Calibrated monitors should be set for normal gamma 2.2, this means that on the monitor you can make out the difference between all of the grayscale blocks above. You should be able to see the difference (at least) between X,Y and Z and ideally also A, B and C. Greyscale block from dpreview.com, color wheel from corel.com
What is Light?


a tiny sliver of the electromagnetic spectrum
What is Light?

Newton's experiments
Color is a characteristic of light

- Intensity

- Quality
  - Hard
  - Soft

- Direction

- Color
Color is an event that involves three participants:

- **Light Source**: Physics of Light
- **Object**: Chemistry of Objects
- **Observer**: Biology of Vision

These three elements interact to produce the experience of color.
Subtractive Color Model
Additive Color Model
Outdoor shadows are predominantly sky light, therefore very blue.

Interior tungsten lighting is very yellow compared to daylight.

Sunsets are very warm compared to skylight.
Hue, Chroma, and Value

a.k.a. Color, Saturation, Lightness
Color Correction Dimensions

- Red
- Green
- Blue
- Cyan (Green + Blue)
- Yellow (Green + Red)
- Magenta (Red + Blue)

CTO
CTB
Color Correction
Photoshop: Color Balance
Color Correction
Photoshop: Curves
Color Correction

Final Cut Pro