

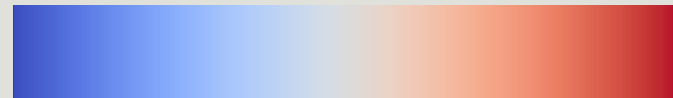
A bit of colormap background
so that we can move forward

Colormap Defaults

Defaults are necessary and good for many purposes but data varies widely and one-size does not fit all. In this brief tutorial we provide alternatives that provide either more discriminatory power or redistribute the the contrast allocation to align with the data ranges of interest.

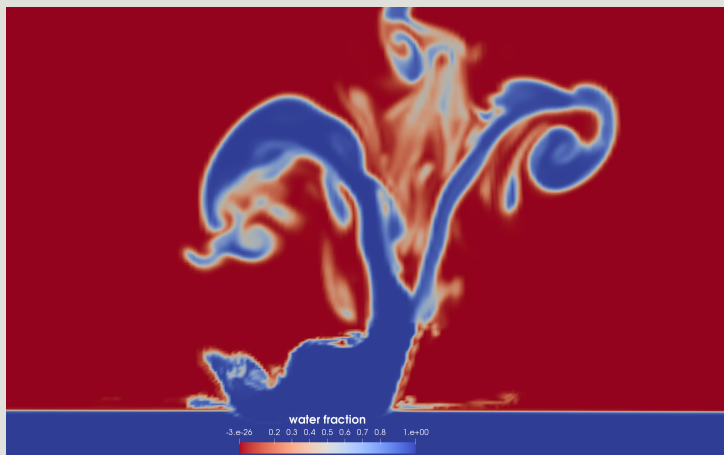


rainbow, top jet , bottom

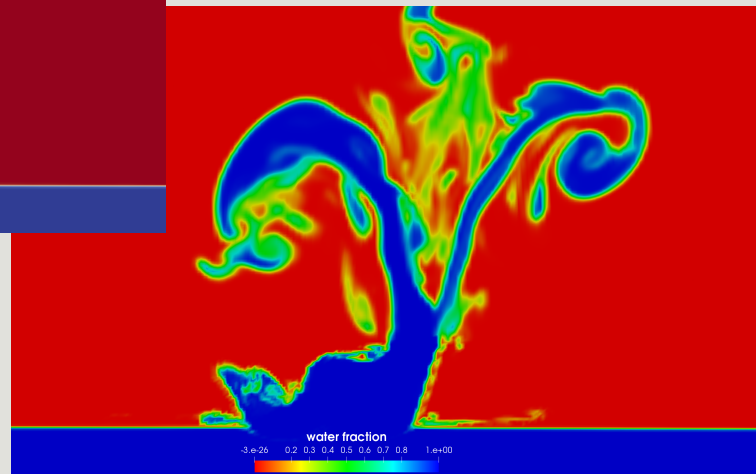


cool warm, top viridis, bottom

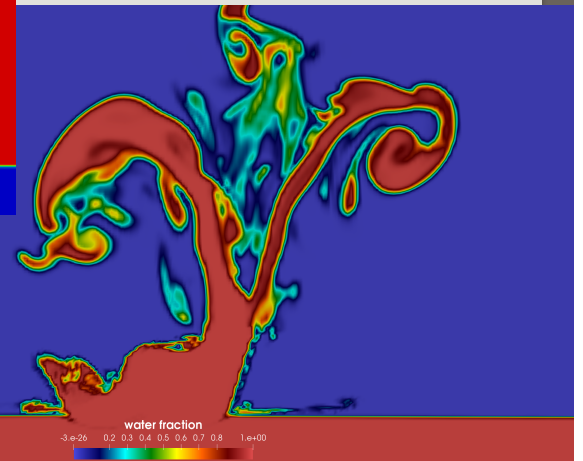
Most visualizations use one these defaults.



cool warm

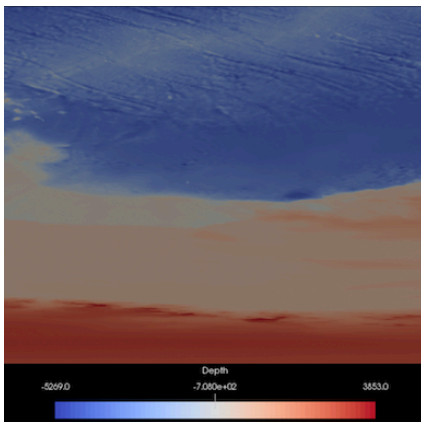


rainbow

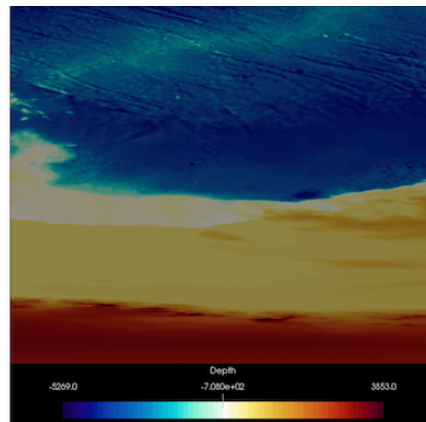


de-saturated rainbow

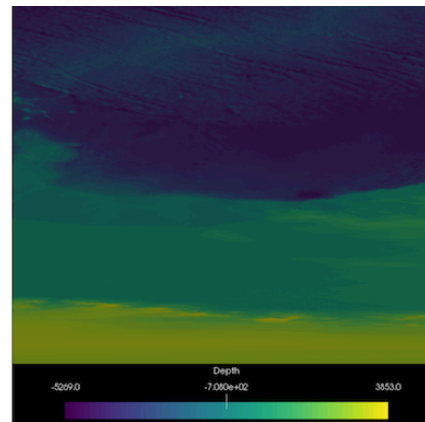
Other Common Colormaps



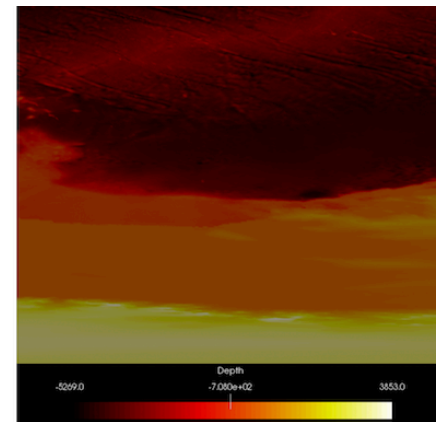
cool warm



blue-orange divergent

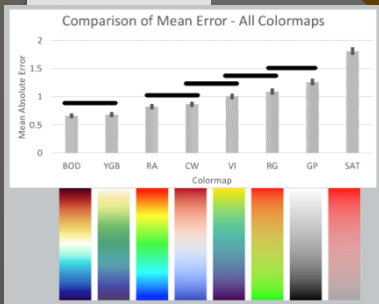
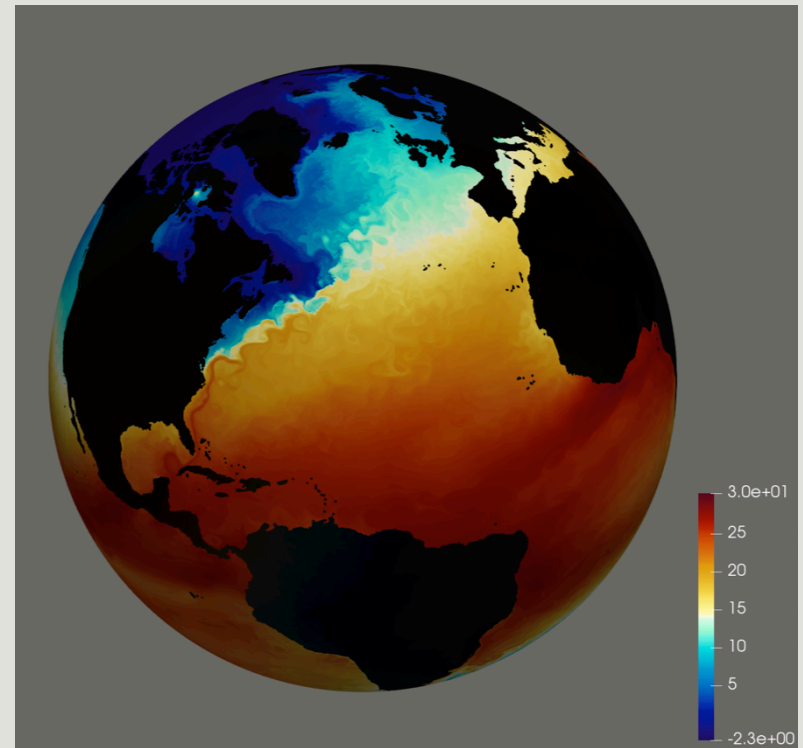
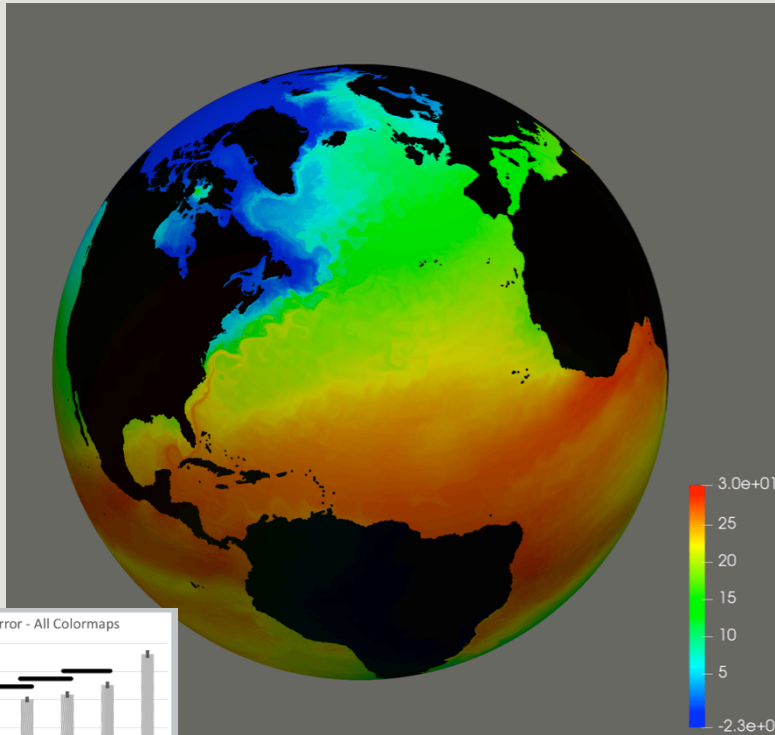


viridis



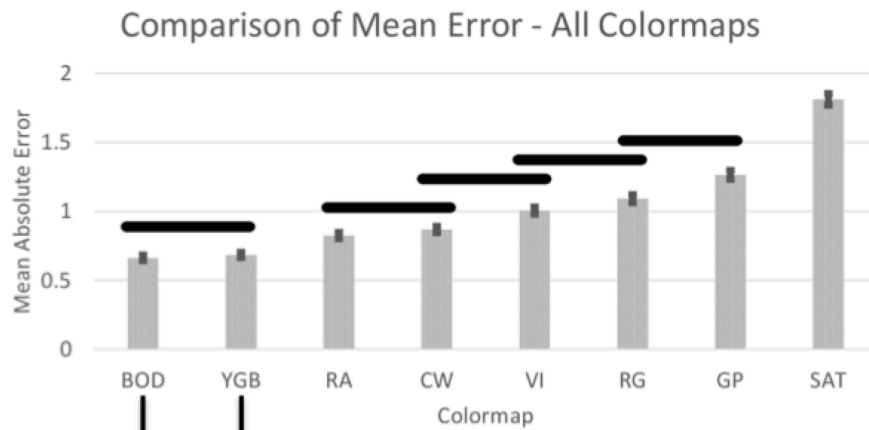
black-body

There are other options...

