

CMMA Monthly Seminar 第4回 CMMA 月例セミナー

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Abstract 1

A method of color scheme for graphical images is proposed using interactive evolutionary computing. This method can set the contrast of luminance between adjacent regions high, while setting preferable color, considering the user's subjective criteria. Keeping the contrast of luminance high, this system enables users with visual disturbance to identify each region in graphical image clearly. As to the color, samples of well-known fine color combinations proposed by artists are adopted, so that the obtained color design is fine and harmonic. In order to design both the luminance and color totally considering human subjective criteria, interactive evolutionary computing is applied. Here, the luminance, contrast and color in each region are represented as individuals in the genetic algorithm and are updated, so that the output design is preferable to the user. Computer simulations verify the high performance of this system.

"A Method of Color Scheme with High Contrast Using Interactive Evolutionary Computing"

日時: 2015年4月20日(月) 17:00-18:00

場所:明治大学中野キャンパス高層棟6階 研究セミナー室3

主催:

文部科学省 共同利用・共同研究拠点 明治大学先端数理科学インスティテュート 現象数理科学研究拠点 (CMMA)

■連絡先

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