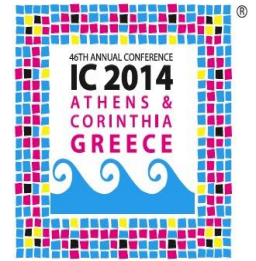




University of Novi Sad
Faculty of technical sciences

DEPARTMENT OF GRAPHIC
ENGINEERING AND DESIGN



The automated customization of SVG content for users with colour vision deficiencies

Neda Milić

CVD -colour vision deficiency

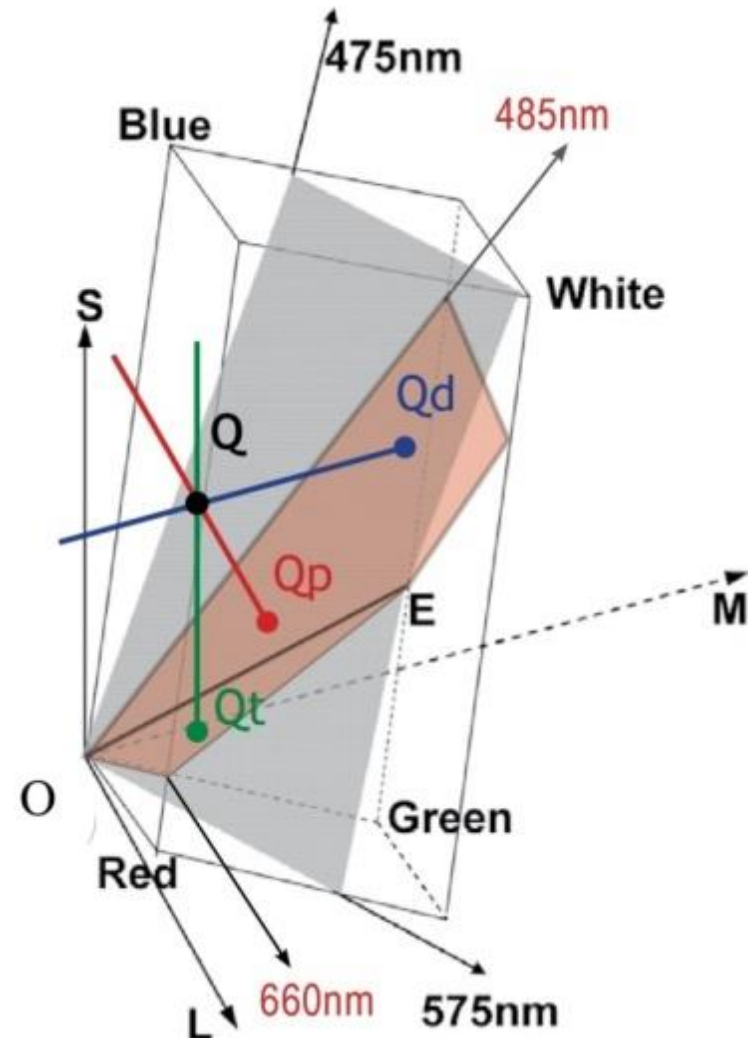
- approximately **8%** of the **male** and **0.5%** of the **female** population
- Based on severity of CVD there are:
 1. **monochromacy** – all or two cone types absent;
 2. **dichromacy** -one of the cone types missing
Protanopia/L, Deuteranopia /M, Tritanopia/S
 3. **anomalous trichromacy**

