

RGB Color Space

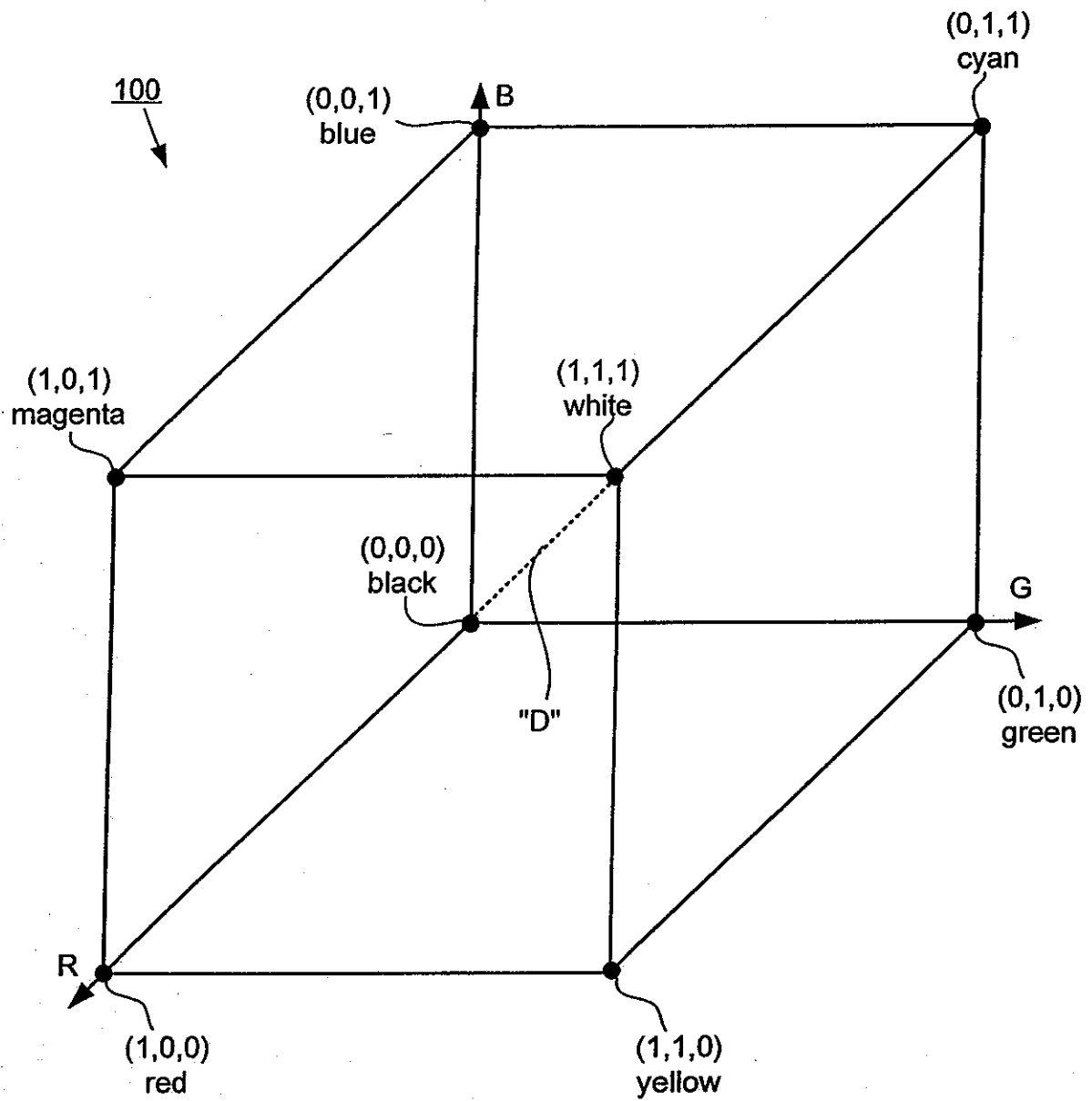


Fig. 1

Prior Art

