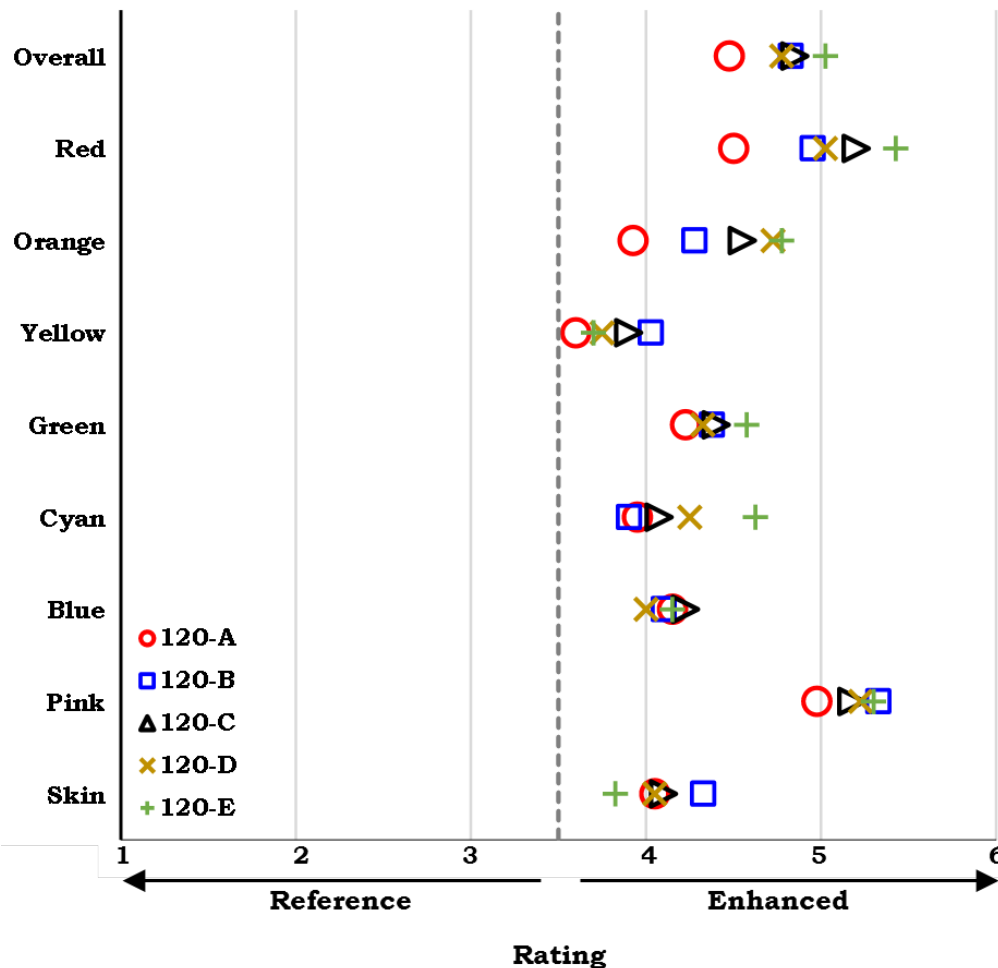
Side-by-side viewing booths employed in the retail setting.



Single viewing booth employed in the restaurant setting. Note mirror that was used for skin-tone evaluation.

Fabrics

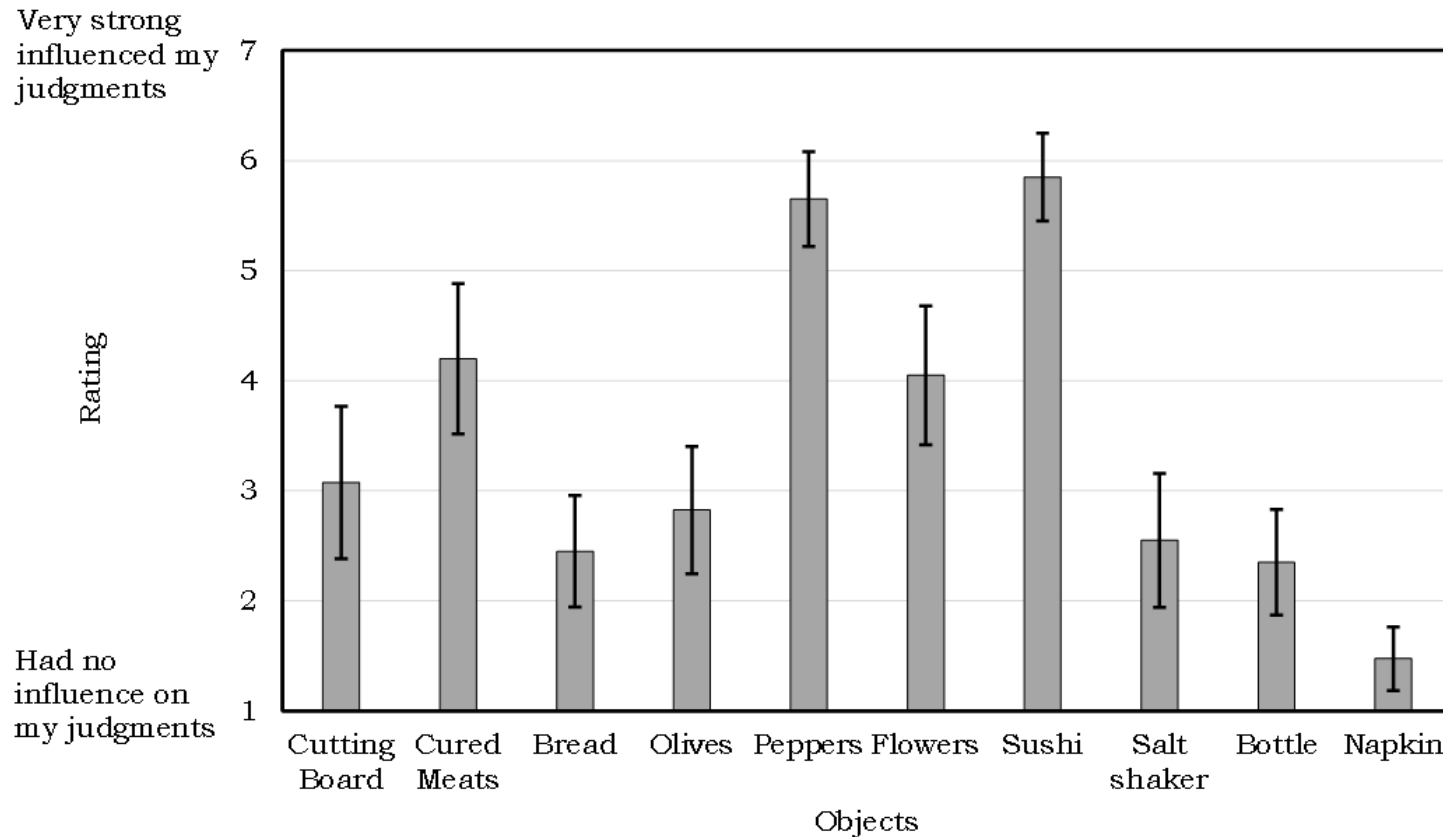
Participants have no memory, expectations, or context for judging how these objects should look.



