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Subject: Re: Any suggestions for a B&W colour scheme for publication images?

Posted by [David Fanning](#) on Tue, 25 Sep 2007 14:57:25 GMT

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R.G. Stockwell writes:

- > I do the same thing. Usually I can just use the default B&W scheme
- > (loadct,0) and natively create the image that way. Perhaps reducing
- > the number of contour or shade levels will help the contrast. Or perhaps
- > adding a contour overlay on top of the image may help.
- >
- > One trick that sometimes works (but usually doesn't) is to
- > use your normal color scheme (EOS) but not set the /color keyword to
- > the ps device command. That seems to directly translate your color scheme
- > into B&W. The problem, is that distinct colors can get mapped to similar
- > shades of grey.

Good suggestions. If this doesn't work, I'd also try converting your RGB color vectors to HSV vectors with `COLOR_CONVERT`, then stretching your saturation vector as far as it will go, before converting back and loading into your color table. That's been known to work before, too, although sometimes the saturation is already stretched to the max anyway. (It was in the couple of color tables I just tried.)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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