Dichromatic colour gamut

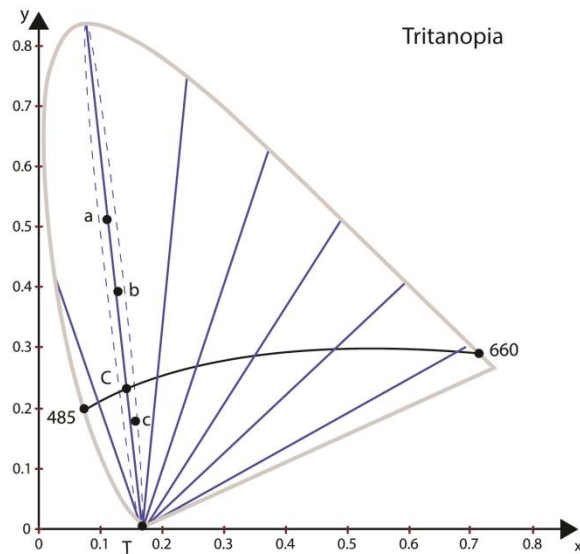
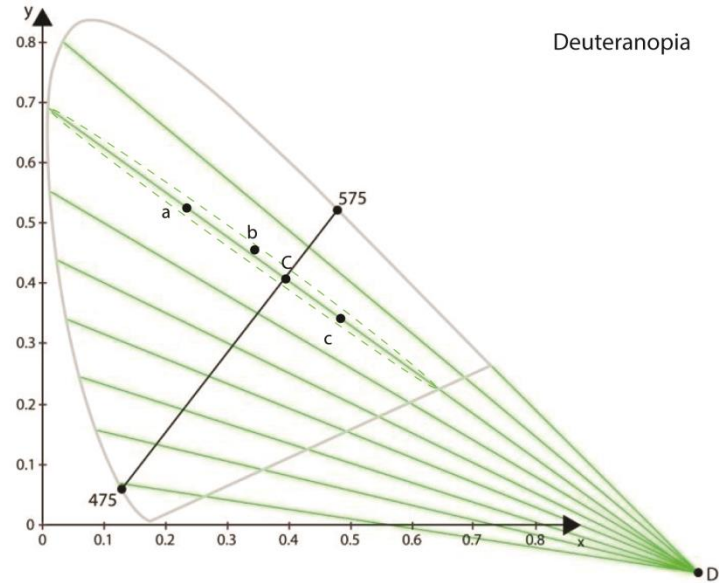
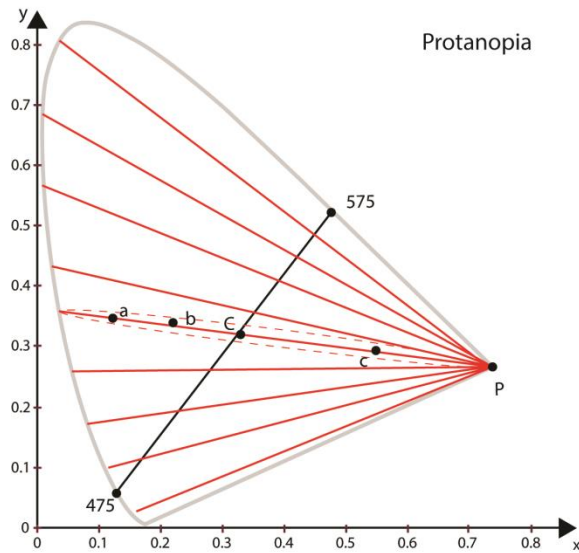
- Brettel and Vienot

Invariant stimuli
(perceived as the same as
normal vision observer):

- P, D: 475nm and 575nm
- T: 485nm and 660nm



Problem with the colour?



Daltonization

1. Pixel-based algorithms with adaptation based on increasing contrast ("stretching" histogram) or transformation of colour coordinates (hue rotations)
2. Complex re-mapping methods where the colour gamut of the initial image is mapped to the new one without confusing colour combinations

