



# SLOVENSKI STANDARD SIST ISO 18619:2020

01-april-2020

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## Barvno upravljanje upodobitvenih tehnologij - Kompenzacija črne točke

Image technology colour management - Black point compensation

Gestion de couleur en technologie d'image - Compensation du point noir

Ta slovenski standard je istoveten z: **ISO 18619:2015**

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ISO  
18619

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**Image technology colour  
management — Black point  
compensation**

*Gestion de couleur en technologie d'image — Compensation du point  
noir*

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Ch. de Blandonnet 8 • CP 401  
CH-1214 Vernier, Geneva, Switzerland  
Tel. +41 22 749 01 11  
Fax +41 22 749 09 47  
[copyright@iso.org](mailto:copyright@iso.org)  
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## ISO 18619:2015(E)

### Foreword

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The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of ISO documents should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see [www.iso.org/directives](http://www.iso.org/directives)).

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For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT) see the following URL: [Foreword - Supplementary information](#)

The committee responsible for this document is ISO/TC 130, *Graphic technology*, in cooperation with the International Color Consortium.

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## Introduction

Black point compensation (BPC) is a technique used to address colour conversion problems caused by differences between the darkest level of black achievable on one device and the darkest level of black achievable on another. This procedure was first implemented in Adobe Photoshop in the late 1990s. The International Color Consortium (ICC) and ISO Technical Committee 130 (Graphic technology) have created this document to allow black point compensation to be used in a consistent manner across applications.

The purpose of BPC is to adjust a colour transform between the colour spaces of source and destination ICC profiles, so that it retains shadow details and utilizes available black levels. The procedure depends only on the rendering intent(s) and the source and destination ICC profiles, not on any points in a particular image. Therefore, the colour transform using specific source and destination ICC profiles and rendering intent can be computed once, and then efficiently applied to many images which use the same ICC profile colour transform pair and rendering intent.

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# Image technology colour management — Black point compensation

## 1 Scope

This International Standard specifies a procedure, including computation, by which a transform between ICC profiles can be adjusted (compensated) to take into account differences between the dark end of the source colour space and the dark end of the destination colour space. This is referred to as black point compensation (BPC). The relative colorimetric encoding of ICC profile transforms already provides a mechanism for such adjustment of the light (white) end of the tone scale.

## 2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO 15076-1, *Image technology colour management — Architecture, profile format and data structure — Part 1: Based on ICC.1:2010*

ICC.1:2001-04, *File Format for Color Profiles*

## 3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO 15076-1 and the following apply.

### 3.1

#### **DestinationBlackPoint**

coordinate representing a dark neutral reproducible colour in the destination colour gamut

### 3.2

#### **DestinationProfile**

ICC profile, containing the transform from profile connection space to the destination device colour space

### 3.3

#### **SourceBlackPoint**

coordinate representing a dark neutral colour in the source colour gamut

### 3.4

#### **SourceProfile**

ICC profile, containing the transform from the source device colour space to the profile connection space

### 3.5

#### **RenderingIntent**

rendering intent of the conversion from a source ICC profile's colour space to a destination ICC profile's colour space

### 3.6

#### **LabIdentityProfile**

real or virtual ICC profile that contains a bi-directional (identity) transform between CIELAB and PCSLAB

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**3.7**  
**black point compensation**  
**BPC**  
 computational procedure by which a transform between the colour spaces of ICC profiles can be adjusted (compensated) to take into account differences between the dark end of the source colour space and the dark end of the destination colour space

**3.8**  
**L, a, b**  
 $L^*$ ,  $a^*$ , or  $b^*$  component of the CIELAB colour space

**3.9**  
**output-capable CMYK profile**  
 CMYK profile containing a transform from the ICC PCS encoding to the colour space encoding

**3.10**  
**transform**  
 mathematical operations that define the change in representation of a colour between two colour spaces

**3.11**  
**gamut**  
 range of colours that a given system is capable of reproducing

## 4 Requirements

### 4.1 Constraints

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The black point compensation procedure defined in this International Specification shall take as its inputs a destination ICC profile, a source ICC profile, and a rendering intent (in this International Standard called *DestinationProfile*, *SourceProfile* and *RenderingIntent* respectively).

Applications that apply black point compensation shall support ICC profiles that conform to ISO 15076-1 and ICC profiles that conform to ICC.1:2001-04.

NOTE 1 This requirement ensures that processing applications will properly process all Version 2 and Version 4 ICC profiles.

NOTE 2 ISO 15076-1 provides a description of source and destination ICC profiles.

The rendering intent shall be one of: RelativeColorimetric; Perceptual; or Saturation. The rendering intent used with *DestinationProfile* shall be the same as the rendering intent used with *SourceProfile*. Black point compensation is not appropriate for the AbsoluteColorimetric rendering intent.

The versions of *SourceProfile* and *DestinationProfile* do not need to match.

*SourceProfile* and *DestinationProfile* types shall be Input, Display, Output, or ColorSpace. The types of *SourceProfile* and *DestinationProfile* do not need to match.

*DestinationProfile* shall contain a transform from the ICC PCS encoding to the colour space encoding.

The data colour spaces of the *SourceProfile* and *DestinationProfile* shall be Gray, RGB, CMYK or CIELAB. The data colour spaces of *SourceProfile* and *DestinationProfile* do not need to match.

NOTE 3 Some implementations of BPC extend to additional colour spaces or mixed rendering intents. The way in which BPC operates in these cases is outside the scope of this International Standard.

## 4.2 Computation

### 4.2.1 Outline

Black point compensation shall be performed according to the following procedure:

- a) the *SourceBlackPoint* of *SourceProfile* shall be calculated as specified in 4.2.3;
- b) the *DestinationBlackPoint* of *DestinationProfile* shall be calculated as specified in 4.2.4 and 4.2.5;
- c) a mapping from *SourceBlackPoint* to *DestinationBlackPoint* shall be calculated as specified in 4.2.6;
- d) the mapping shall be applied in a colour conversion as specified in 4.2.7.

### 4.2.2 Functions used

#### 4.2.2.1 Colour transform with profiles

**T** shall denote a function to transform a point in the data colour space of *Profile1* to a point in the device colour space of *Profile2*, using a rendering intent, such that

$$y = \mathbf{T}(x, Profile1, Profile2, Intent) \quad (1)$$

where

*x* is a point in the data colour space of *Profile1*;

*y* is a point in the data colour space of *Profile2*;

*Intent* is the rendering intent.

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#### 4.2.2.2 Darkest colour of a profile

**D** shall denote a function to provide the darkest colour coordinate in the data colour space of *Profile* for a rendering intent, such that

$$dc = \mathbf{D}(Profile, Intent) \quad (2)$$

where

*dc* is the darkest colour

*Profile* is the profile being evaluated,

*Intent* is the rendering intent.

*dc* shall be determined as follows:

A subset of the vertices within the data colour space of *Profile*, *V*, shall be defined as follows.

If the data colour space of *Profile* is Gray

*V* shall be the set of {(0) (1)}.

If the data colour space of *Profile* is RGB

*V* shall be the set of {(0, 0, 0) (1, 1, 1)}.

If the data colour space of *Profile* is CMYK

*V* shall be the set of {(0, 0, 0, 0) (1, 1, 1, 1) (0, 0, 0, 1) (1, 1, 1, 0)}.