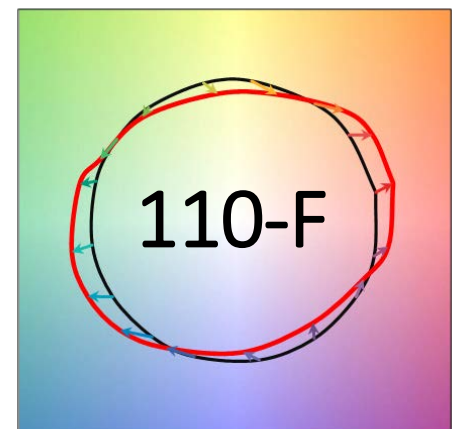
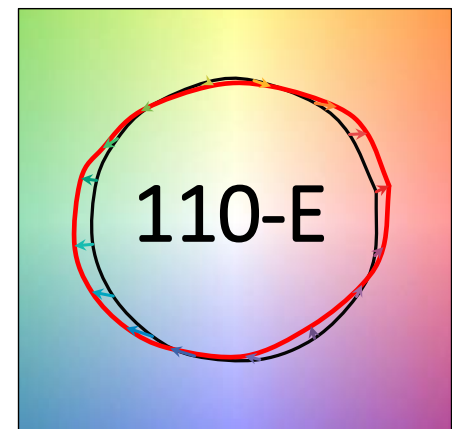
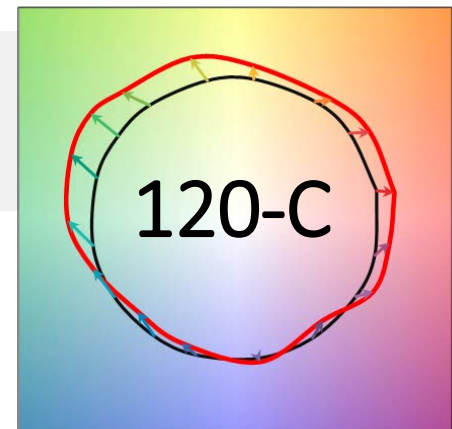
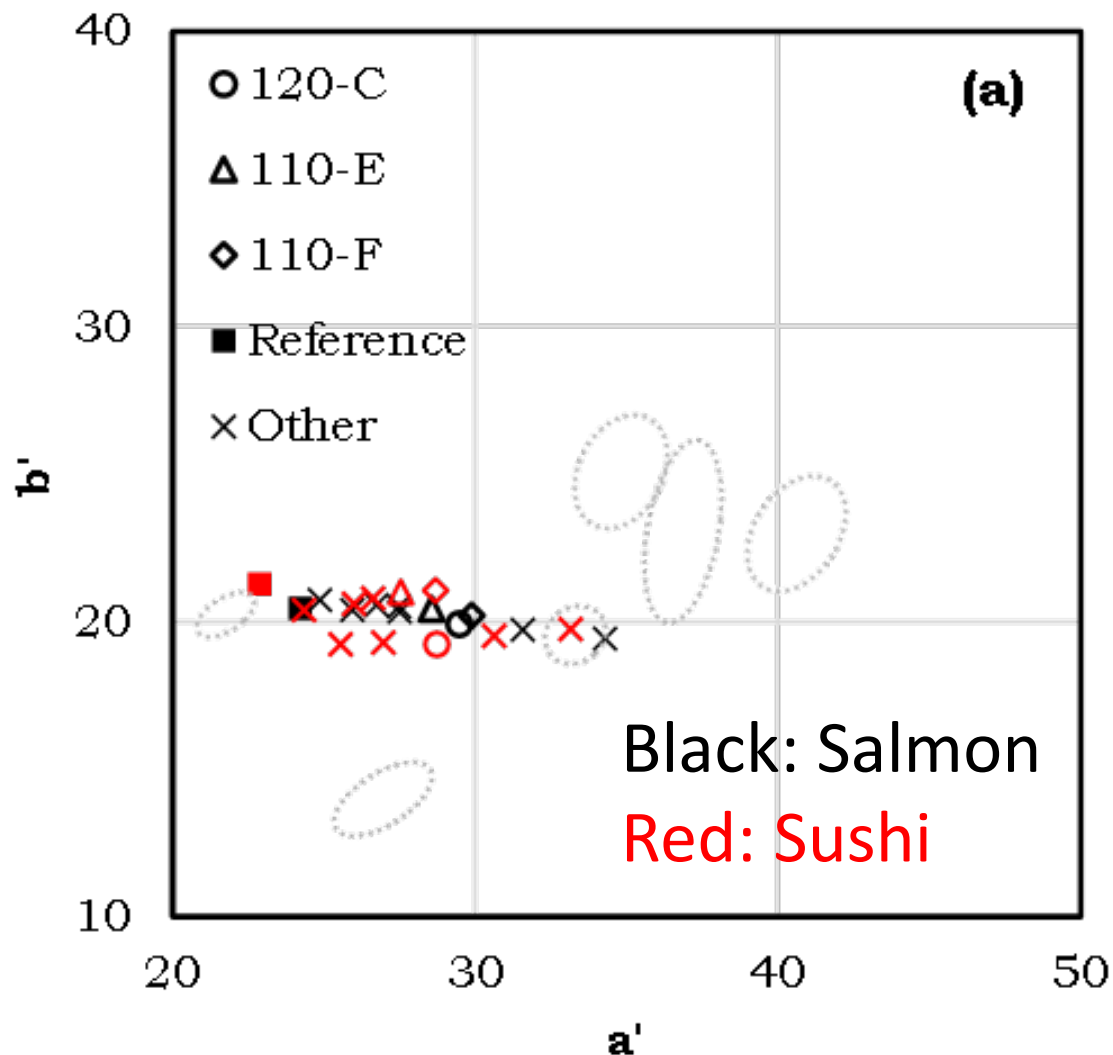
Wei M, Houser KW, David A, Krames MR. 2016. Color gamut size and shape influence color preference. Accepted for publication in Lighting Research & Technology.

