Subject: Re: Coyote Color Program Updates
Posted by fburton on Fri, 16 May 2008 16:39:41 GMT
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In article <47326671-81ab-4ce1-b5d2-70dd853d8527@f36g2000hsa.googlegroups.com>,
Vince Hradil <hradilv@yahoo.com> wrote:
> On May 16, 10:42 am, Jeremy Bailin <astroco...@gmail.com> wrote:
>> On the subject of useful colour tables, does anyone have a good
>> "velocity map" colour table? Something that goes from red through
>> green to blue, kind of like PRISM, but that becomes significantly non-
>> green closer to 128 that goes to strong-red and strong-blue at the
>> ends rather than at intermediate indices?
>>
>> -Jeremy.
>
> Well... making your own is not that difficult.
> http://www.dfanning.com/color_tips/create_colortable.html

My programs allow users to specify colour scales by giving a series
of letters (and 0 for black, 1 for white). Each letter represents a
particular colour, with R being primary red (255,0,0), G being green,
B blue etc. Interpolation is in RGB space. So a 'standard' red-thru-
green-thru-blue' would be represented by the string "RGB". Greyscale
would be "01". More subtle scales can be constructed by adding extra
letters. You could get a more 'pinched' scale by specifying "RRGBB",
though this would produce regions at the end in which the colour
didn't change. Alternatively, you could use special characters that
extend the 'influence' of the adjacent colour letter, e.g. "R>G<B".

The advantage of this method is that it is intuitive and users can
play about with letters to get immediate feedback. I have used it to
reproduce most standard 'special purpose' colour scales in published
papers and in IDL and Matlab.

Unfortunately, it's in Delphi (but could be converted to IDL easily
enough, I imagine).

Francis