Example: Pixel-based algorithm



original image



simulated dichromatic version



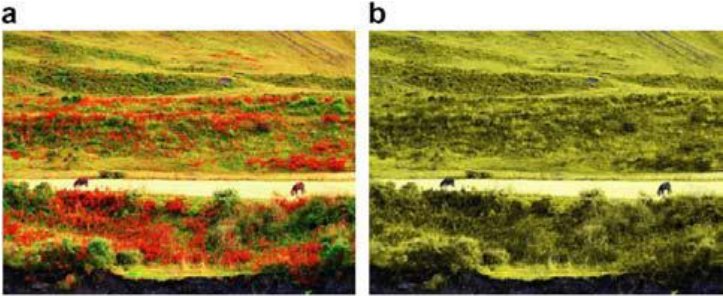
image after re-colouring



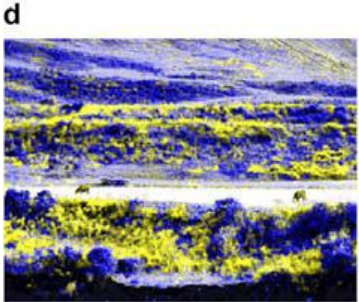
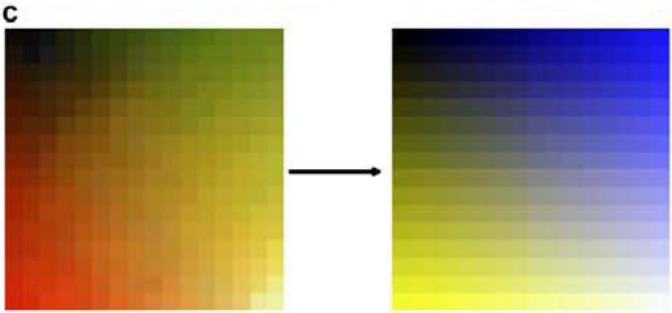
simulated image after re-colouring

Example: Non pixel-based algorithm

original image



*simulated
dichromatic version*




*simulated image
after re-colouring*

What is SVG and why is it popular?

- scalability and resolution independence
- faster download times
- editing ability
- support for animation
- dynamic creation of content

What is SVG and why is it popular?

```
<svg>
<rect x="6.696" y="6.696" width="13" stroke-m
height="270.067"/>
<g>
<text transform="matrix" font-
family="MyriadPro-
<rect x="30.5" y="153.5" height="12"/>
<rect x="46" y="153.5" height="12"/>
...
<rect x="77" y="201.5" fill="#2FACE2" width="12" height="12"/>
</g>
</svg>
```

The image shows the logo for IC 2014. It features the text "IC 2014" in a large, bold, black sans-serif font. To the left of the text is a 4x4 grid of colored squares. The colors of the squares are: top row (blue, blue, blue, blue), second row (blue, yellow, black, pink), third row (blue, black, yellow, pink), and bottom row (pink, pink, pink, blue). The entire logo is enclosed in a thick pink rectangular border.