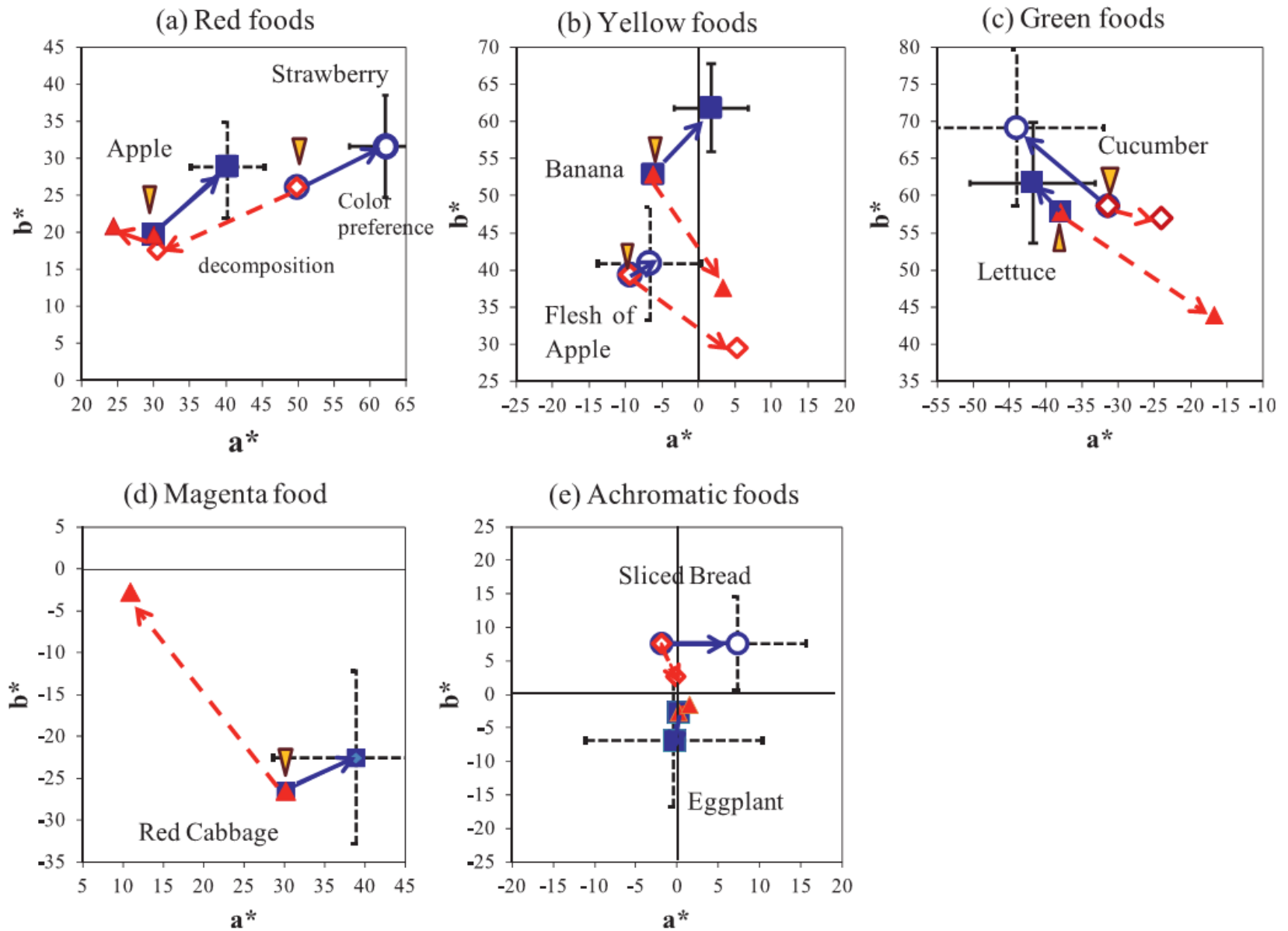
Real Foods/Flowers

Participants likely have memories and expectations about how these objects should look.

