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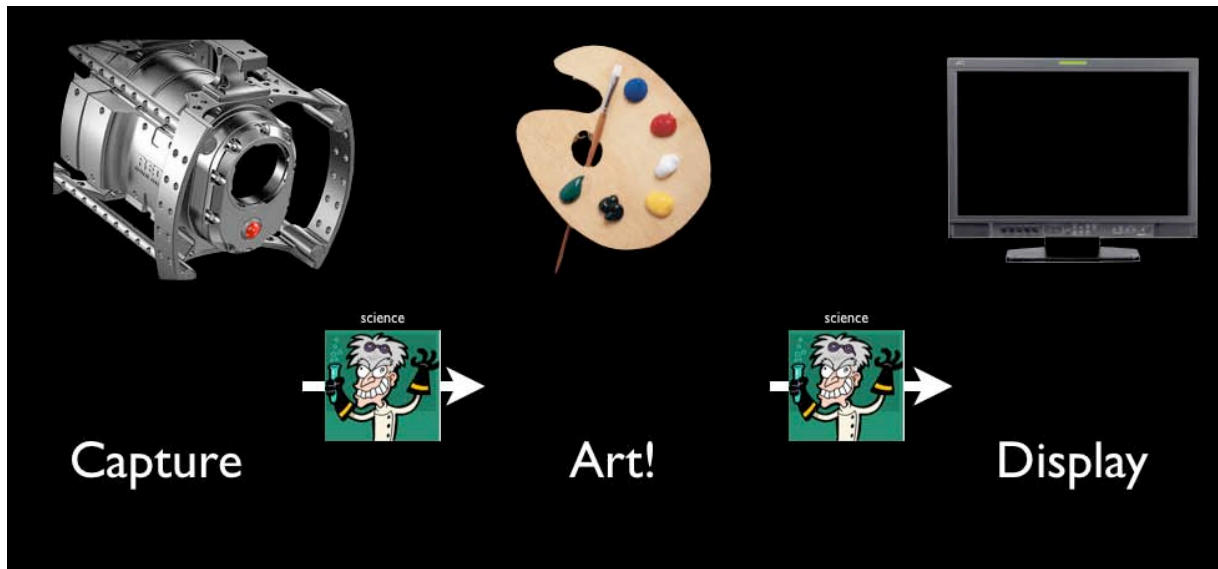
Seminar Series

Color Imaging for Film and Video

Garrett Johnson

Color Scientist, Professional Applications

Apple



4pm, Wed., Oct. 10, 2007

Auditorium of the Center for Imaging Science

www.cis.rit.edu/seminar

for up-to-date seminar schedule, video archives and abstracts.

Abstract

Color in the world of film and video should be considered equal parts science and art, and at times it seems equal parts magic and mystery. In this world, ultimately we must remember that color image science serves to aid in the creative choices used to tell a story. There are many different elements that combine to form the final "look" of a movie or a video. This includes image capture, encoding, and display. Additionally artists may combine content from many different sources, such as film, still images, and computer graphics, and seamlessly composite these together into a single scene. Each of these areas that touch color images represent a unique set of challenges. This talk will examine a variety of workflows used in the film and video industry, and discuss how color is currently handled, and how it could be handled in the future.

Speaker Bio

Garrett Johnson is a color scientist in the Professional Applications division at Apple in Santa Monica, CA. He is also an Affiliate Professor in the Center for Imaging Science at RIT. He has an M.S. in Color Science and Ph.D. in Imaging Science, both from RIT. At Apple, Garrett focuses on the color image processing pipeline for film and video editing and compositing applications such as Final Cut Pro and Motion. He is a Taurus, with a penchant for black coffee and bitter beer.