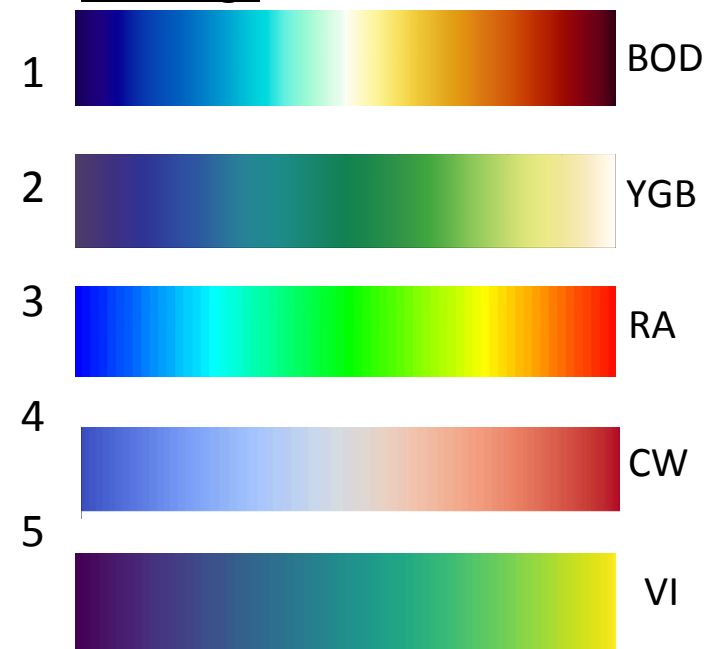


The user study shows that the blue-orange divergent has the highest resolution power of any of the commonly used options.

Tested options: for discriminative or resolving power



Rankings

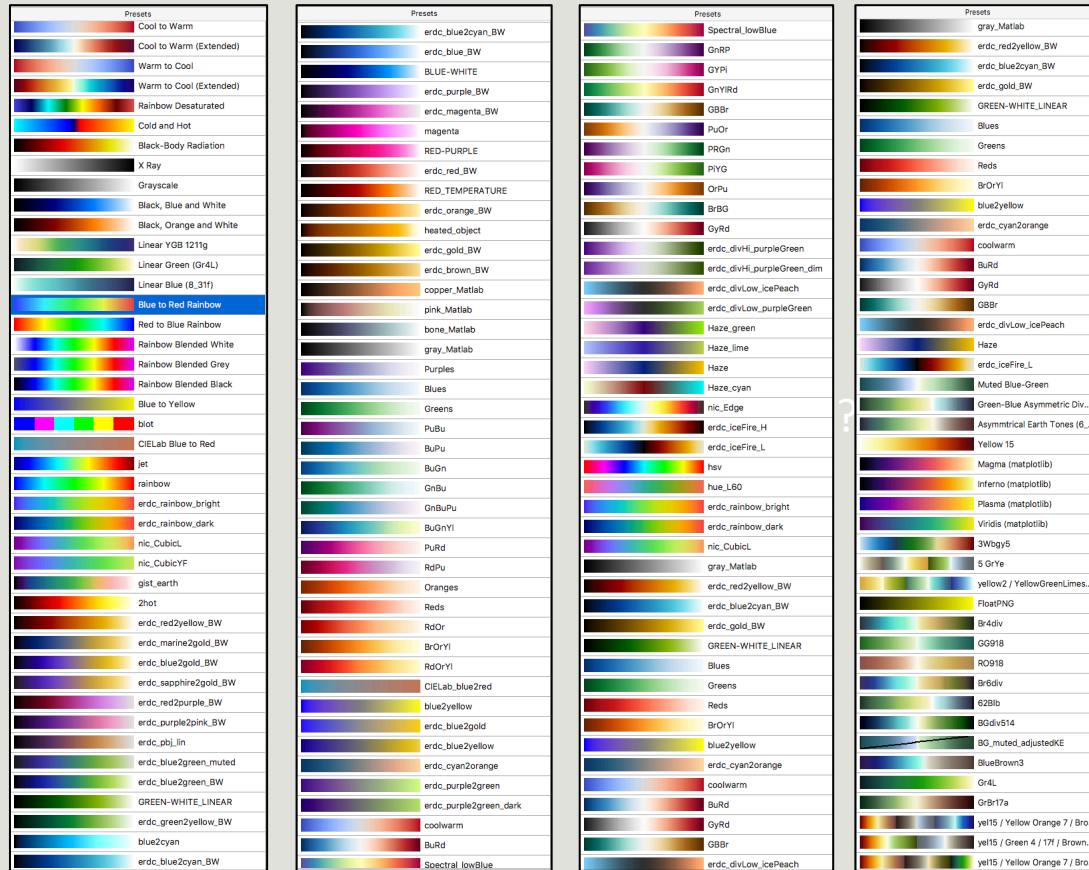


But there are other choices,

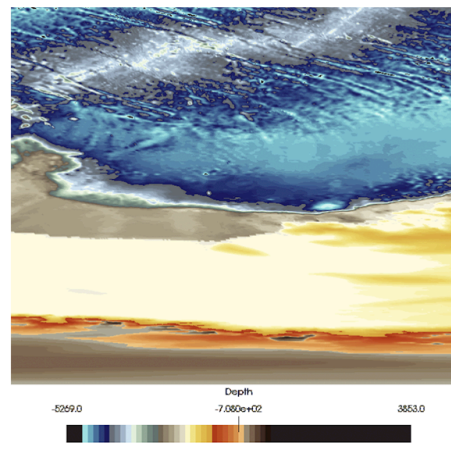
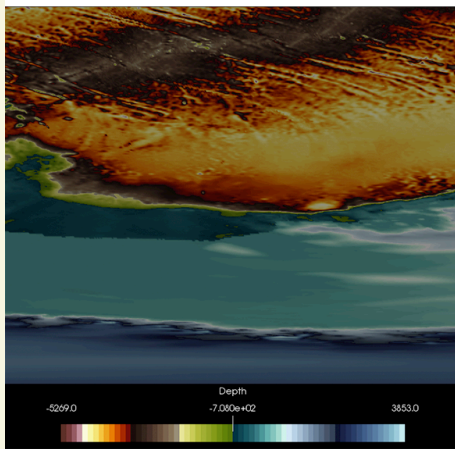
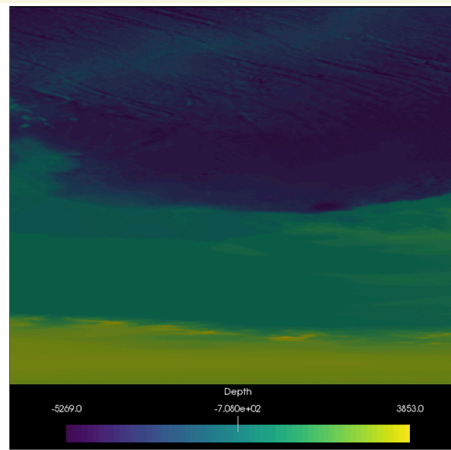
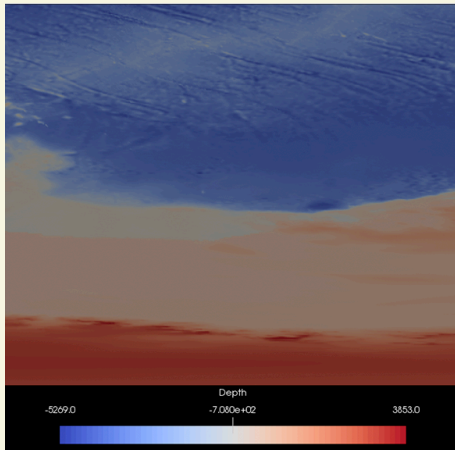
The image shows the ParaView 5.4.1-RC4 64-bit interface. On the left, a color map selection panel is open, displaying a search bar and a list of color maps. The 'Black-Body Radiation' color map is selected. Below the list are buttons for 'Apply', 'Import', 'Export', 'Remove', and 'Close'. A tip at the bottom of the panel reads: 'Tip: <click> to select, <double-click> to apply a preset.'

The main window shows a 3D visualization of a water fraction field. The field is rendered in a color map that transitions from dark blue to red to yellow. The visualization is titled 'water fraction' and has a color bar at the bottom with values ranging from $-3.e-26$ to $1.e+00$. The interface includes a toolbar with various navigation and manipulation tools, and a status bar at the bottom.

many, many other choices.....



which makes selection difficult.

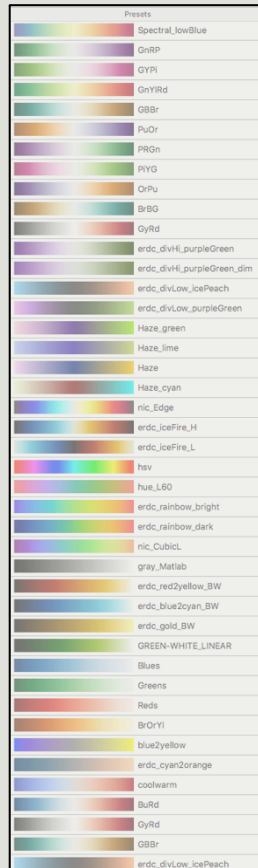
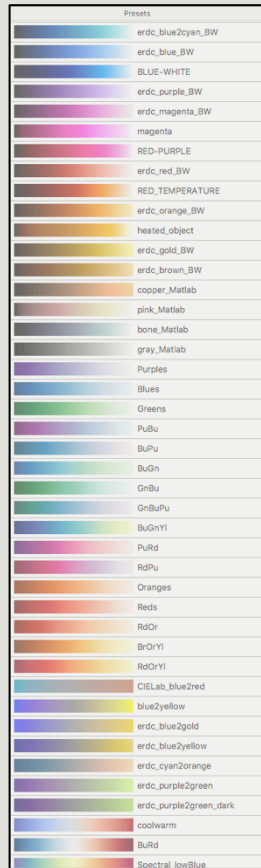


The most powerful means of obtaining intuitive discrimination with in your data is via luminance allocation.

Luminance

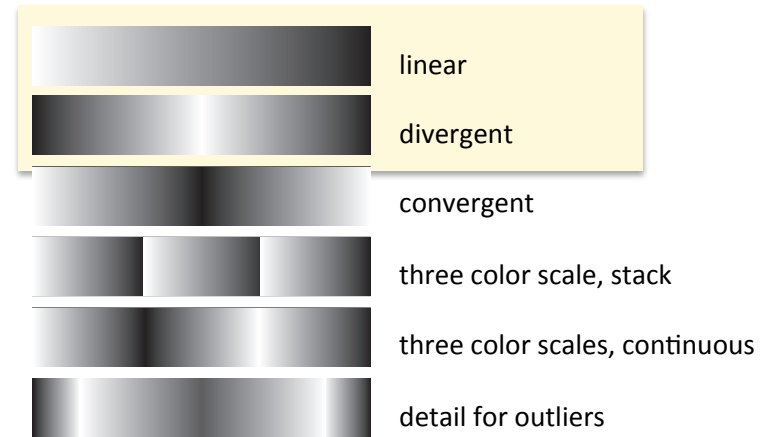
the most powerful type of contrast
and the key to seeing your data

There are categories of colormaps based on the luminance distribution.