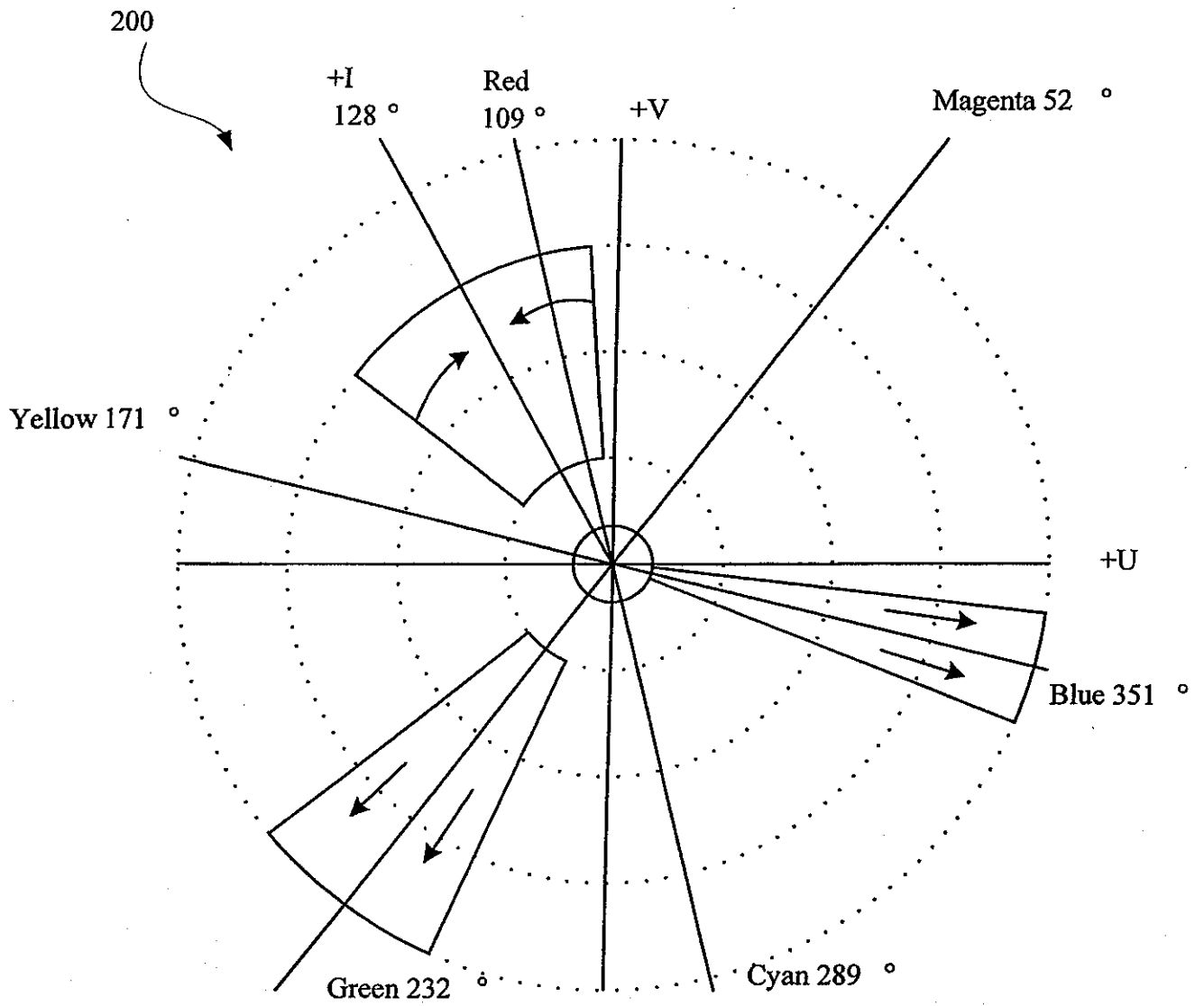


Fig. 2

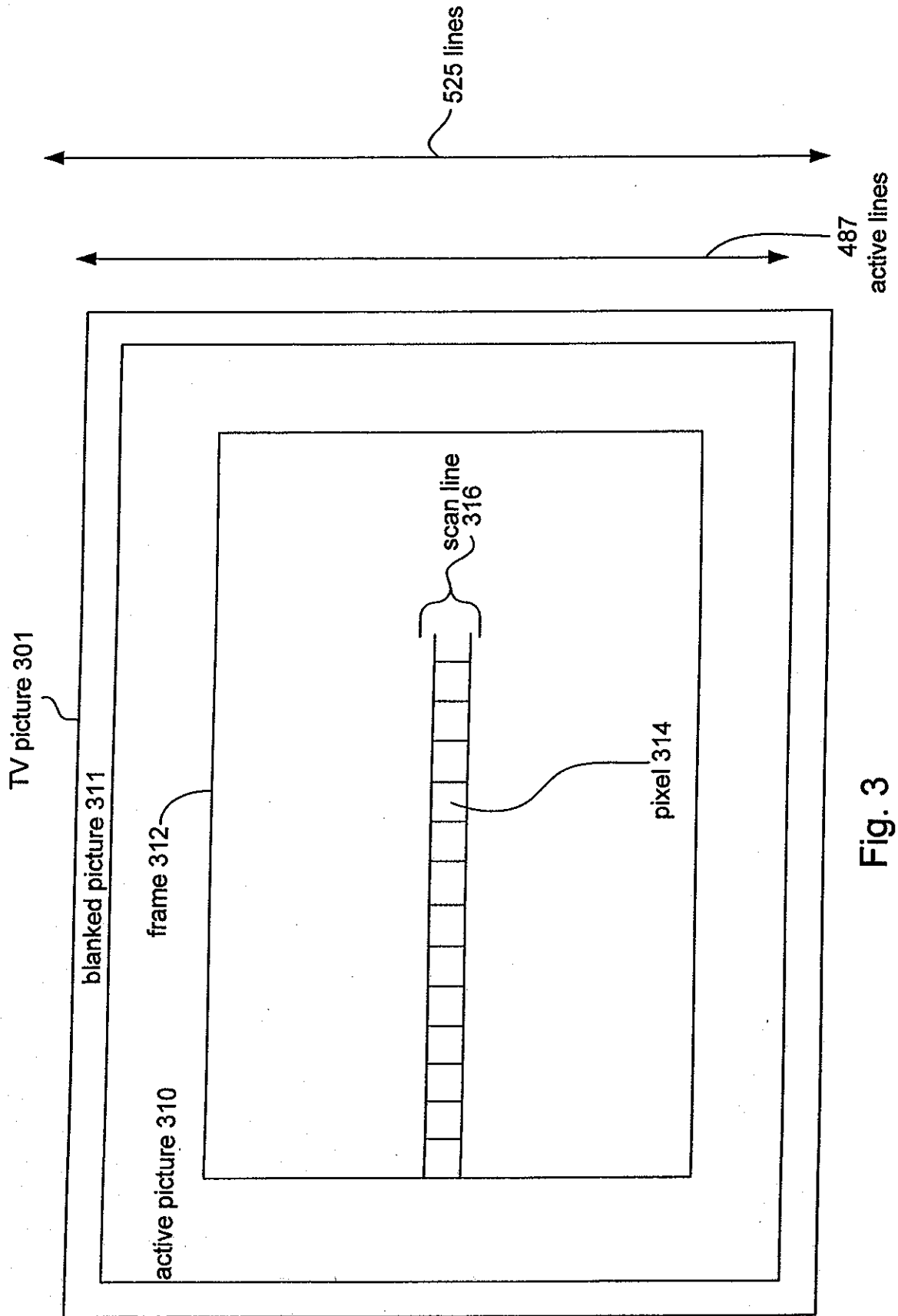


Fig. 3

