Rochester Institute of Technology
Center for Imaging Science
1050-813-01/1051-776-01 COLOR MODELING
WINTER 2006

INSTRUCTOR:

R. Berns, X-2230, 18-1087, berns@cis.rit.edu

TEACHING ASSISTANT:

TBD

REQUIRED TEXTBOOK:

R. S. Berns, *Billmeyer and Saltzman's Principles of Color Technology*, 3rd edition, John Wiley, New York, 2000.

The text can be purchased directly from the Munsell Lab.

The entire text is required reading for the course. The course will focus on chapters 5 and 6 and appropriate sections in the Appendix.

GRADING:

Laboratories	90%
Discussion participation	10%

Final (optional at the discretion of instructor)

COURSE DETAILS:

The course has at least one lecture per week. The second lecture time will be used for problem solving and laboratory time. Current literature will accompany the lecture materials. There are five modeling projects: opaque paint, display, spectral digital camera, halftone printing, and end-to-end color reproduction (camera to print). Some projects will require a technical report in the form of an article manuscript for the journal, "Color, Research, and Application." Others will be homework. Grading will be based on research content and writing quality.