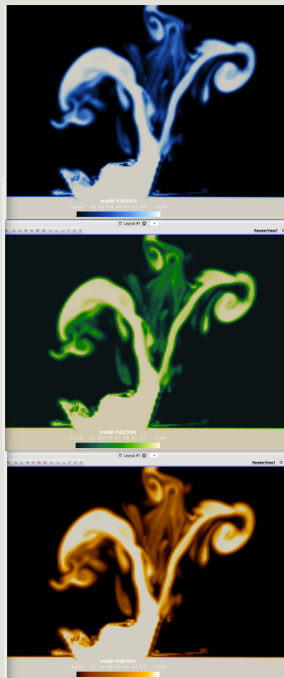
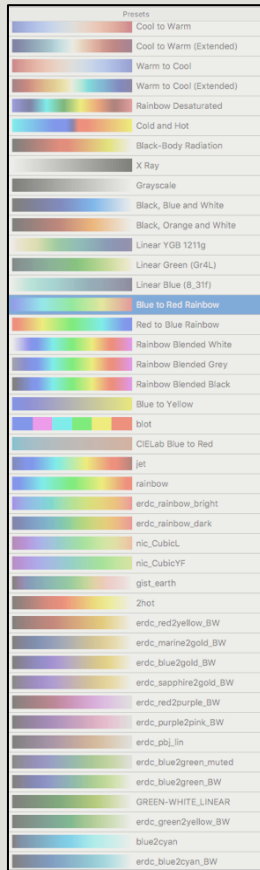


The key to revealing data is the allocation of contrast, primarily luminance, rather than the selection of a specific hue or color.

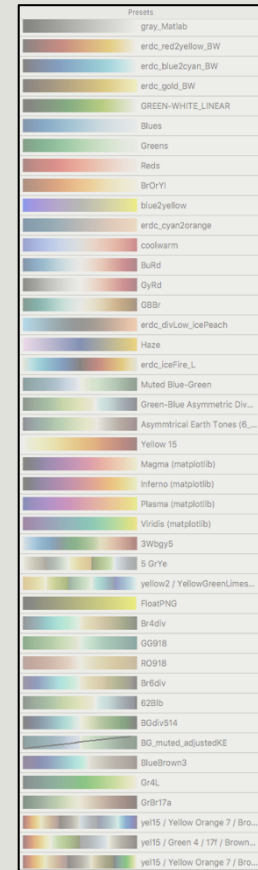
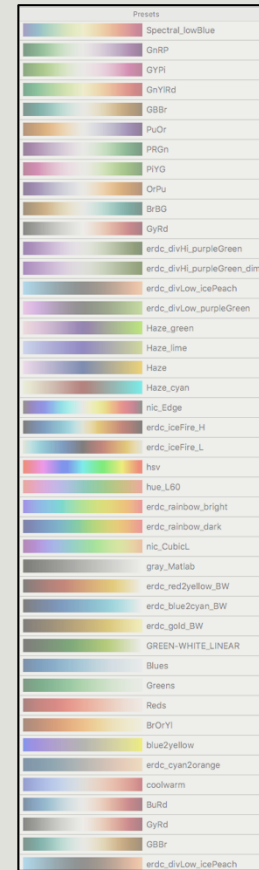
luminance distributions



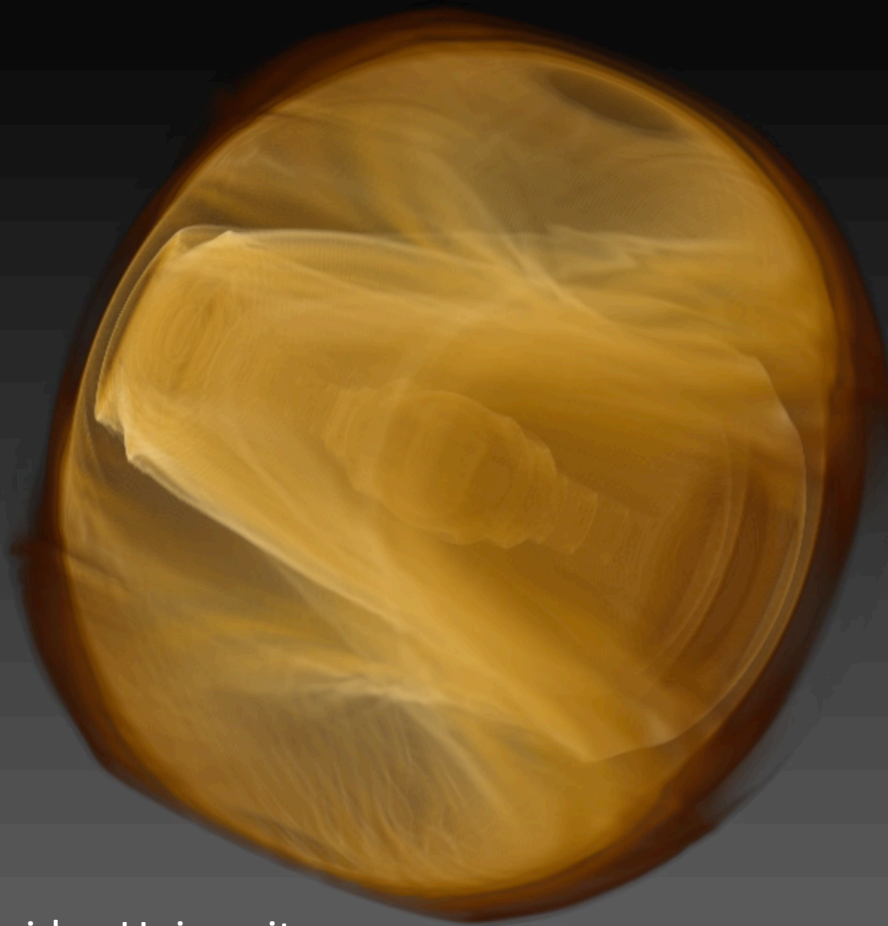
Linear colormaps differ in hue but convey similar information.



The above are different hues but similar information.
















Simply
Luminance
Contrast

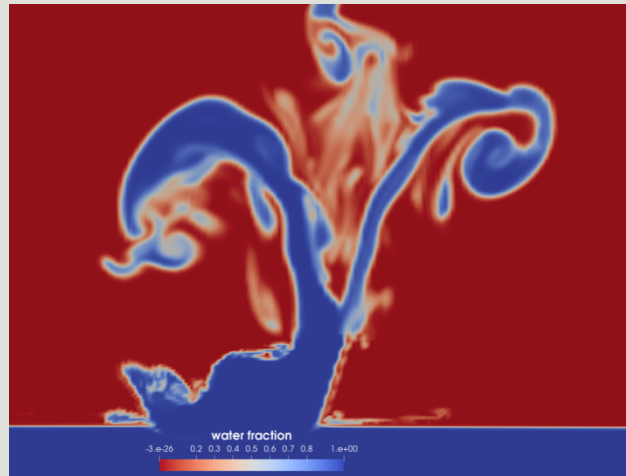


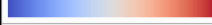



LIGO
Cambridge University



Divergent colormaps

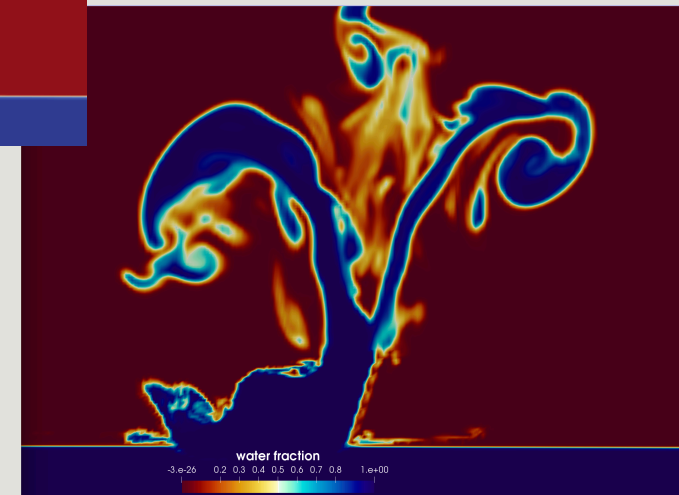
Presets	
	Spectral_lowBlue
	GnRP
	GYPi
	GnYIRd
	GBBr
	PuOr
	PRGn
	PIYG
	OrPu
	BrBG
	GyRd
	erdc_divHi_purpleGreen
	erdc_divHi_purpleGreen_dim



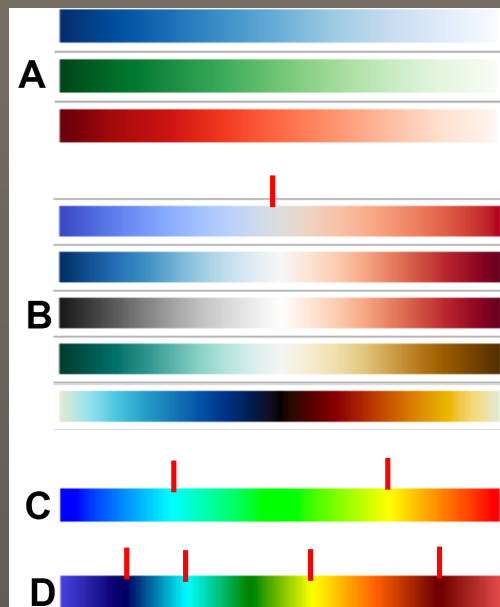
Presets	
	Cool to Warm
	Cool to Warm (Extended)
	Warm to Cool
	Warm to Cool (Extended)

The most commonly used divergent colormaps.

Divergent colormaps contain two hues ranges moving from dark to light and the first and light to dark in the second. The detail of the visualization will depend on the range of contrast across the two color scales, some divergent colormaps revealing more detail than others but the structure of the presentation is similar.