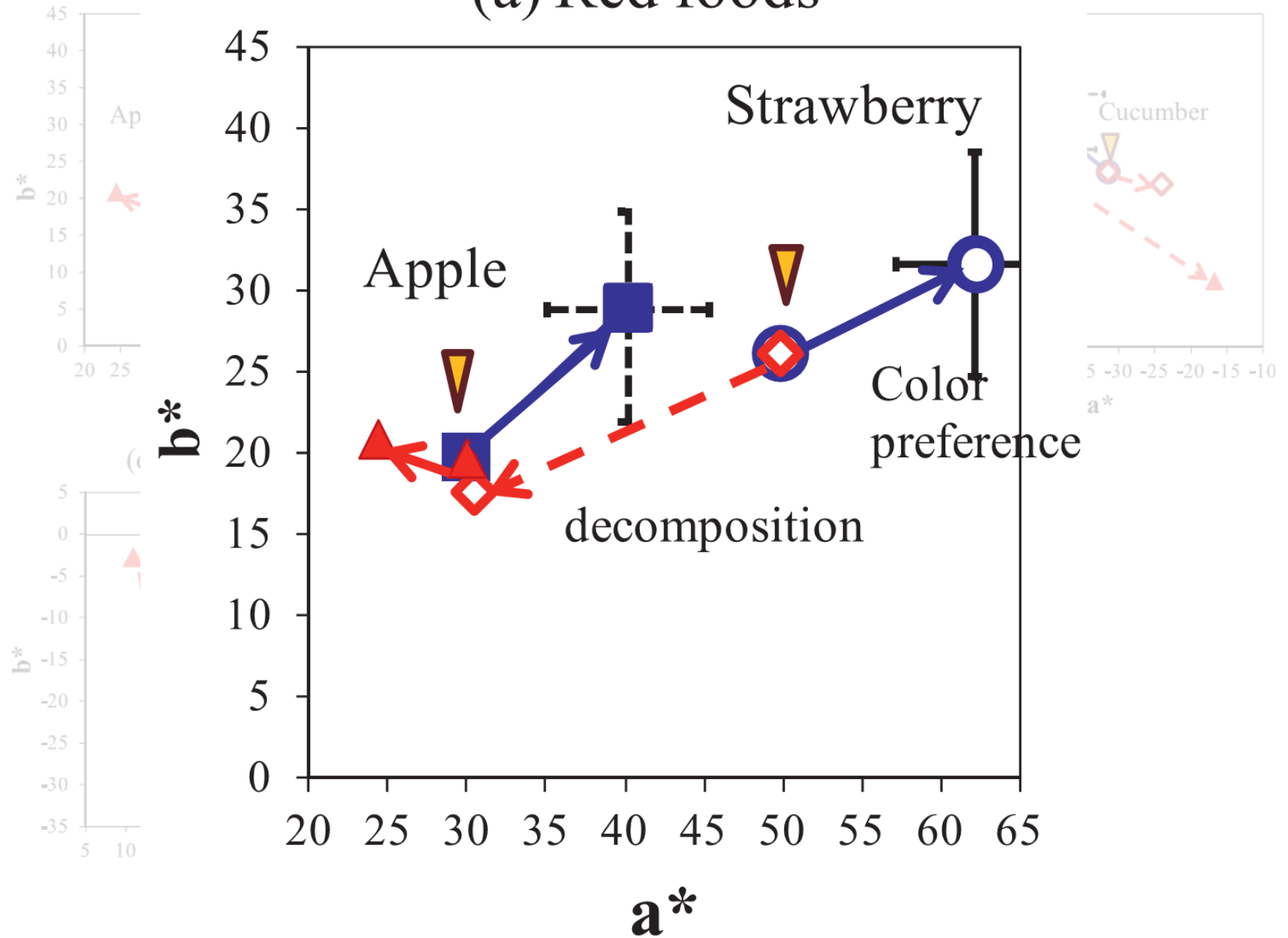


Example: Sushi and Salmon

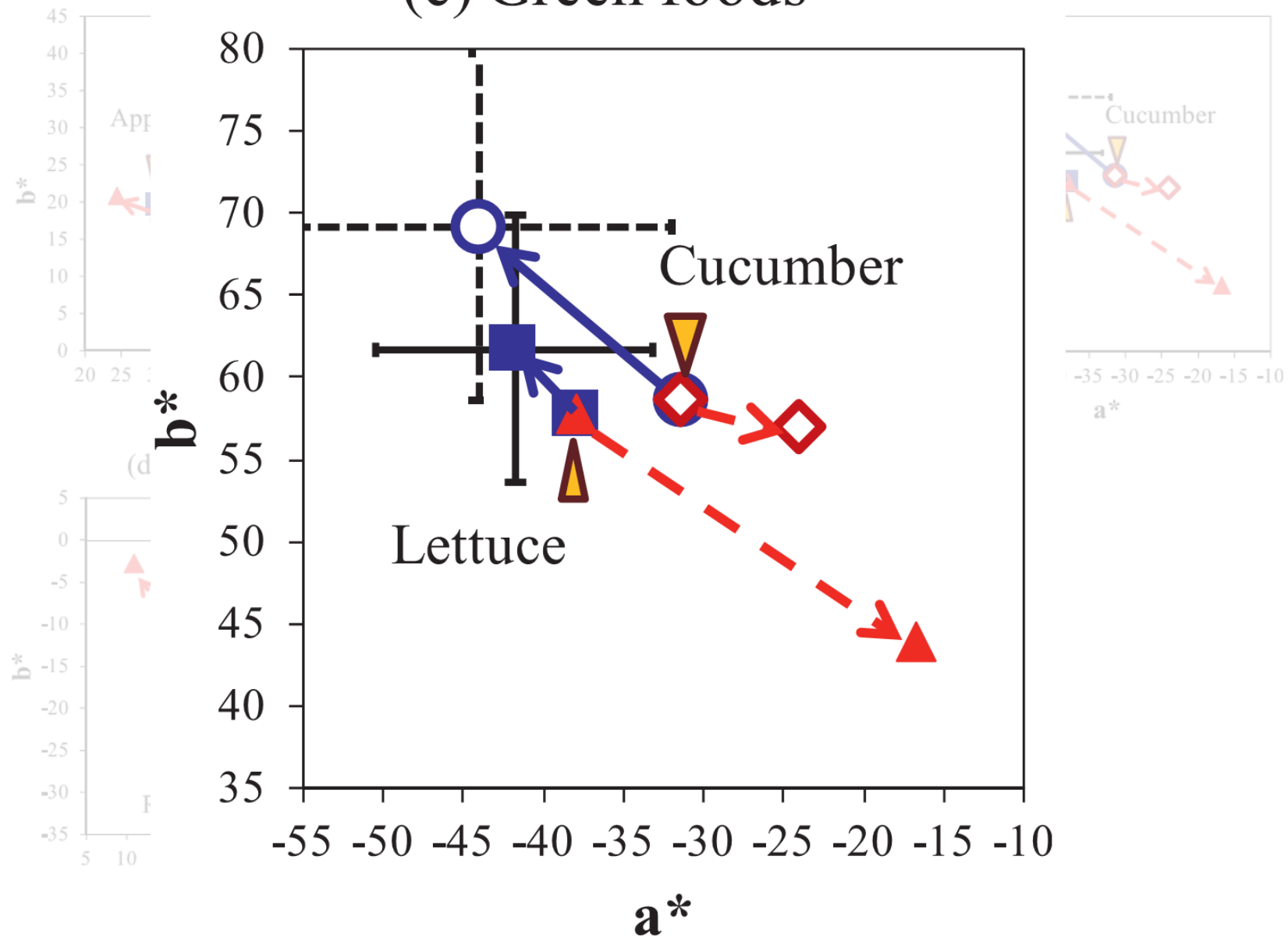




(a) Red foods



(c) Green foods





Chroma
ticity

The diagram features several interlocking gears. Four gears are light blue and contain the text 'Gamut', 'Chromaticity', and 'Context'. One gear is yellow