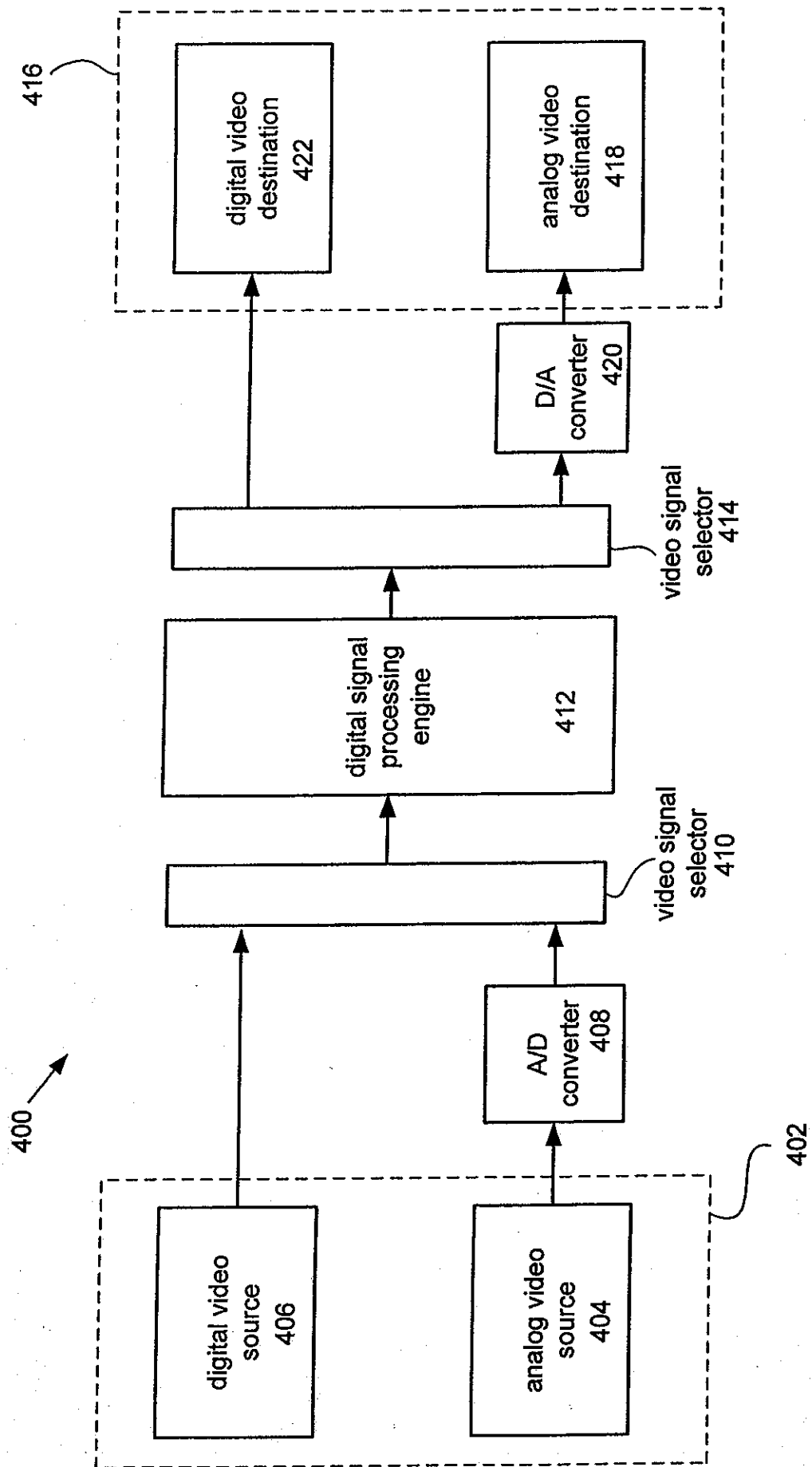


Fig. 4

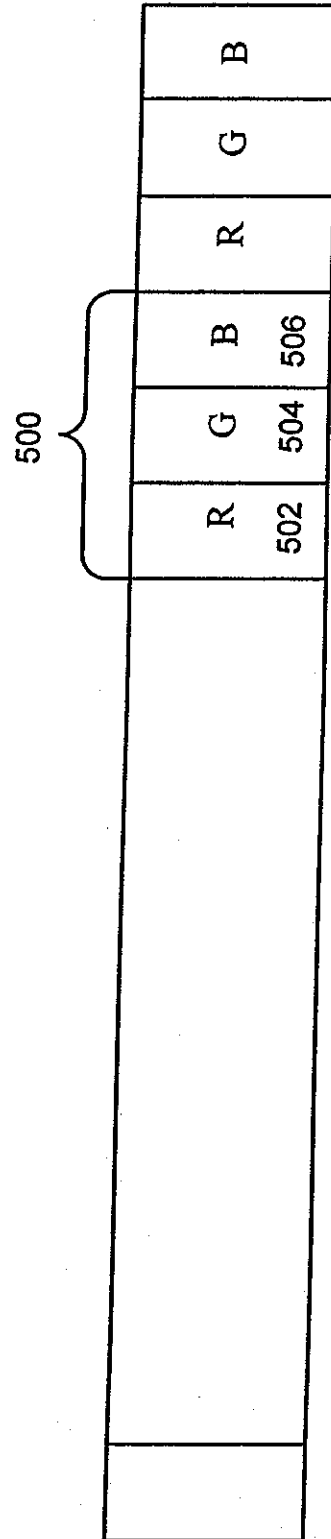


Fig. 5