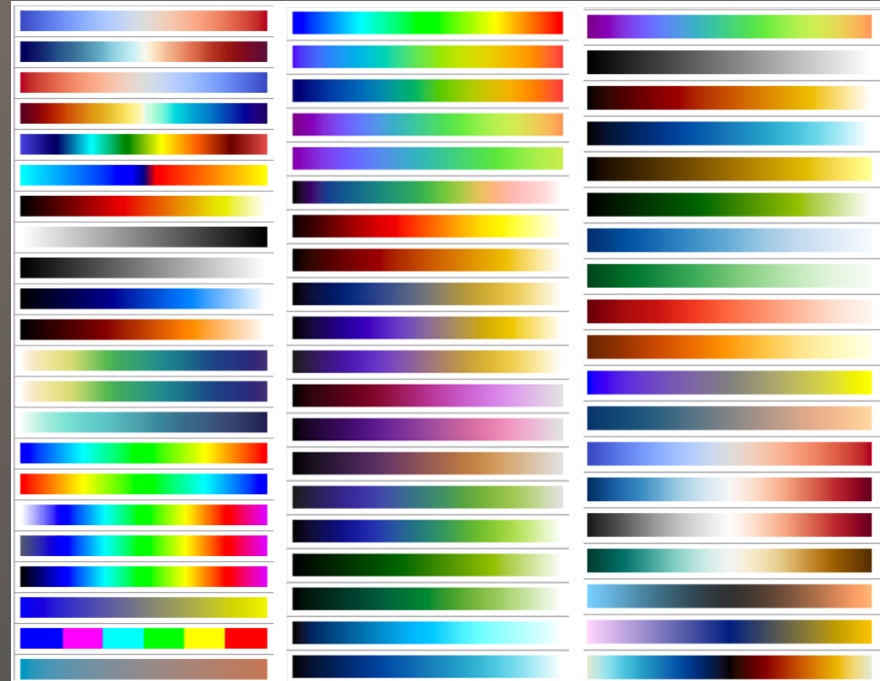


ParaView has 97 colormaps,
...of limited impact.



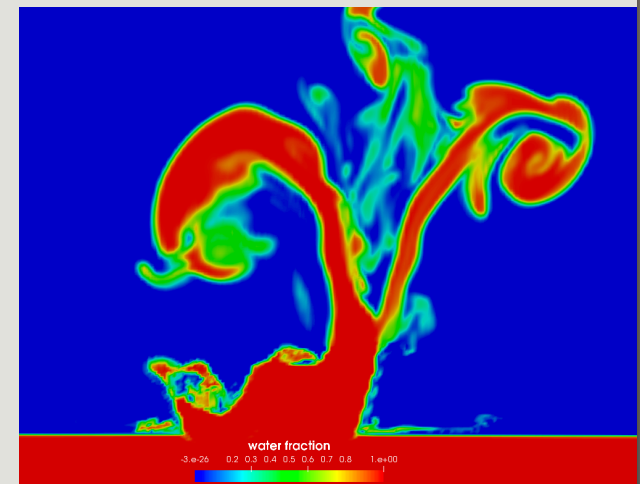
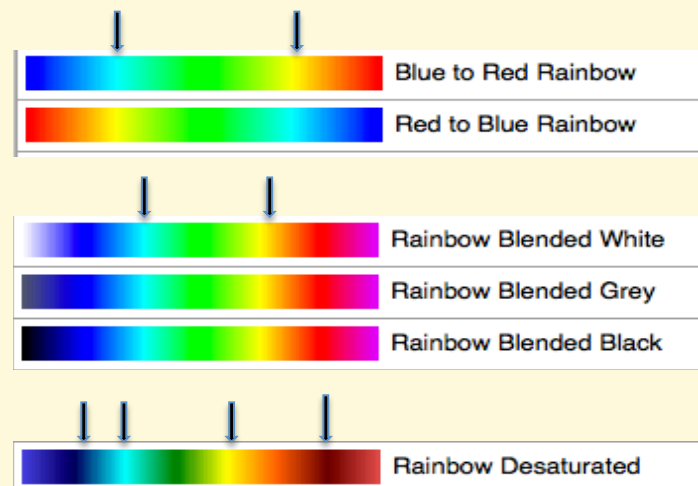
luminance distributions

ParaView's colormap selections



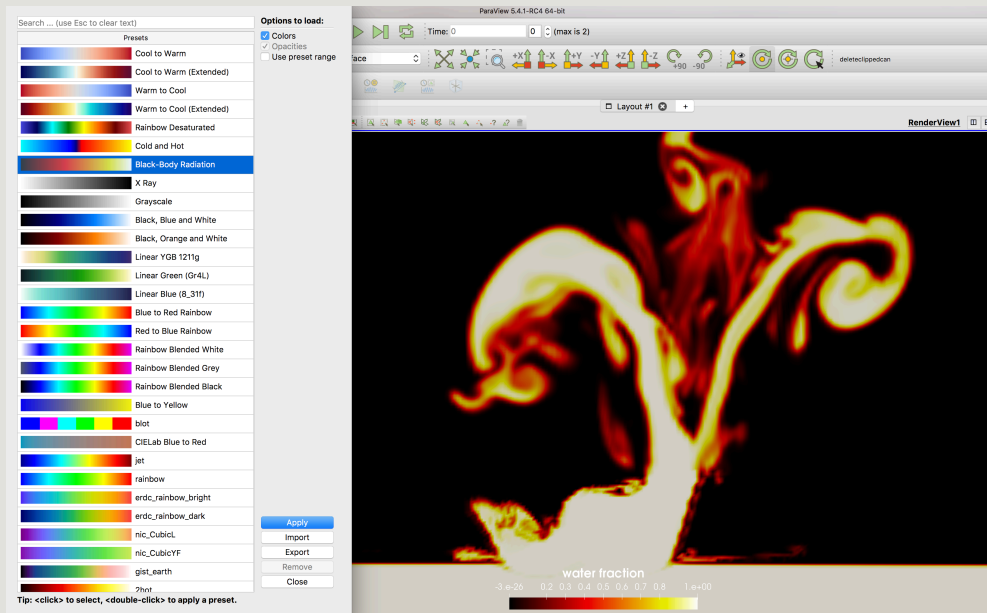
Rainbow colormaps are popular because of the assumption that we can see more of our data.

However testing has shown that this is not the case.

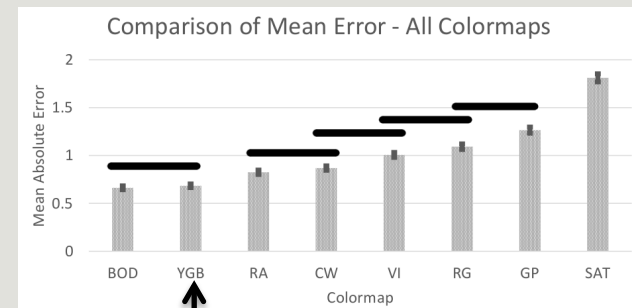


The problematic ubiquitous rainbow.

Colormaps spanning hue and value



Black-body radiation
a good default.

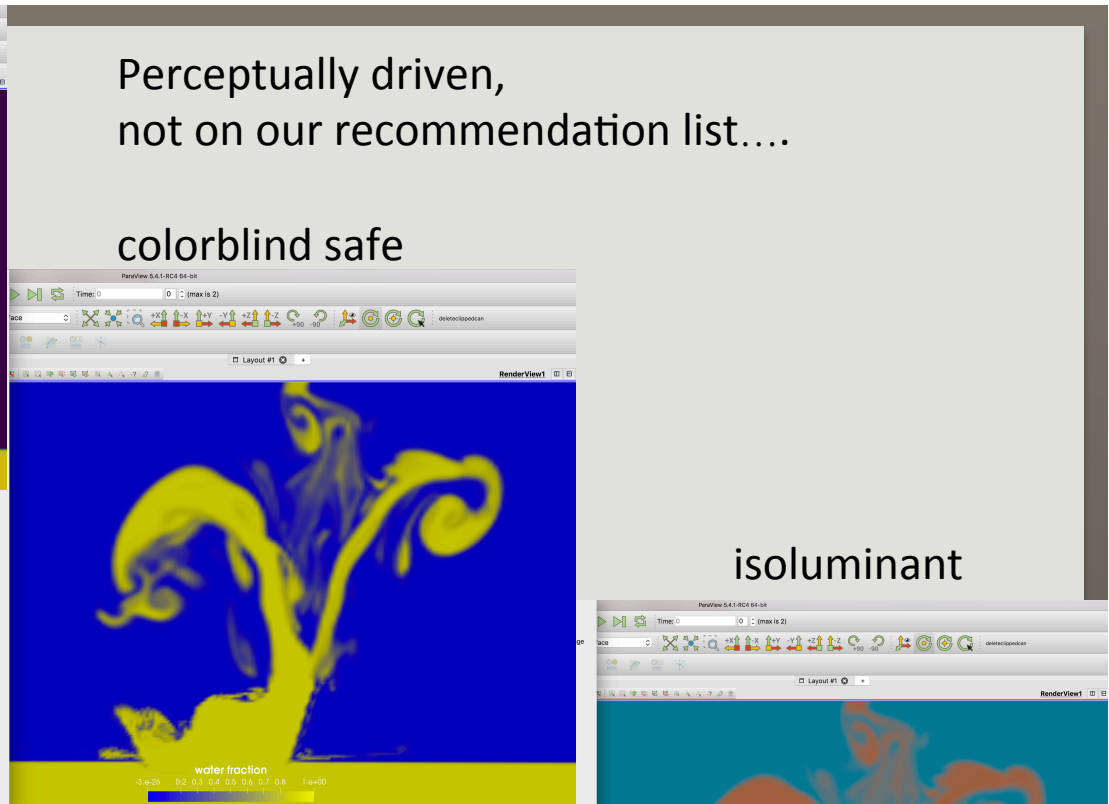
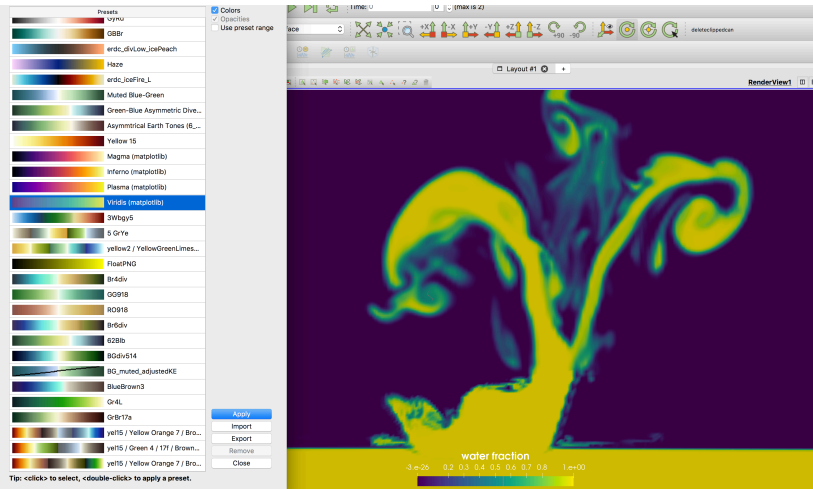


blue-green-yellow,
spanning hue and value range

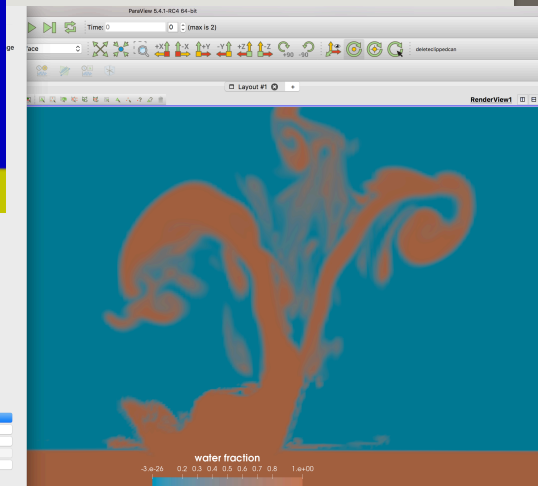
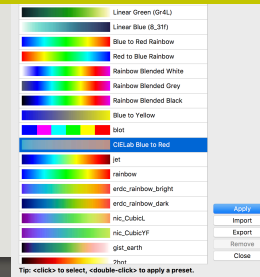
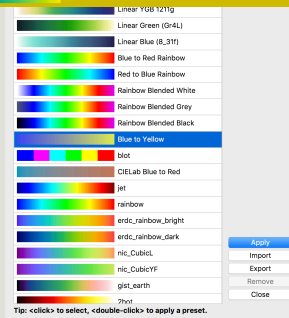
Perceptually driven,
not on our recommendation list...