and contains the text 'Engineering Spectra'. A large yellow rectangular box is positioned in the lower-left area, containing the text 'Light sources can be engineered to improve color preference.' The background is white.

Context

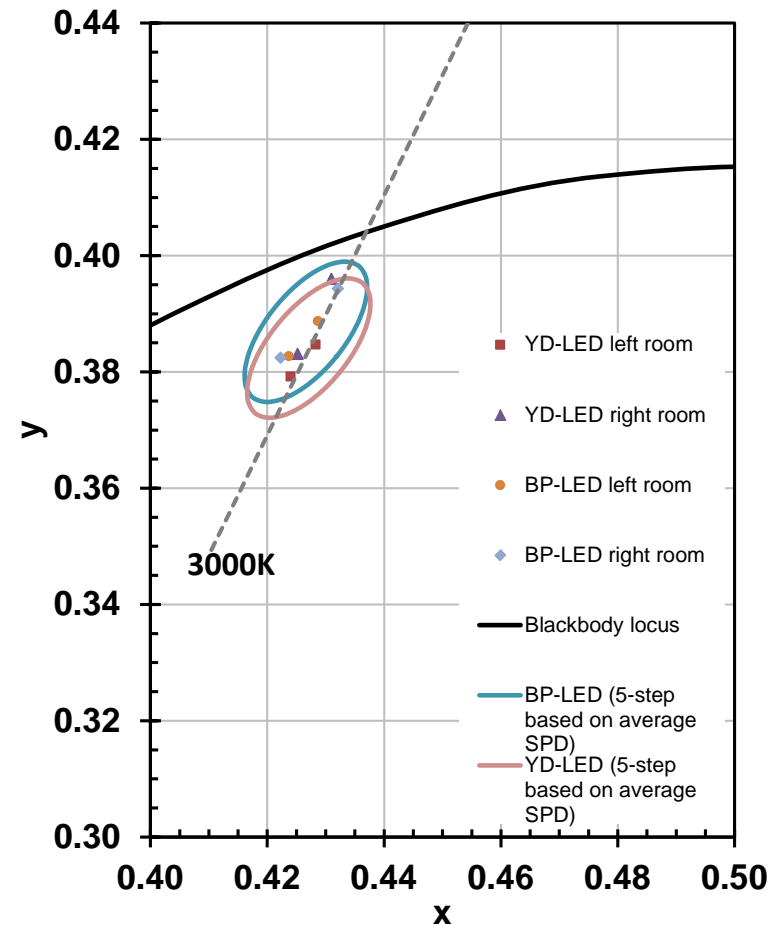
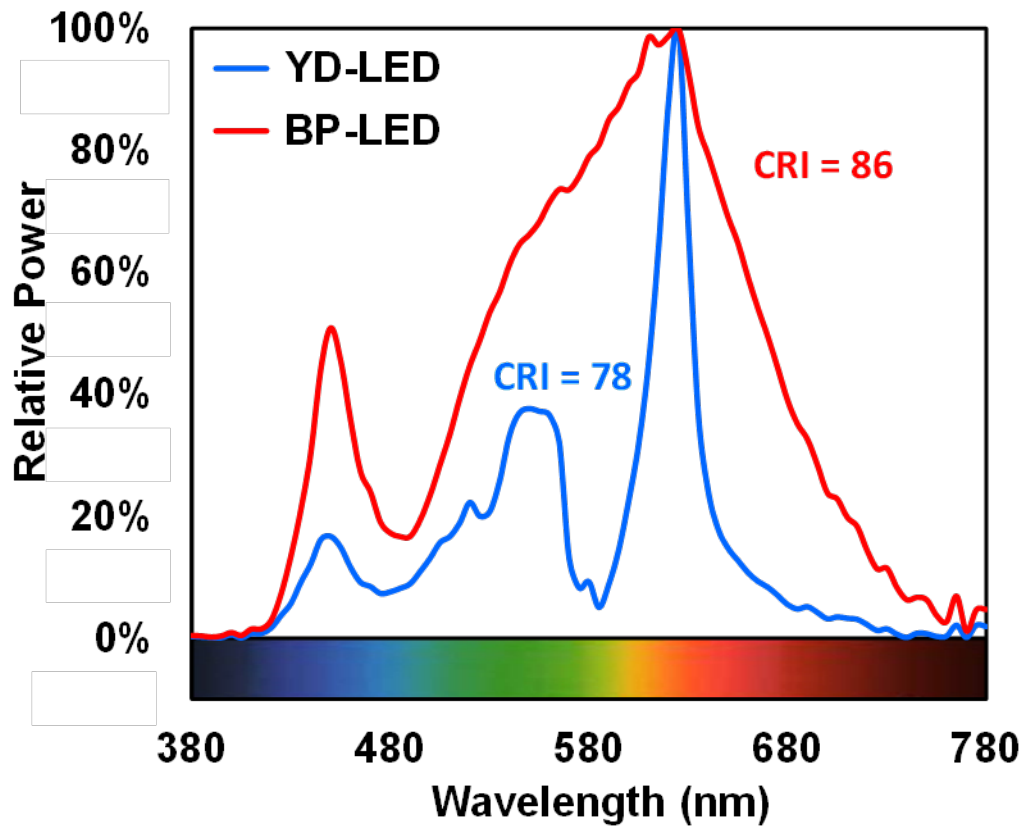
Gamut