SVG and JavaScript

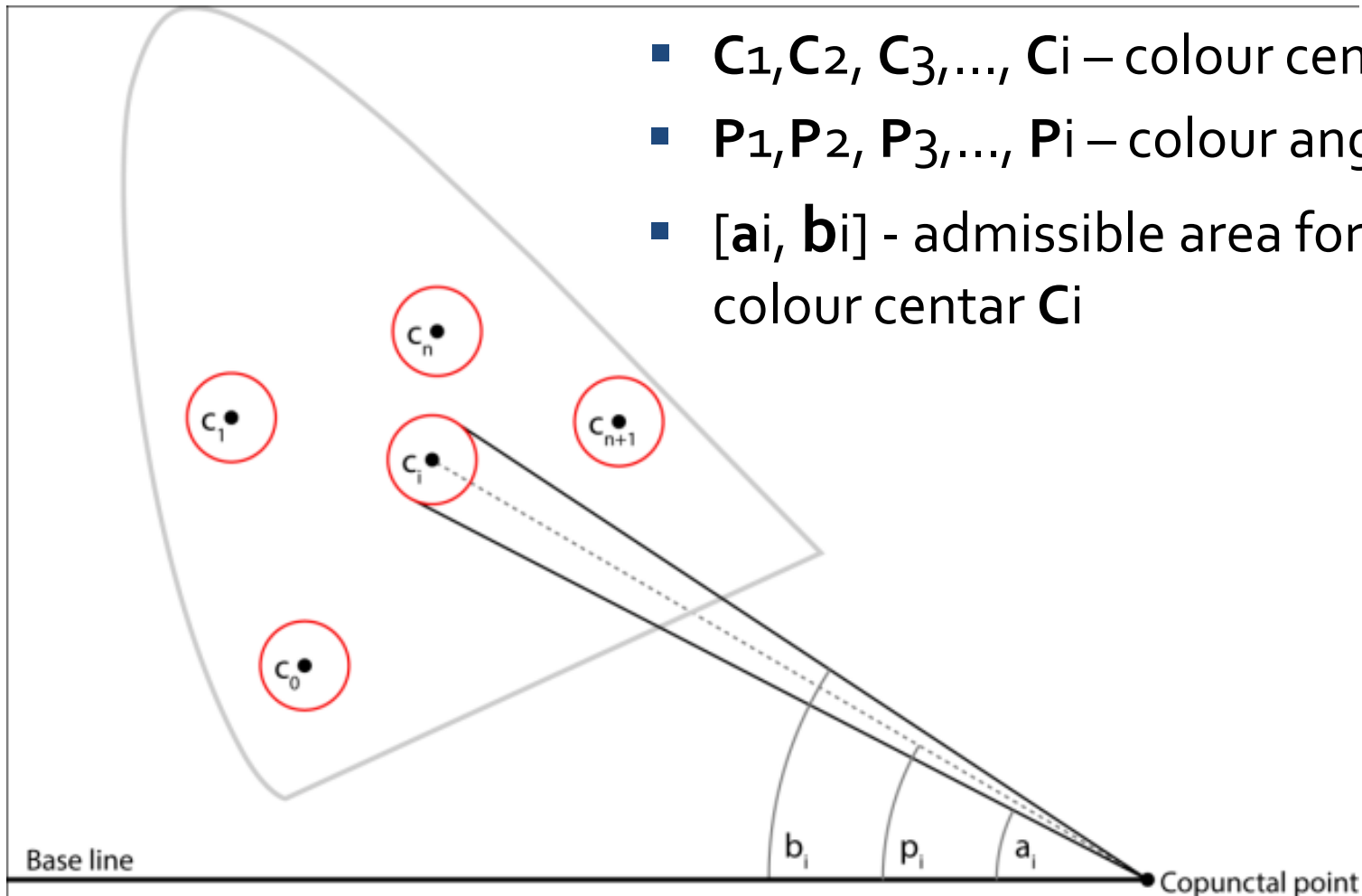
- Colour values in SVG may be specified the same way they are in HTML/CSS
- For example, green colour can be defined as "green", "#0fo", "#0offoo", "rgb(0,255,0)", or as "rgb(0%,100%,0%)".
- If O is a variable referring to an SVG object
O.getAttribute("fill") for extracting colour information
O.setAttribute("fill",colour_value) for applying different colour

The concept of proposed colour adaptation

1. gathering colour information from SVG objects
2. grouping elements with the same colour
3. transforming RGB/hexadecimal to xyz values
4. calculation of input parameters for remapping
5. remapping of colours
6. transforming new xyz values back to RGB and applying them to SVG objects

The re-mapping algorithm

- $C_1, C_2, C_3, \dots, C_i$ – colour centars
- $P_1, P_2, P_3, \dots, P_i$ – colour angles
- $[a_i, b_i]$ - admissible area for any colour centar C_i



The re-mapping algorithm

- The goal is to find the new angles p_i in a way that they are distributed in a most possibly even way:
- if $a_i < \frac{1}{2} (p_{i-1} + p_{i+1}) < b_i$, then $p_i = \frac{1}{2} (p_{i-1} + p_{i+1})$
- if $\frac{1}{2} (p_{i-1} + p_{i+1}) \leq a_i$, then $p_i = a_i$
- if $b_i \leq \frac{1}{2} (p_{i-1} + p_{i+1})$, then $p_i = b_i$
- where $p_0, p_1, \dots, p_n, p_{n+1}$ are positive real numbers in ascending order ($p_1 < p_2 < \dots < p_n$).