colorblind safe

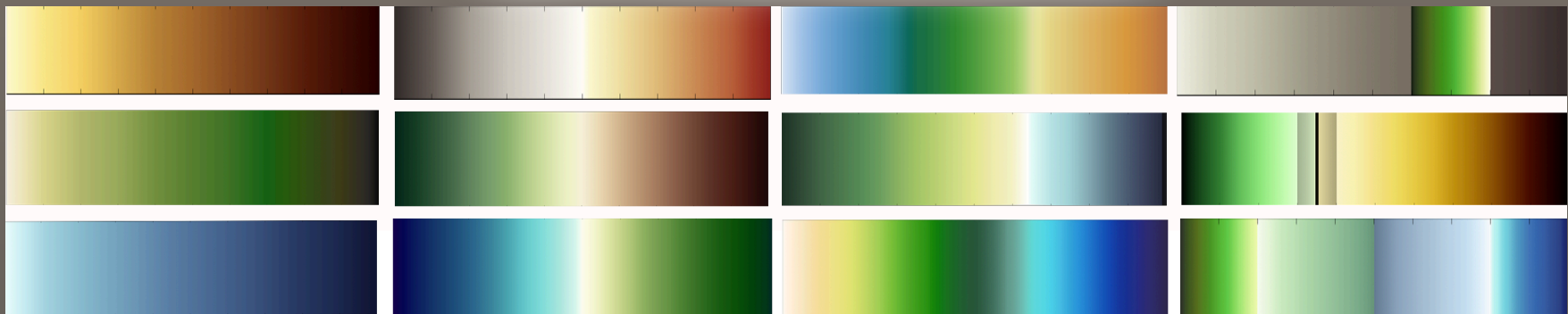
isoluminant



new environmental
standard



Luminance Distribution



linear

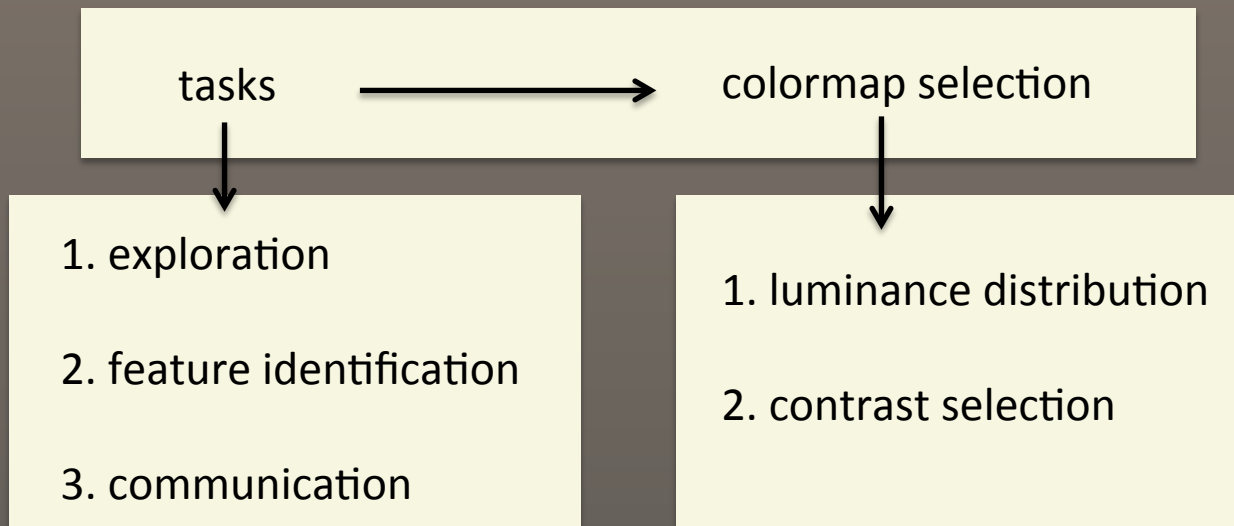
divergent

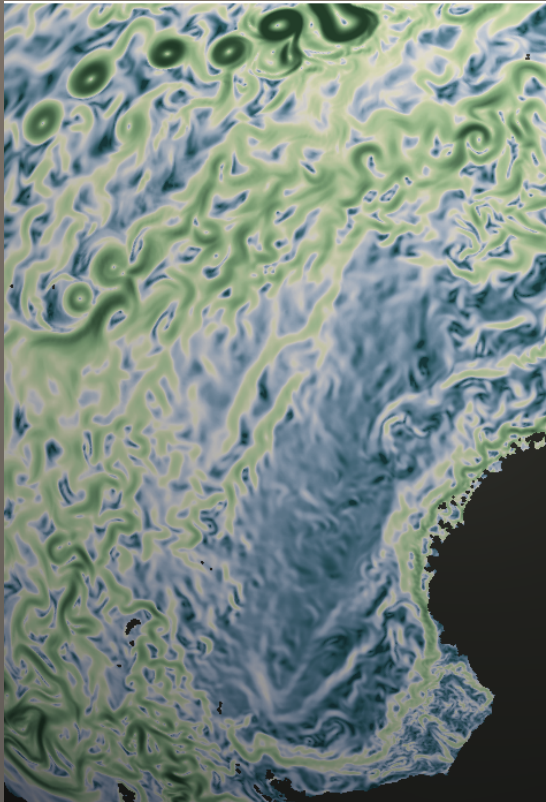
alternate luminance

structured colormaps

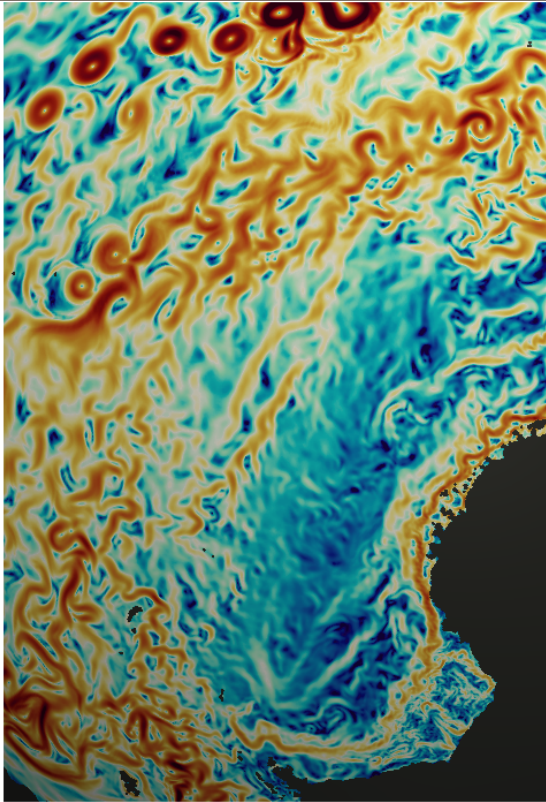
For focus and or resolution power,
match the luminance structure of your data and or areas of importance.

Follow the task.....

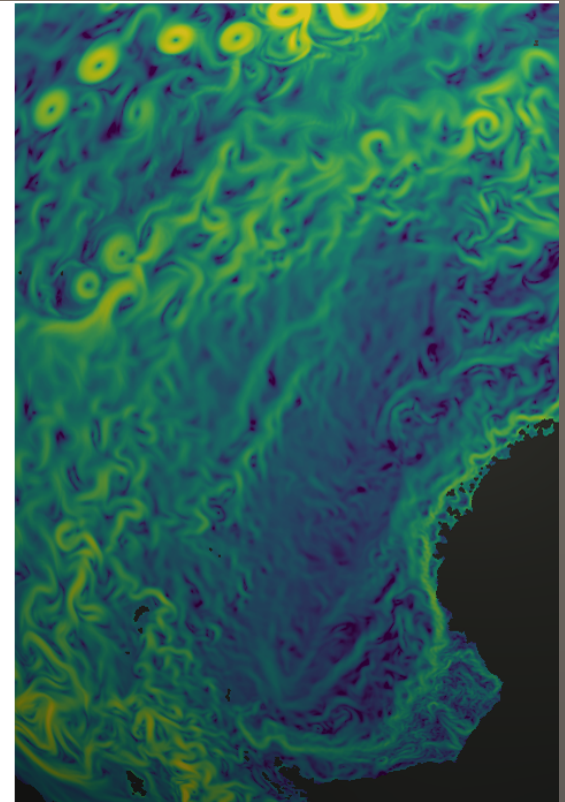




low value contrast



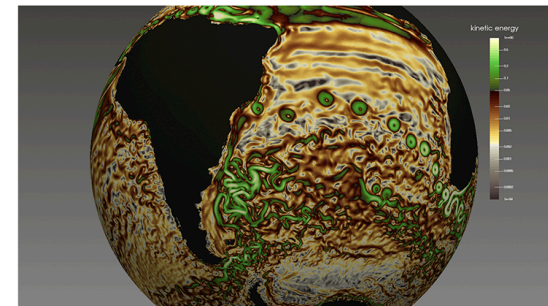
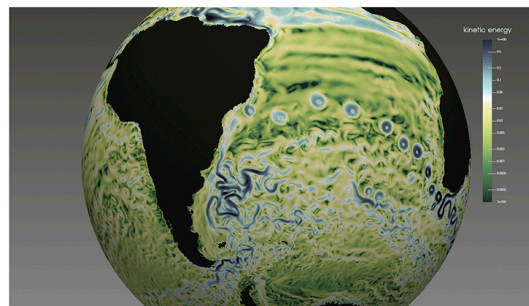
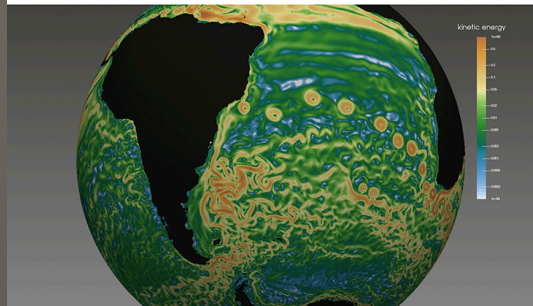
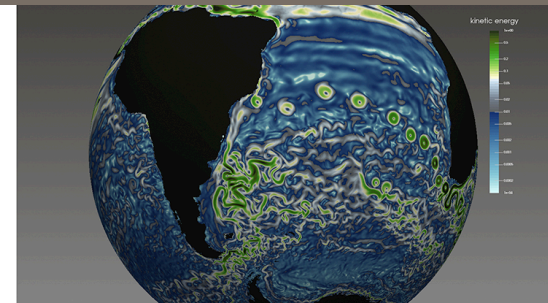
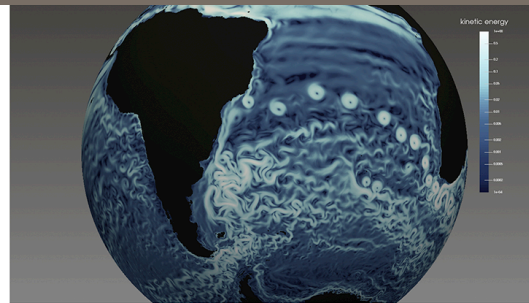
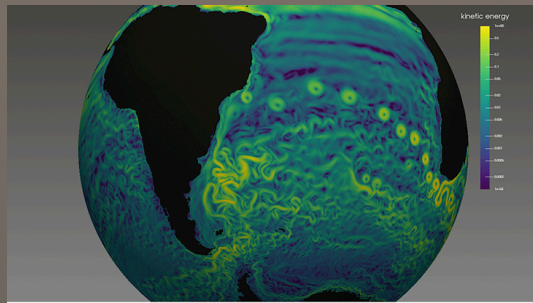
higher value contrast



