Color is an important design element in graphics that display information, such as illustrations, maps, and graphs. Used wisely, its contributions are both functional and aesthetic. Used poorly, it obscures and jars. Edward Tufte, in *Envisioning Information*, gives “Do no harm” as his first rule for using color in information display.

While inspired color design is an art, the principles that underlie good color design have their roots in human perception and a deep understanding of the color properties of different media. Color appearance modeling and color management systems have the potential to improve how color is used in computer-generated visualization. But, the primary focus of R&D in these areas is image reproduction. In this talk, I will try to show how illustrative color is both easier and harder than color in images, and will suggest R&D directions that might lead to robust methods for significantly improving both the function and aesthetics of color in visualization systems. Audience participation will be encouraged.

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Speaker Bio
Maureen Stone is an independent consultant working in the areas of digital color, information presentation, interaction and systems. Before founding StoneSoup Consulting, she spent 20 years at the Xerox Palo Alto Research Center where she attained the position of Principal Scientist. Her book, A Field Guide to Digital Color, was published by A.K. Peters in 2003. She has over 30 published papers plus 12 patents on topics including digital color, user interface technology and computer graphics.