DISPLAYING RASTER DATA

TOPICS

How the computer displays images Color guns Resolution Display of multiple bands

D) SPLAYS MAGES

RASTER IMAGES

Each image is made up of ■ Grid of cells (or pixels) Each with x,y co-ordinates Each with a z value Visible and Infrared satellite images Z value is typically between 0 and 255 Amount of measured energy In a particular spectral band Usually several bands (i.e. several images)

DISPLAYING RASTER IMAGES

Grayscale image Single band Panchromatic, magnetic, radar Can also color these "Pseudocolor" Colour image Multispectral VIS/IR Gamma-ray Also thematic raster datasets Soil chemistry Soil moisture etc

COLOR GUNS

Human eye perceives colour based on relative amounts of red, blue & green light Primary colors Combinations produce an infinite range of colors Computer displays color by means of three "color guns" Color selector

Physics of light Additive colour mixing – light



Physics of light

Subtractive colour mixing – pigments



COLOR GUNS

Produce electron beams Fall on red, blue & green phosphors On screen of monitor Phosphors glow at certain frequencies producing different colors Appear as tiny dots on display screen Pixels have same number of RGB phosphors Such monitors are called RGB monitors RGB = primary colors

COLOR GUNS

Computer specifies colour of each pixel: Using three brightness values One for each gun In more recent PC's: Each gun assigned an 8 bit value • Possible values for each gun = $2^8 = 256$ ■ 0 – 255 • Total colors is $256^3 = 16.8$ million This is 24 bit resolution

DISPLAY RESOLUTION

Display resolution is: Measure of ability of computer screen to display images For PC resolution varies from 640 x 480 to 1280 x 1024 Number of pixels that can be viewed on the monitor screen PIXEL depth is number of bits for each pixel In more recent PCs this is 24 bit

DISPLAYING SATELLITE DATA

■ Satellite data range from 0 – 255 Must be related to screen color RGB with brightness values between 0 and 255 Done by means of a "look-up table" or "colormap" Image enhancement

INPUT

OUTPUT



3 Color Guns Values 0 - 255



In a monochrome image, each cell has a value of 0 or 1. They are often used for scanning maps with simple linework, such as parcel maps.



In a grayscale image, each cell has a value from 0 to 255. They are often used for black-and-white aerial photographs.

				/				170	238	85	255	221	0
								68	136	17	170	119	68
								221	0	238	136	0	255
						Ī		119	255	85	170	136	238
								238	17	221	68	119	255
								85	170	119	221	17	136

Display colormap image



Colormap



One way to represent colors on an image is with a colormap. A set of values is arbritrarily coded to match a defined set of red-green-blue values.

BANDS

MULTIPLE BANDS

Examples: Landsat, SPOT, IRS Computer can only display 3 bands These bands can be: Any 3 of the spectral bands Other datasets etc The choice depends on your specific project What is the best combination of data for your purpose.....

Band	Use
1 - Blue	Coastal water mapping, distinguishing soil & vegetation, forest type, cultural features
2 - Green	Green reflectance of healthy vegetation
3 - Red	Discriminates many plant species. Also good for geology & soil boundaries
4 – Reflected IR	Responds to amount of plant biomass
5 – Mid IR	Sensitive to amount of water in plants. Can discriminate between cloud, snow & ice
6 – Thermal IR	Crop stress, heat intensity, locating thermal pollution
7 – Mid IR	Geology, soil boundaries; soil & vegetation moisture content

EXAMPLE: Landsat ETM+ Seeb area

Image recorded on December 13, 1999
Bands listed in BGR order
Bands pan-sharpened with 15 m panchromatic band

ETM bands 1,2,3 (BGR)— True color Most suitable combination for studying marine environment

ETM bands 123; Dec 13, 1999

ETM bands 2,3,4 (BGR) False color

ETM bands 5,4,7 (BGR)— False color