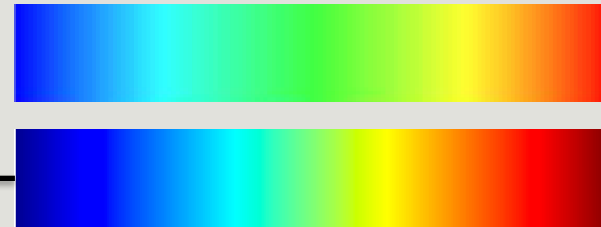
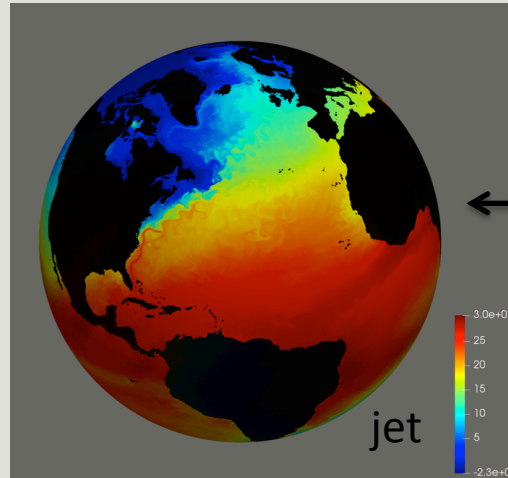
lowest value contrast



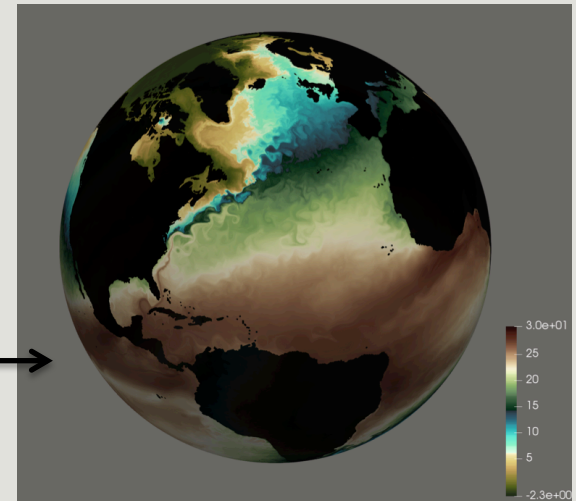
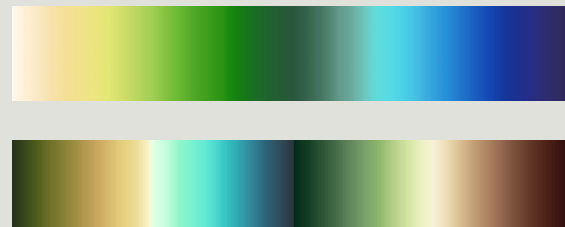
Domain intuitive
Alternate luminance distributions



The upper set shows the ocean temperature in the rainbow and jet colormaps.

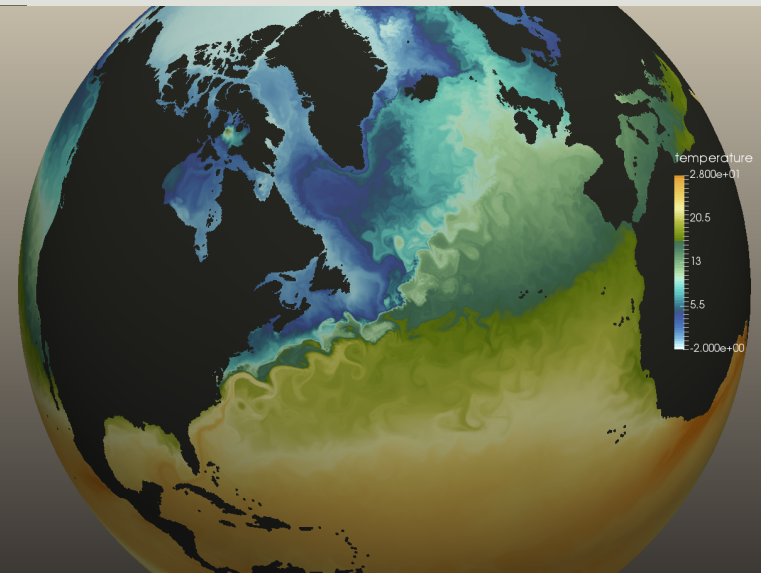
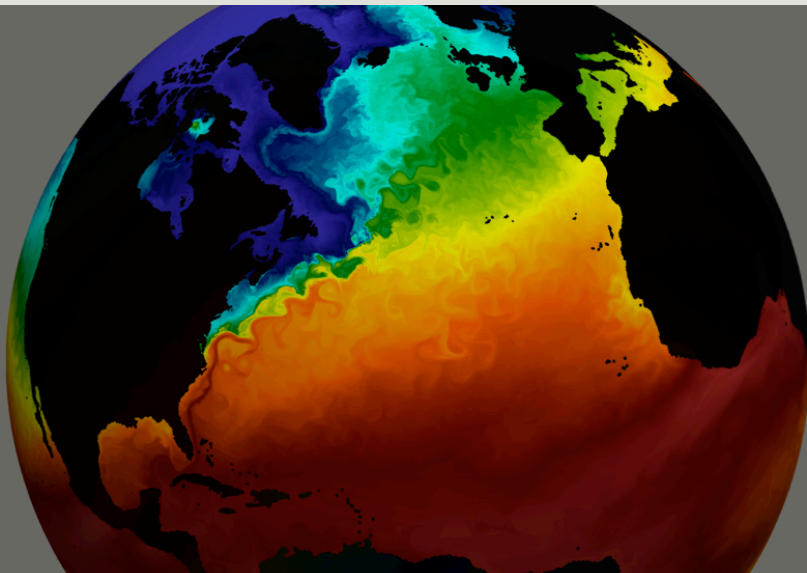


Both of these colormaps avoid the simultaneity contrast tension and prove better discriminatory power.



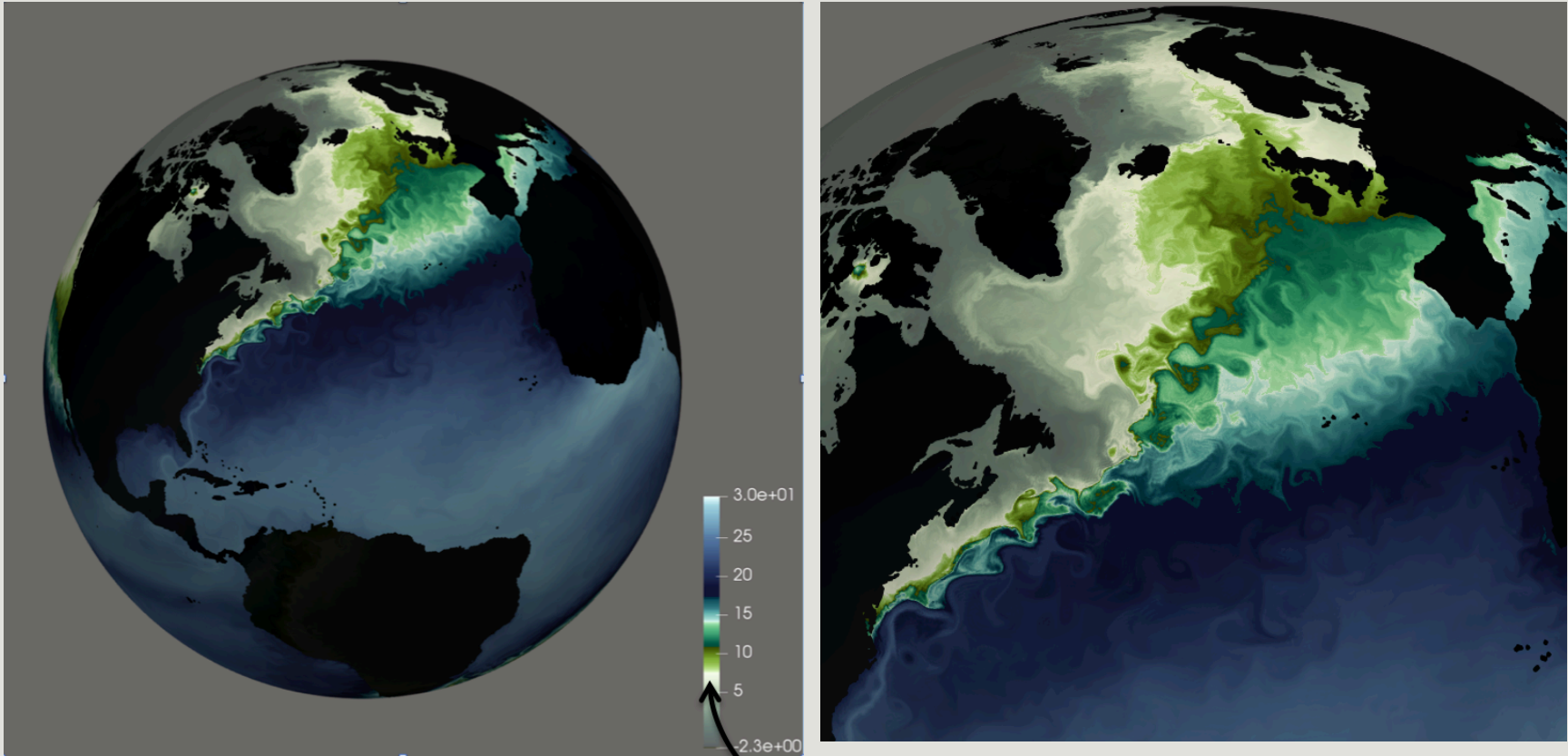
<http://sciviscolor.org/home/colormaps/rainbow-alternatives/>

The de-saturated rainbow is often used by scientists desiring detailed renderings. The saturated palette produces a subtle vibration and not optimal in many situations.