Engineering
Spectra

Light sources can be
engineered to improve
color preference.

Independent Variable

Light Source SPD



Dependent Variable

Brightness matching was completed first.



Dependent Variable

Then, preference evaluations were made at equal brightness.



Method for evaluating PREFERENCE:

Overall preference was evaluated using a first questionnaire.



PREFERENCE

Project Title:

Effect of Spectral Modification on Preference

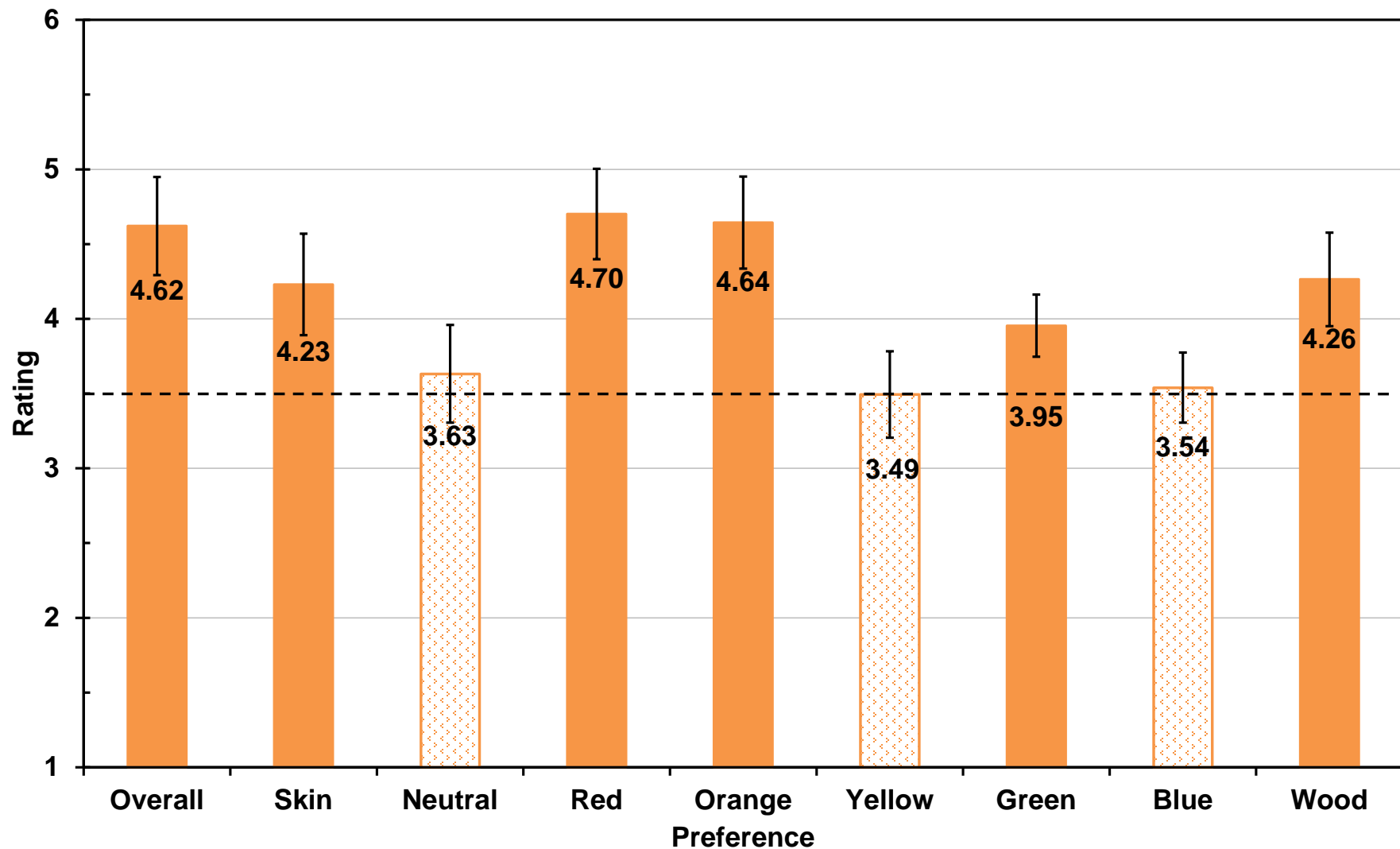
Please answer all the questions below based on your observations and preference. You are free to walk back and forth between the rooms to observe the objects/rooms to make your judgments.

