

---

Subject: Re: Any suggestions for a B&W colour scheme for publication images?  
Posted by [little davey](#) on Thu, 27 Sep 2007 21:42:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Sep 25, 9:25 am, Tyler <hayes.ty...@gmail.com> wrote:

> Hello All:  
>  
> I am in the process of submitting some figures to a journal for  
> publication (it has been accepted). I intend to save my supervisor  
> cash by submitting B&W figures for print, and keep the colour images  
> for the electronic version.  
>  
> Here is my problem. Originally, I've been using one of the EOS colour  
> schemes and the figures turn out great. There is excellent contrast  
> between regions, and the positive/negative values are clearly  
> distinguished. Sadly, switching the colour scheme to B&W tends to blur  
> these crucial distinct regions.  
>  
> I have tried several values for STRETCH. Perhaps I was not using the  
> STRETCH command properly. Does anyone have any suggestions for values  
> of STRETCH or GAMMA\_CT that have worked for their own publications in  
> the past? This problem is only further compounded by the fact that  
> XLOADCT seems to not want to load from my IDL script file, so I'm  
> limited to what I can do from the within the script.  
>  
> For what it's worth, I have several figures to convert to B&W, all of  
> which have different maximums and minimums. Can I use that knowledge  
> to control STRETCH/GAMMA\_CT with these values?  
>  
> I have two example PNG files I can send to anyone if they would like  
> to see what I am talking about. Just email me with "GAMMA\_CT" in the  
> subject heading.  
>  
> Any ideas are greatly appreciated.  
>  
> Cheers,  
>  
> t.

My non-expert observation is that B&W is different from color in that as soon as you put black pixels on the page or screen, it is DARKER than you think it would be. That is, if you have say 5 regions, shading them at 20%, 40%, 60%, 80%, and 100% appears to be awfully dark. It ends up better doing something like 10% 20% 35% 55% 75%. Just having a black speck in a small area seems to make it "blackier" than you might have expected.

Also, I found it hard to have even 6 different gray shades, but you

may have better luck.

-- Dave K --

---