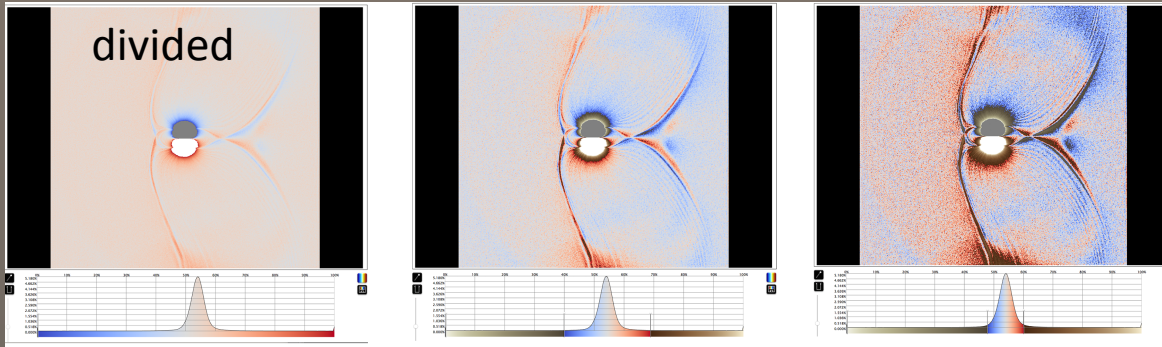
Alternatives include "wave" colormaps (1) or custom maps are available on SciVisColor.org.

Contrast is the means by which color delivers information.
If there is a specific area of interest, condense the contrast to those areas.



sciviscolor.org/home/colormoves

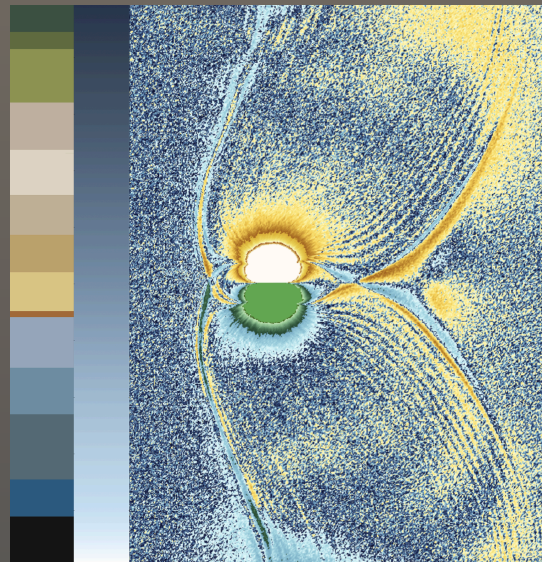
Resolution power concentrated into the regions of interest.



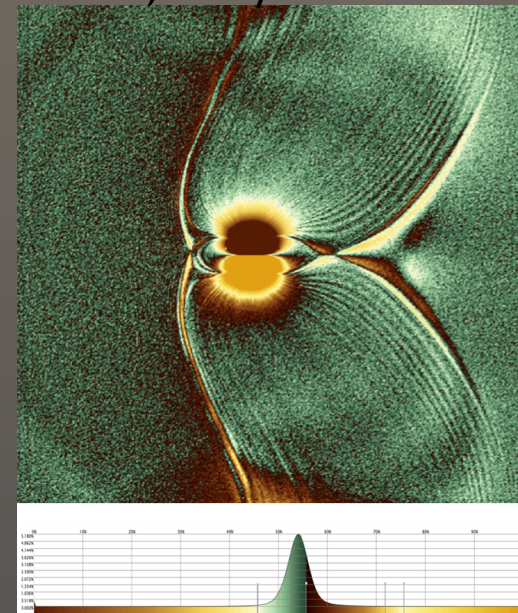
standard cool warm colormap -

Aligning type of data
to type of contrast

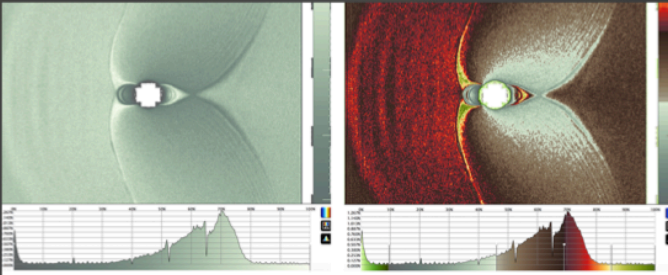




unified



linear, noisy data – less is more



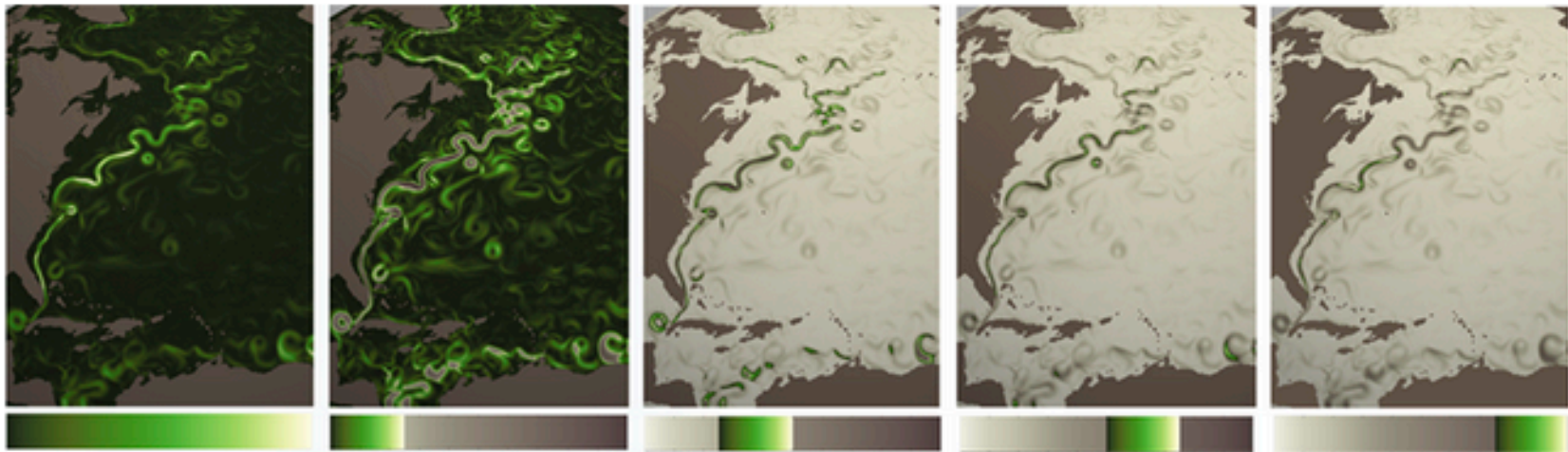
Constructing color palettes based on contrast theory

<u>Colormap Properties</u>		<u>Colormap Usage</u>
cool, light, muted		contextual data
neutral, dark, muted		least important data
warm, saturated hue-spanning		highlight larger areas of important data
cool, saturated, narrow hue		highlight small areas of important data

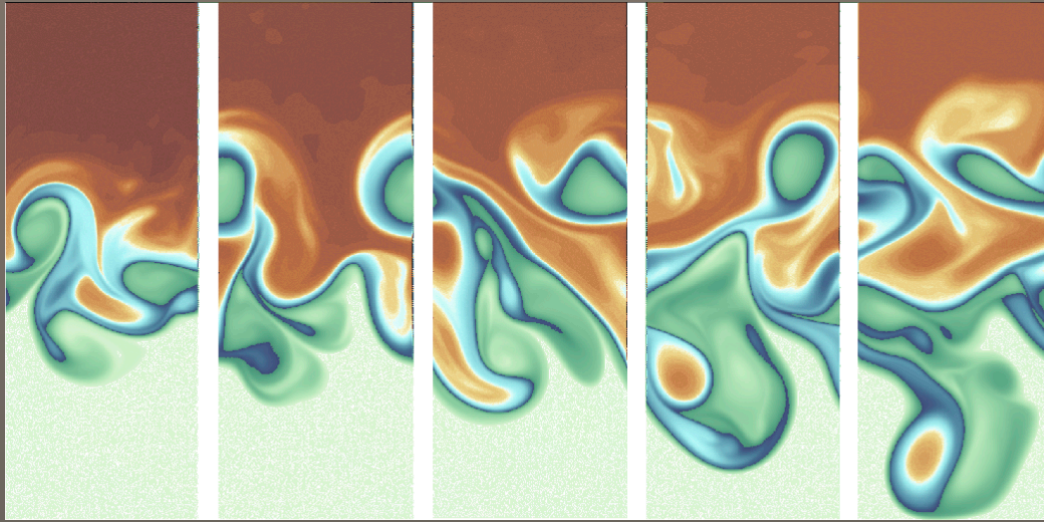
focusing contrast

The Colormap Microscope

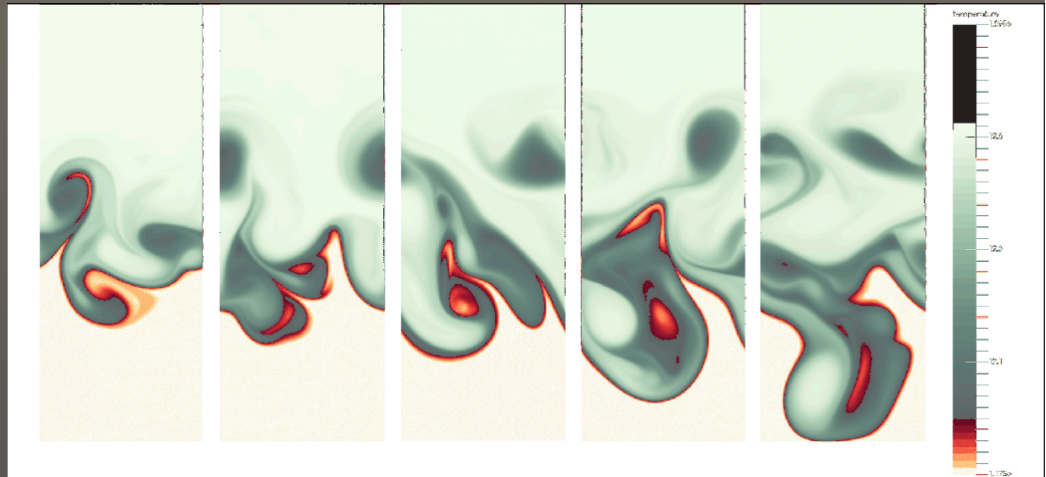
Stepped Insets



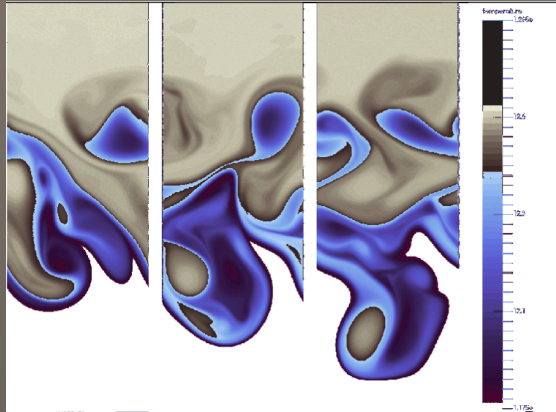
<http://sciviscolor.org/home/colormaps/765-2/>



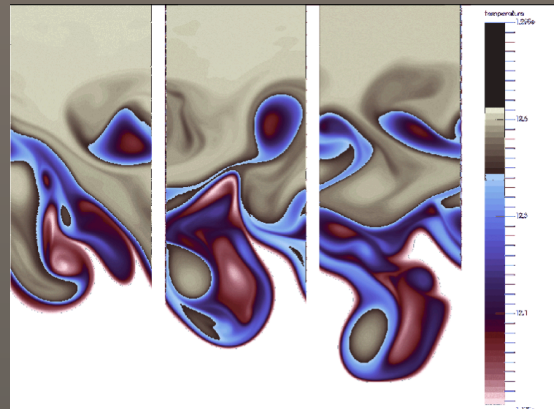
Focus contrast on a specific data range and track it over time.