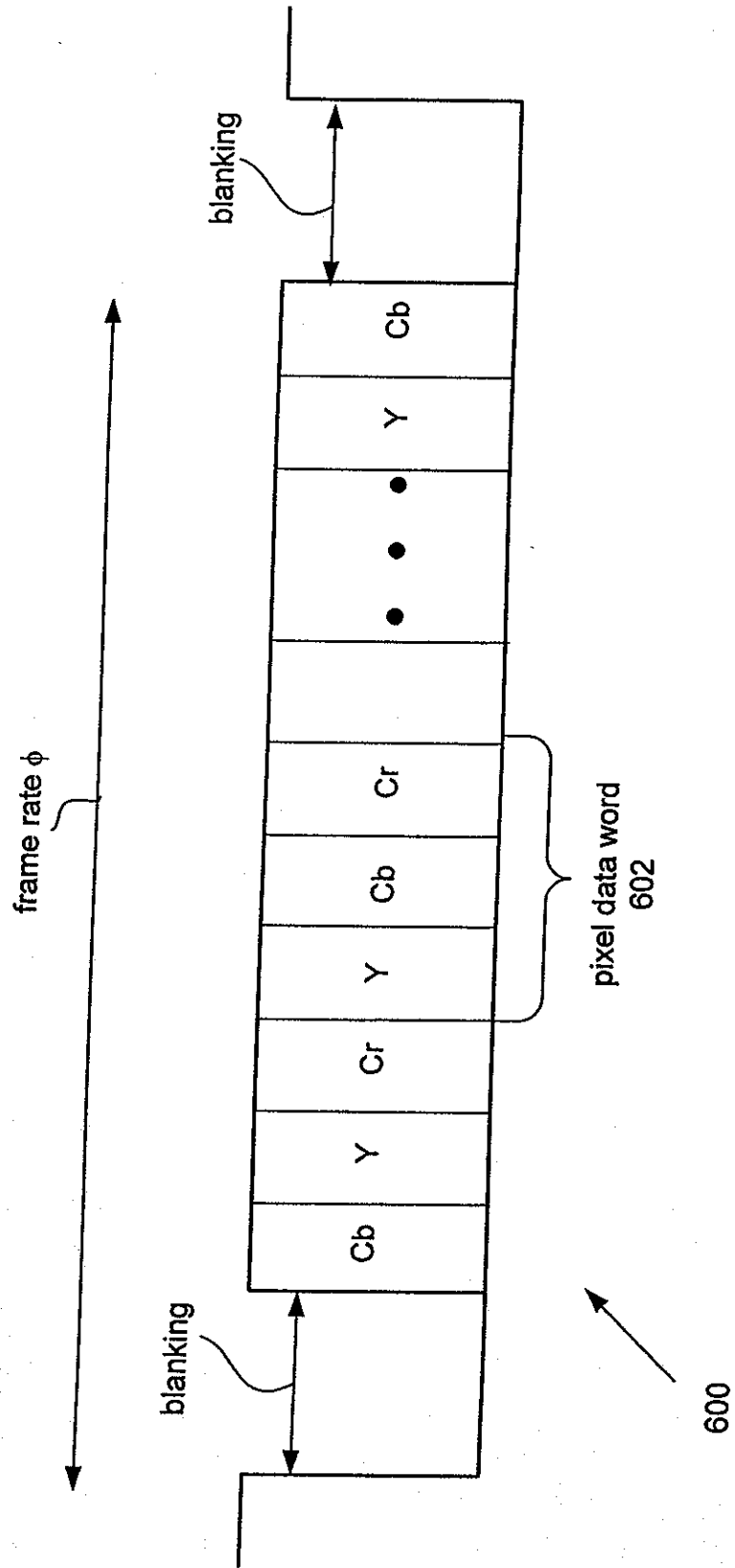


Fig. 6

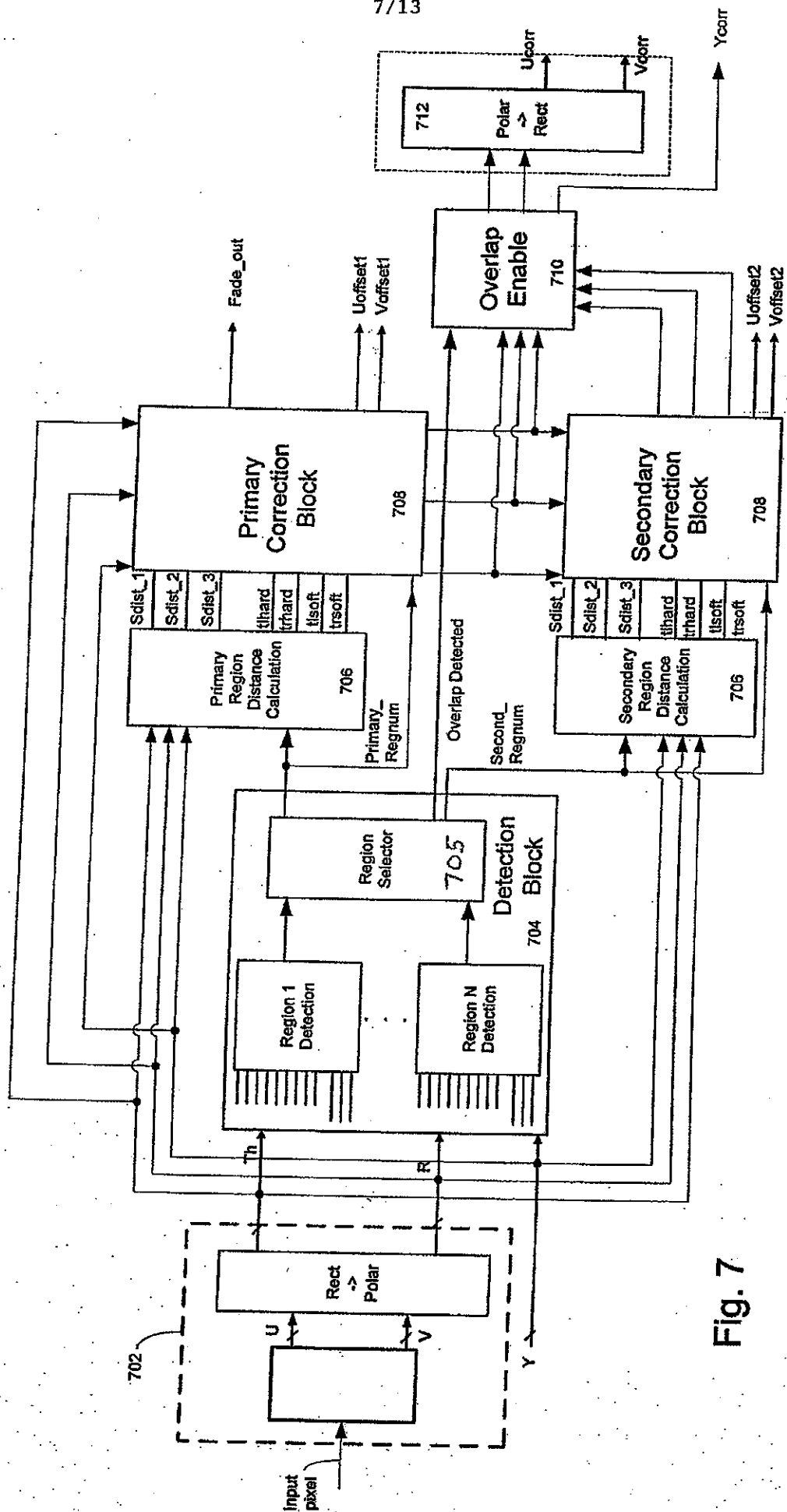