Results: SVG map of metro original map



Results: SVG map of metro protanopic simulation



Results: SVG map of metro Chrome Daltonize adaptation



Results: SVG map of metro protanopic simulation of adaptation



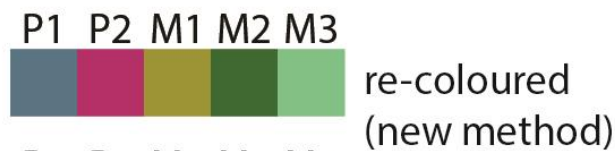
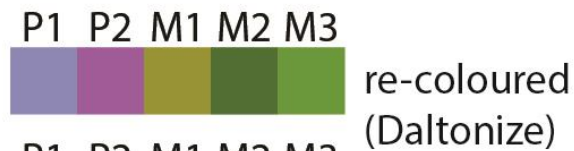
Results: SVG map of metro proposed adaptation



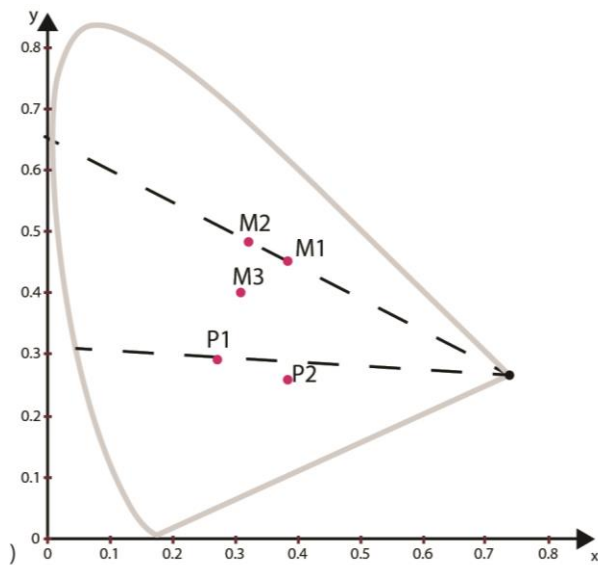
Results: SVG map of metro protanopic simulation of adaptation



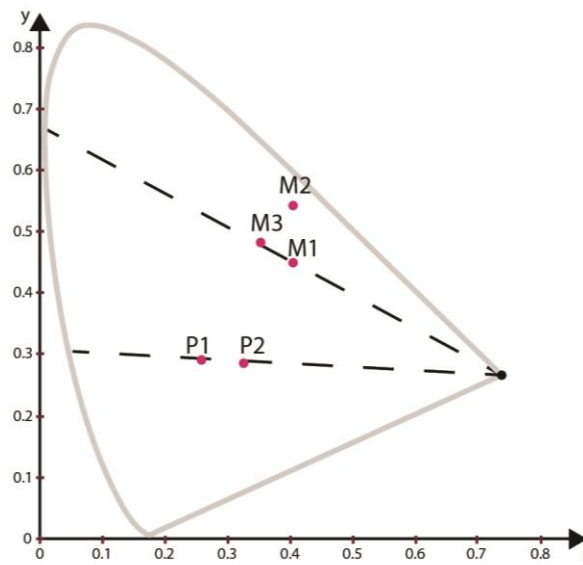
Colour scheme



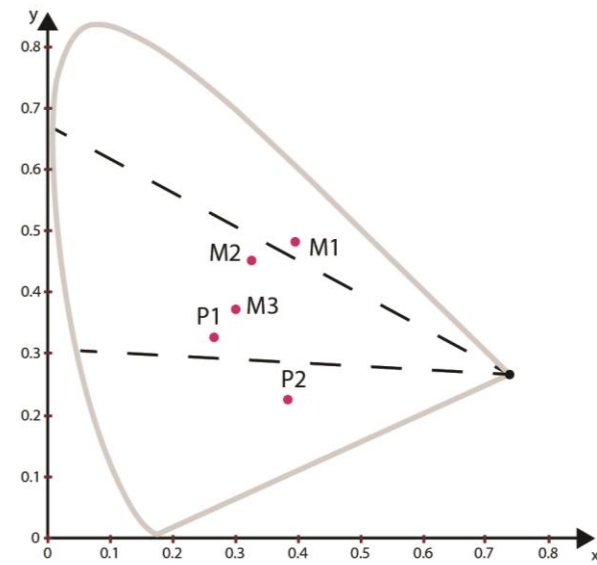
Simulation of colour gammut



original



re-coloured (Daltonize)



re-coloured (new method)

Conclusion

- Increasing number of distinguishing details
- Computationally efficient

Thank you for the attention

- ...and we are inviting you to our conference in Novi Sad, Serbia, November 2014...
- www.grid.uns.ac.rs/symposium