1. Overall Preference:

	Strongly Prefer	Moderately Prefer	Slightly Prefer	Slightly Prefer	Moderately Prefer	Strongly Prefer	
Left	_____	_____	_____	_____	_____	_____	Right
Reason:							

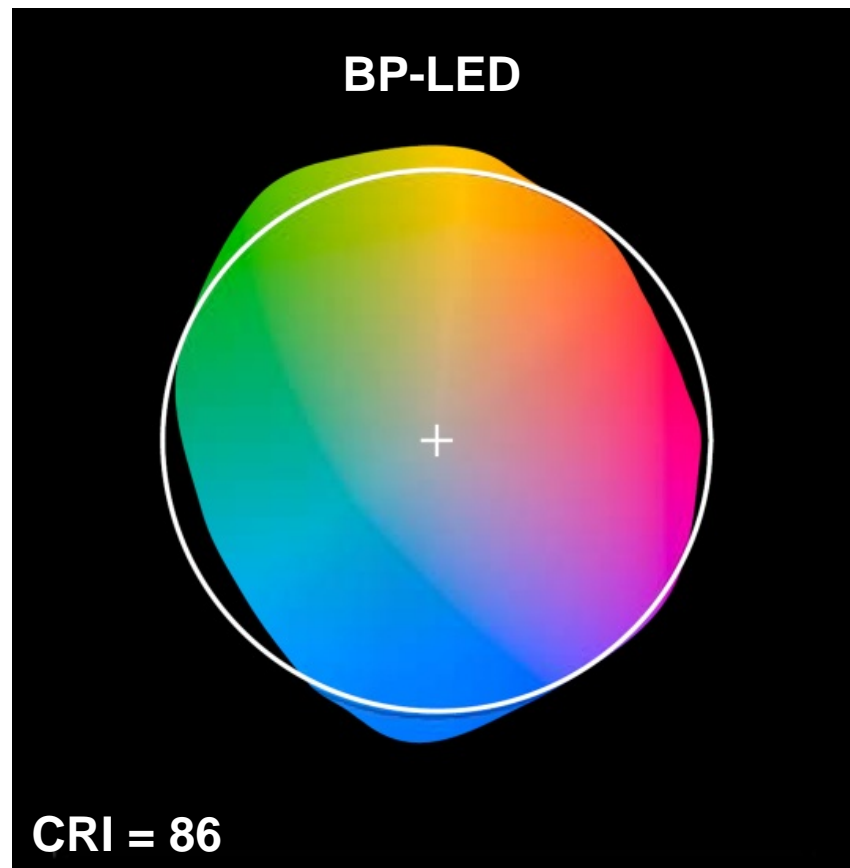
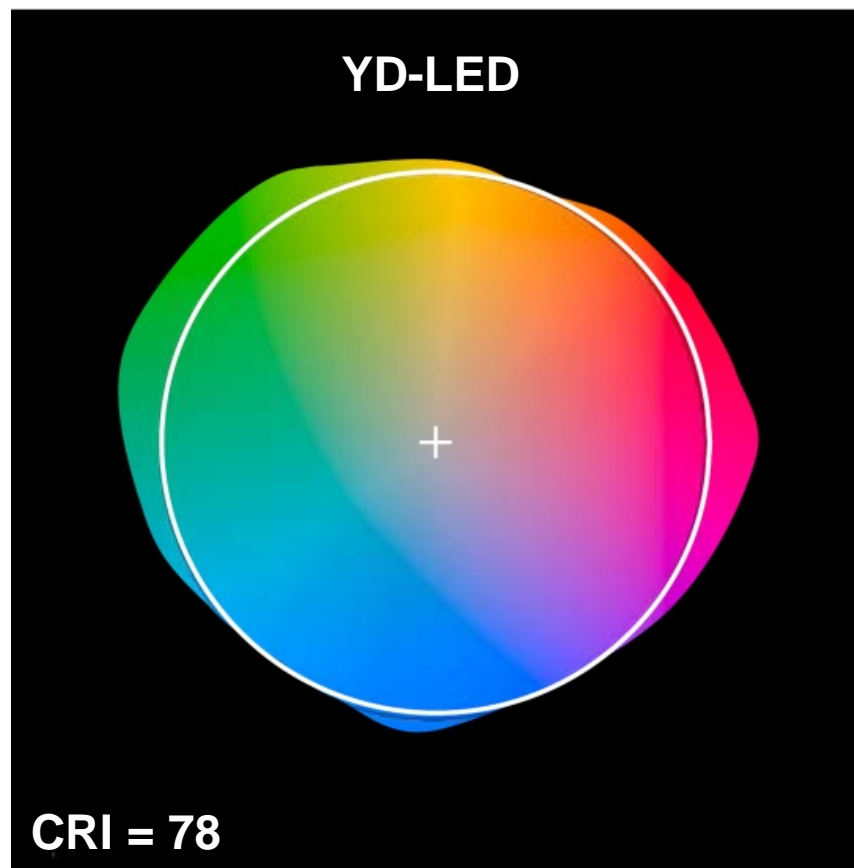
Key Results

YD-LED was preferred.