Fig. 7

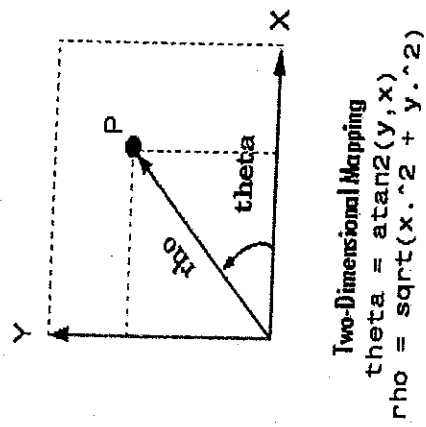
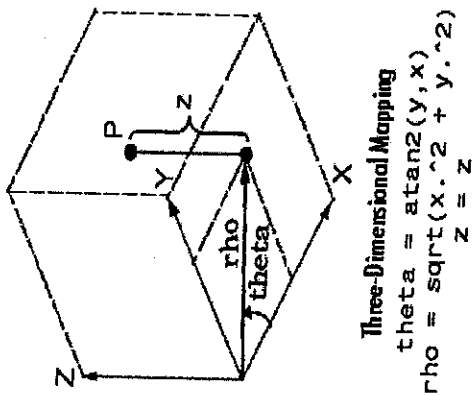