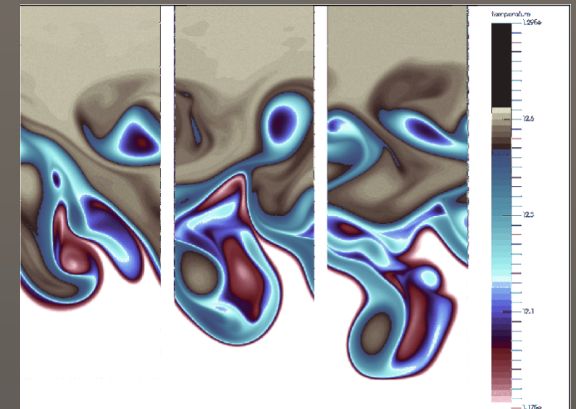
Cropped data range, with 2, 3 and 4 color scales



2 color scales



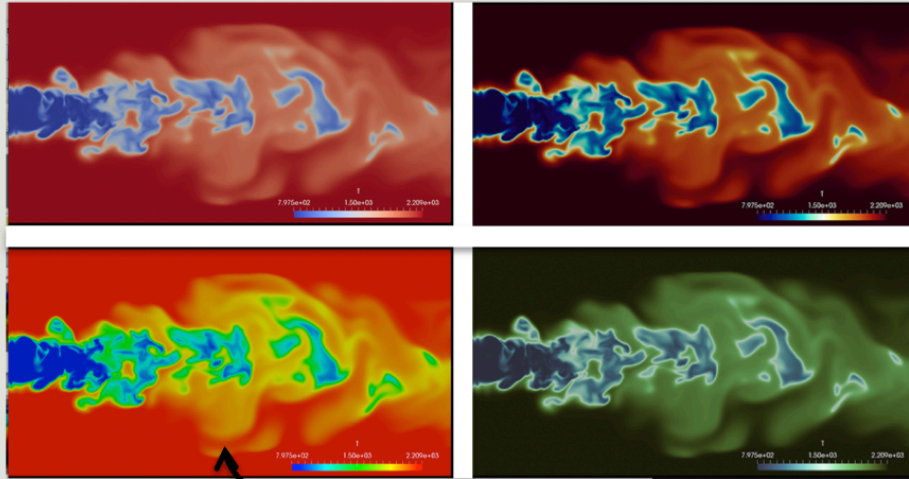
3 color scales



4 color scales

How much detail do you need?

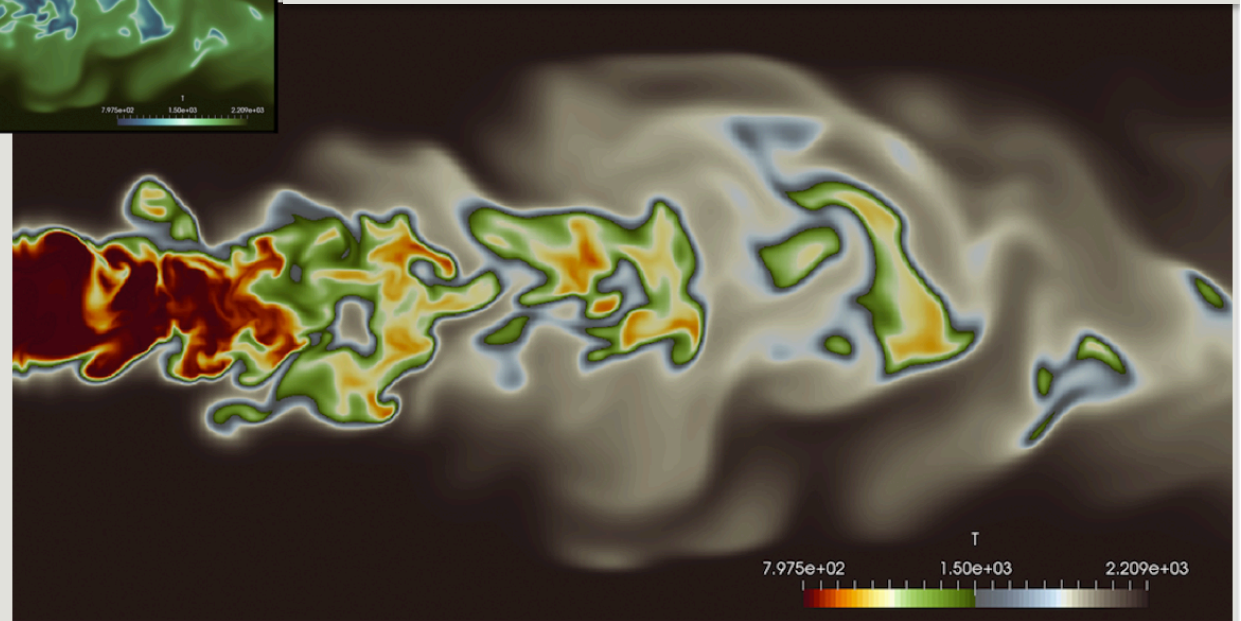
At what point does it stop adding value?



Allocating the saturation and contrast to the important ranges of the data.

If you usually use one of these.....

try a
"wave"
colormap



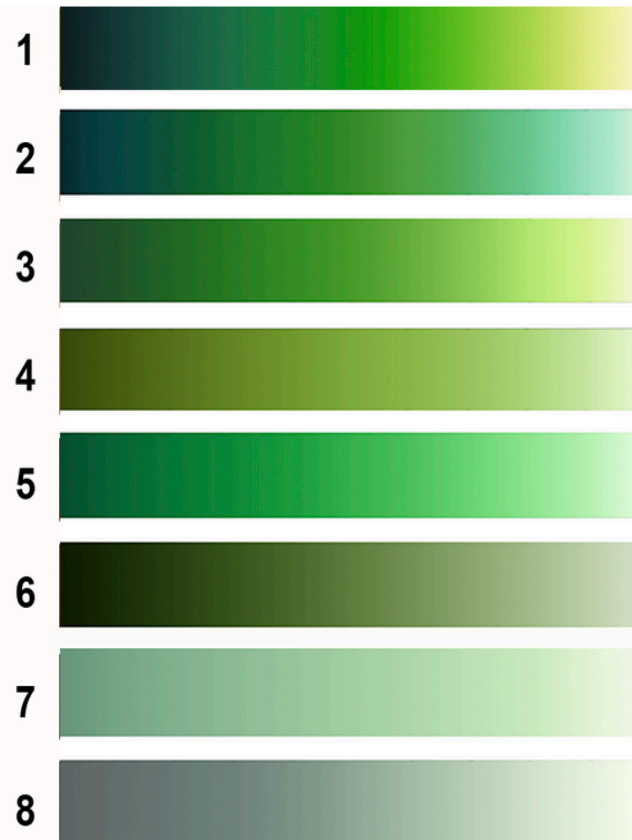
<http://sciviscolor.org/home/colormaps/waves/>

Characteristics of color scale

1. Saturated, full value range, wide hue range
2. Similar to #1 but blue in the low value
3. Mid-range hue span, saturated, almost full value range
4. Narrow hue range (yellow- green) combines well with other scales
5. Bright, clear, single value, simple scale
6. Darker value range, single hue
7. Light value range, single hue, good for contrast but not detail.
8. Muted light value gray-green

Green Color Scales

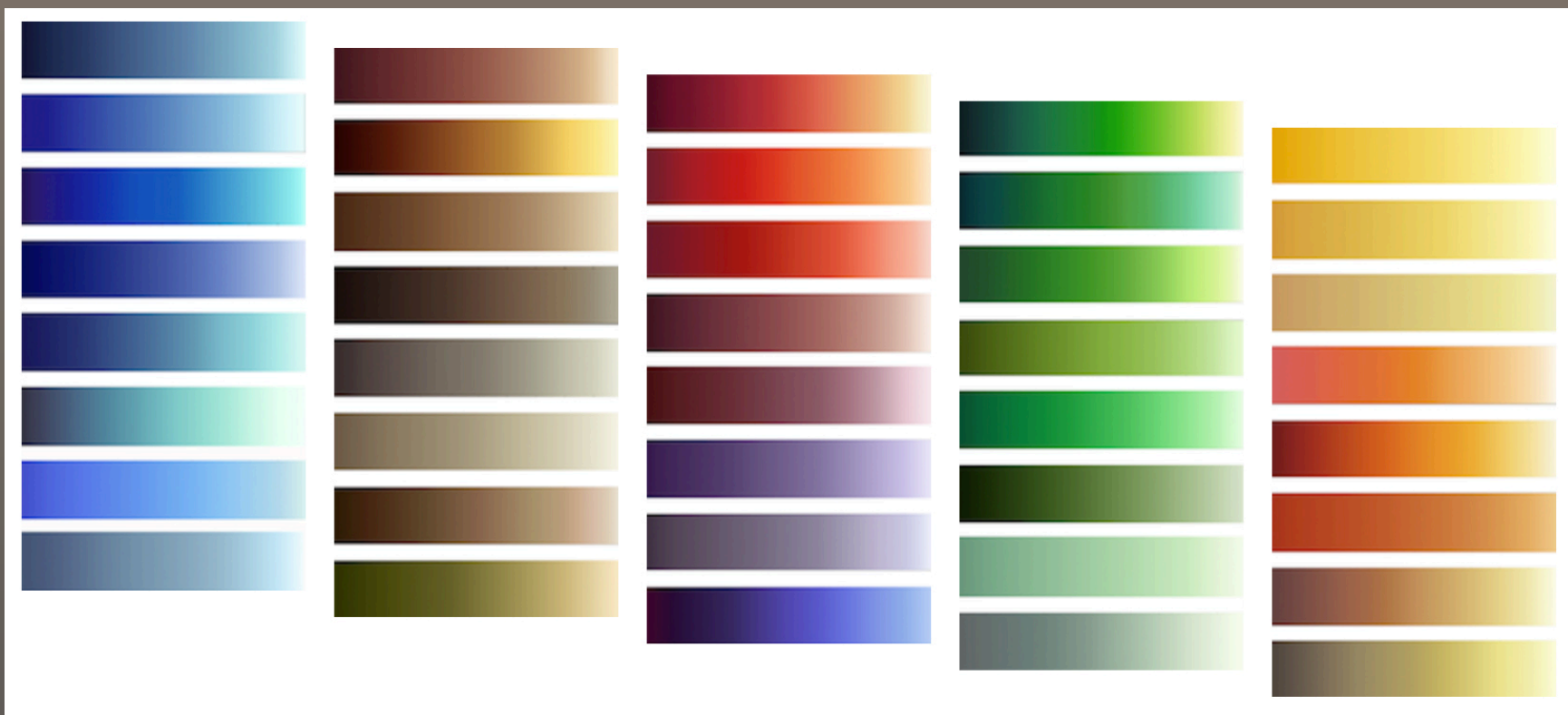
(Click on the ColorScale to download its respective .xml file)



Usage

1. important data
2. alternative for use with yellows.
3. accent
4. For multi-scale colormaps
5. For multi-scale colormaps
6. receding context
7. context
8. lowest priority data

Color Scales



ColorMoves enables alignment of luminance with statistical distribution