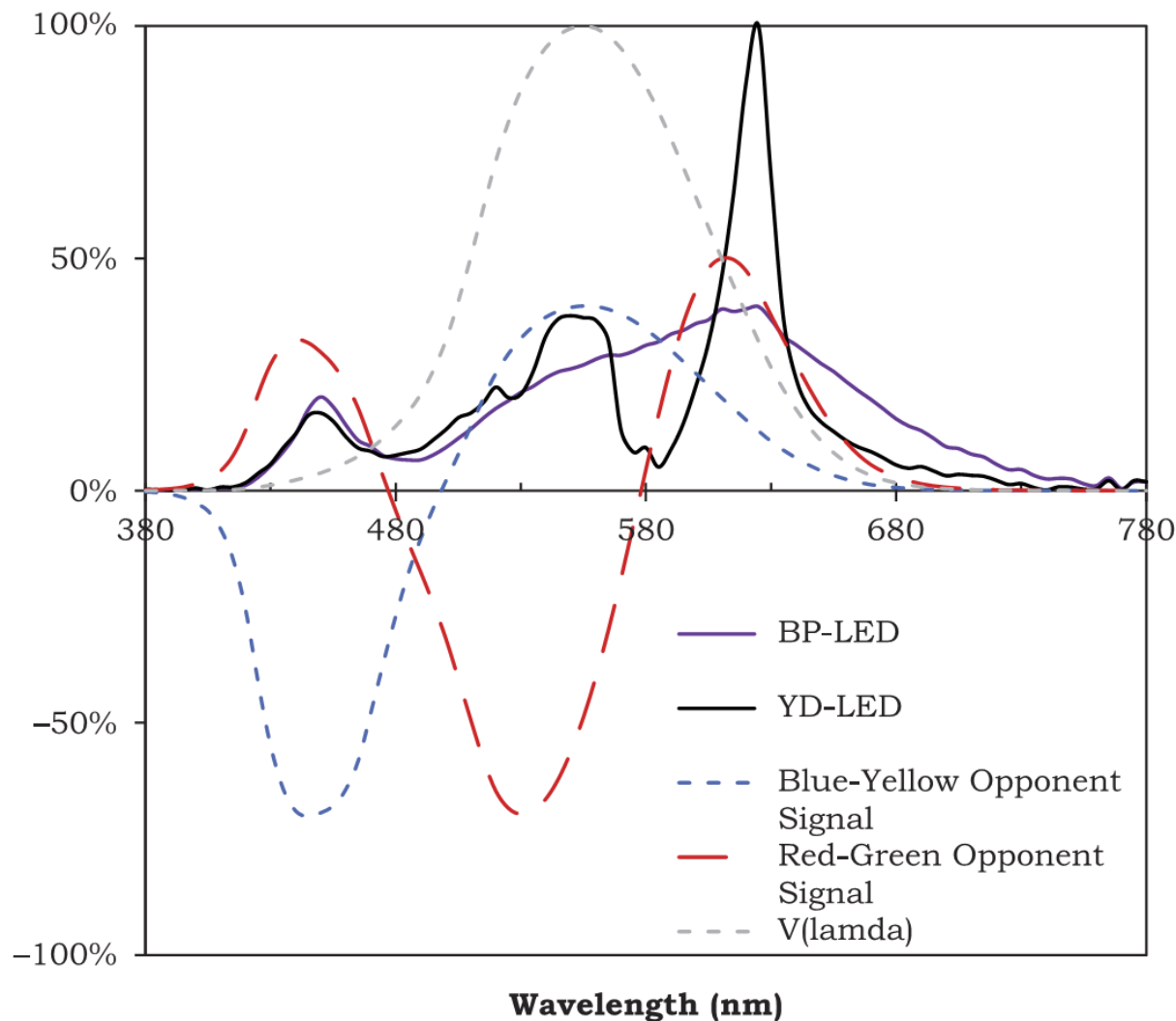
Why does this work?

YD-LED tends to increase red-green saturation with a larger gamut area.



Why does this work?

More fundamental than CVG, analyze opponent signals.



YD-LED to BP LED
opponent channel
signals at equal
brightness:

$$R/G = 1.22$$

$$B/Y = 1.01$$

Can preference be explained with measures from TM-30-15?

$$\text{Like} = 7.396 - 0.0408(R_f) + 103.4(R_{cs,h16}^3) - 9.949(R_{cs,h16})$$

$$\text{Model } R^2 = 0.936$$

[Royer MP, Wilkerson A, Wei M, Houser KW, Davis RG. Human judgements of color rendition vary with average fidelity, average gamut, and gamut shape. Accepted for publication in Lighting Research and Technology.]

[Refer also to Mike Royer's slides from March 31, 2016 [ENERGY STAR Lighting Webinar Series](#).]

$$\text{Like} = 2.537 + 0.01615(R_f) + 4.403(R_{cs,h15}) - 8.91(R_{cs,h15}^2)$$

$$\text{Model } R^2 = 0.784$$

[Esposito T. Mapping color equivalency in a two metric system of color rendition [dissertation in progress]. University Park (PA): The Pennsylvania State University.]

What light source spectra are less likely to disappoint?

- Relative Gamut: Equal or greater than that of reference illuminants.
- Gamut shape: Important to get red rendition right
- Chromaticity: Below blackbody is probably not critical. Past work suggests this is a proxy for gamut.
- Objects and Context: Cannot ignore what is being illuminated.
- Fidelity Index: High score is “safe”, but unnecessary and suboptimal for many situations.

Kevin W. Houser, PhD, PE, FIES
Professor of Architectural Engineering
The Pennsylvania State University
104 Engineering Unit A
University Park, PA 16801
USA
khouser@engr.psu.edu