Fig. 8

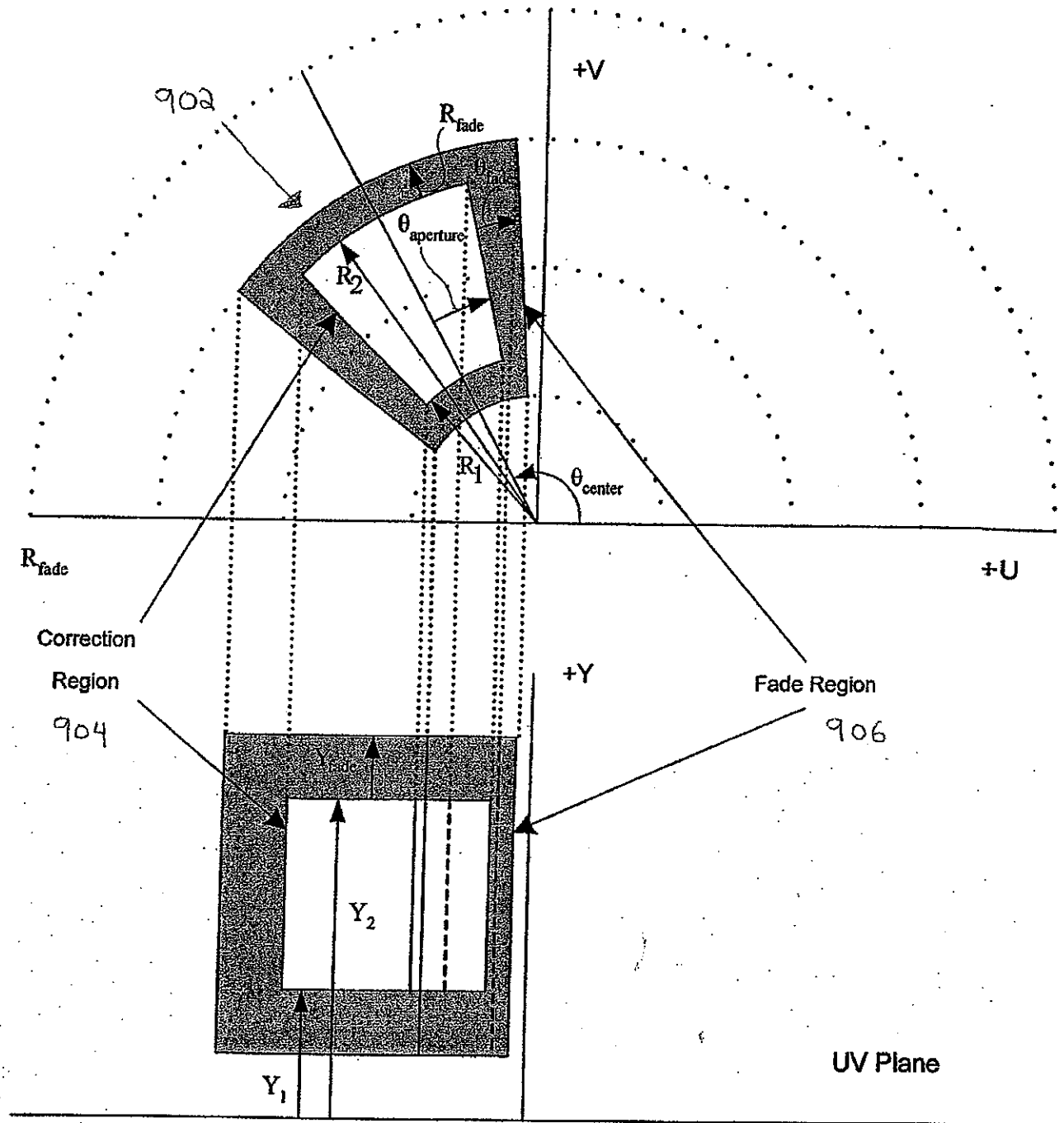


Fig. 9

Table 1

1	Parameter	Description
1	θ_{center} (Th_centre)	The absolute angle from 0 degrees to the center of the region (Hue)
2	θ_{aperture} (Th_ap)	Half the angular width/span of the region; region's center to its side.
3	R1 & R2	The lower and upper bounds, respectively, for the region's saturation (Parallel to the UV plane)
4	L1 & L2	The lower and upper bounds, respectively, for the region's luminance (Perpendicular to the UV plane)
5	θ_{fade} (Th_fade)	Angular width of the fade region surrounding the real region.
6	R_fade	Magnitude of the fade region above and below the real region. (Parallel to the UV plane)
7	L_fade	Magnitude of the fade region above and below the real region. (Perpendicular direction to the UV plane)
8	Hue_offset	Correctional angular offset for adjusting hue of the region
9	Hue_gain	Correctional angular gain for adjusting the hue of the region
10	Sat_offset	Correctional offset for adjusting saturation of the region
11	Sat_gain	Correctional gain for adjusting saturation of the region
12	Y_offset	Correctional offset for adjusting the luminance of the region
13	Y_gain	Correctional gain for adjusting the luminance of the region
14	U_vect	Correctional offset for adjusting the U value of region, after hue/sat/lum corrections and transformation back to Cartesian coordinates
15	V_vect	Correctional offset for adjusting the V value of region, after hue/sat/lum corrections and transformation back to Cartesian coordinates
16	Alpha	Correction factor for blocks external to ACM

Fig. 10

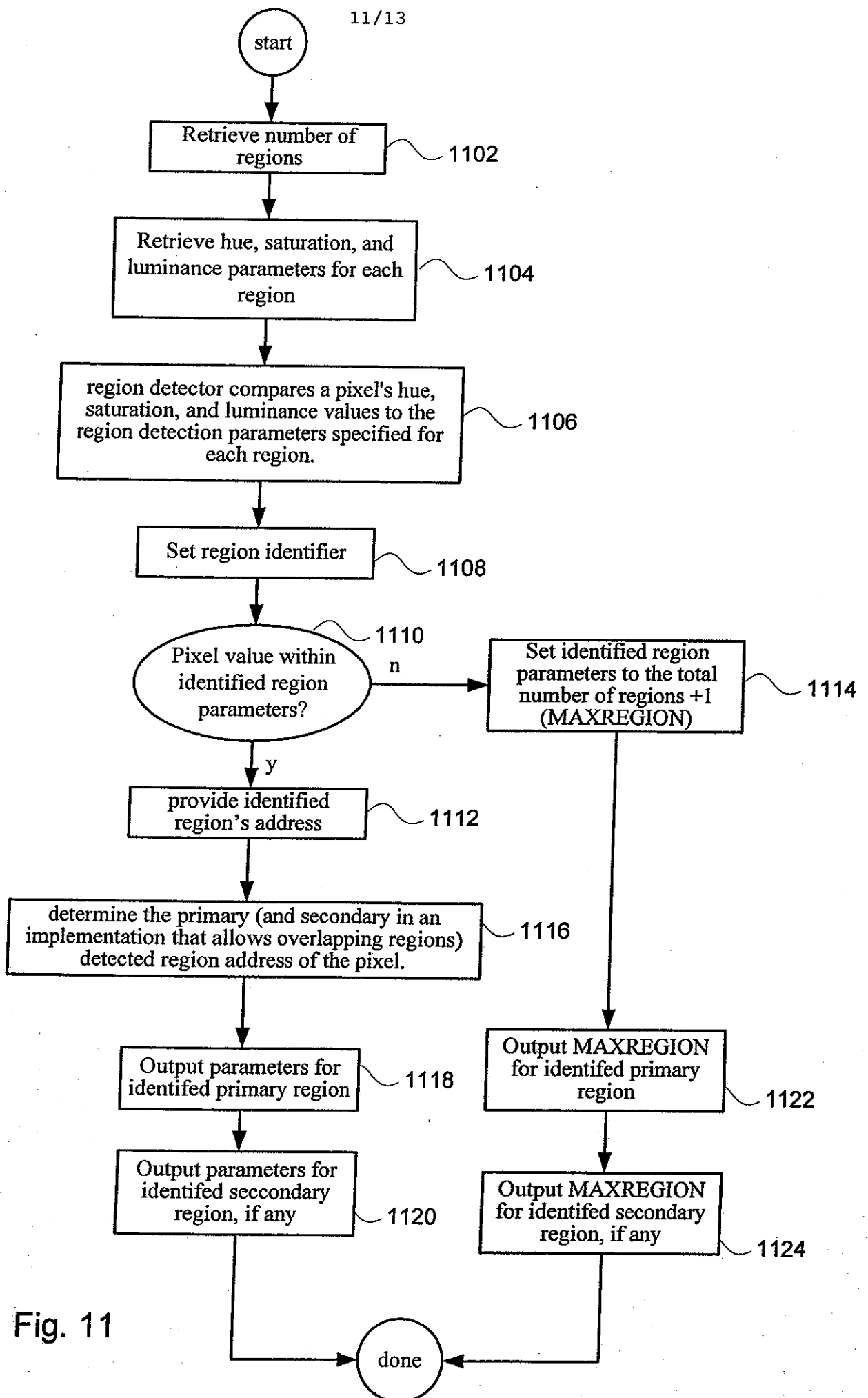


Fig. 11

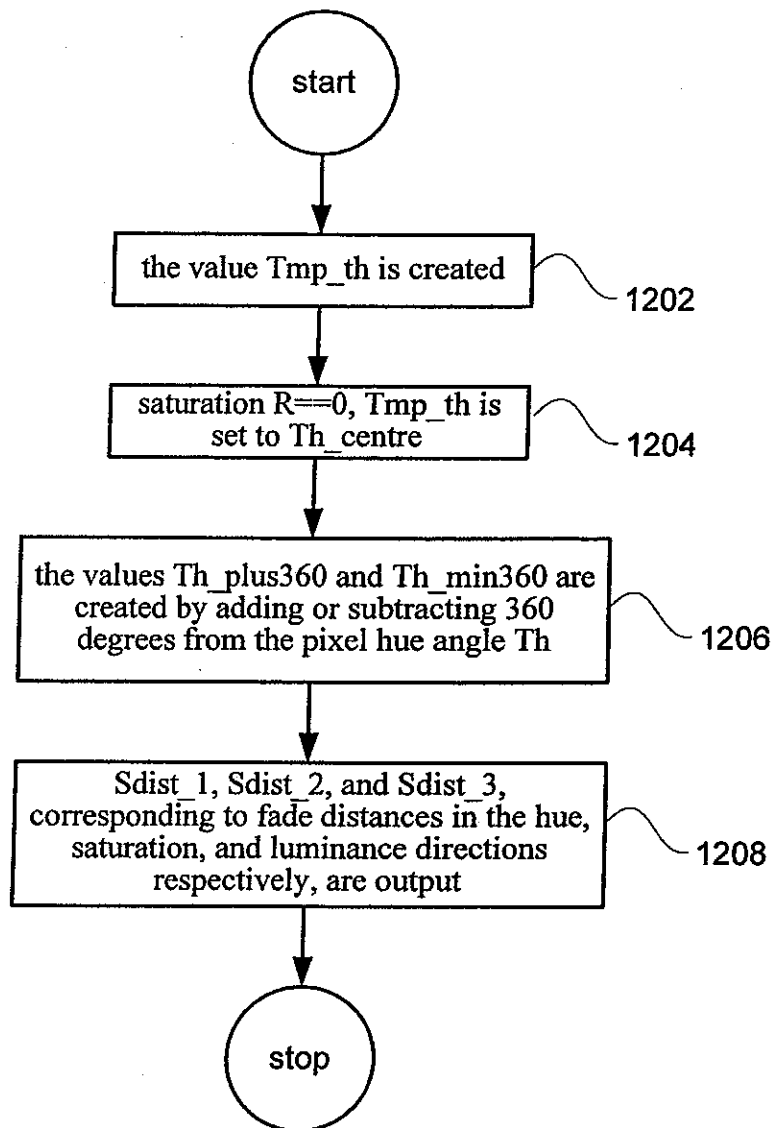


Fig. 12

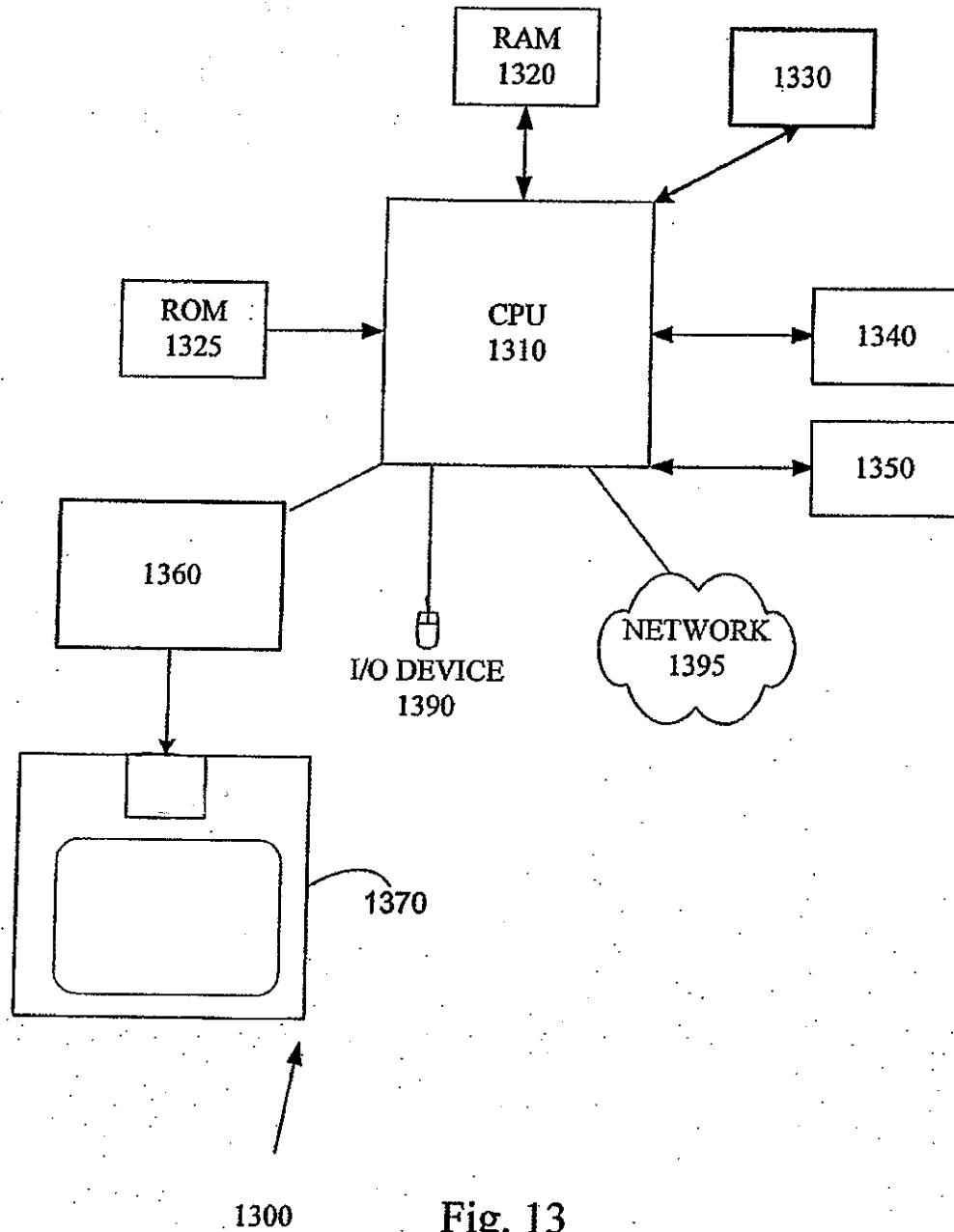


Fig. 13