
Fotografija in grafična tehnologija - Razširjeno barvno kodiranje za shranjevanje, izmenjavo in ravnanje z digitalnimi slikami - 3. del: Referenčna vhodna medijska metrika RGB barvnega kodiranja slik (RIMM RGB)

Photography and graphic technology - Extended colour encodings for digital image storage, manipulation and interchange — Part 3: Reference input medium metric RGB colour image encoding (RIMM RGB)

Photographie et technologie graphique — Codages par couleurs étendues pour stockage, manipulation et échange d'image numérique — Partie 3: Codage d'image en couleurs RVB par référence d'entrée par voie métrique

Ta slovenski standard je istoveten z: ISO 22028-3:2023

ICS:

01.070	Barvno kodiranje	Colour coding
37.040.99	Drugi standardi v zvezi s fotografijo	Other standards related to photography
37.100.01	Grafična tehnologija na splošno	Graphic technology in general

SIST ISO 22028-3:2023

en

INTERNATIONAL
STANDARD

ISO
22028-3

First edition
2023-01

**Photography and graphic
technology — Extended colour
encodings for digital image storage,
manipulation and interchange —**

Part 3:

**Reference input medium metric RGB
colour image encoding (RIMM RGB)**

*Photographie et technologie graphique — Codages par couleurs
étendues pour stockage, manipulation et échange d'image
numérique —*

*Partie 3: Codage d'image en couleurs RVB par référence d'entrée par
voie métrique*



Reference number
ISO 22028-3:2023(E)

© ISO 2023

iTeh STANDARD PREVIEW (standards.iteh.ai)

SIST ISO 22028-3:2023

<https://standards.iteh.ai/catalog/standards/sist/e6cfdac3-3492-4ce5-bd35-4b3c50757a44/sist-iso-22028-3-2023>



COPYRIGHT PROTECTED DOCUMENT

© ISO 2023

All rights reserved. Unless otherwise specified, or required in the context of its implementation, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office
CP 401 • Ch. de Blandonnet 8
CH-1214 Vernier, Geneva
Phone: +41 22 749 01 11
Email: copyright@iso.org
Website: www.iso.org

Published in Switzerland

Contents

	Page
Foreword	iv
Introduction	v
1 Scope	1
2 Normative references	1
3 Terms and definitions	1
4 Requirements	5
4.1 General.....	5
4.2 Adopted white.....	7
4.3 Reference medium primaries and white point.....	7
4.4 RIMM RGB, ERIMM RGB, FP-RIMM RGB colour image encoding.....	7
4.4.1 Encoding principles.....	7
4.4.2 Tristimulus value normalization.....	8
4.4.3 RIMM RGB conversion matrix.....	8
4.4.4 RIMM RGB colour component transfer function.....	9
4.4.5 RIMM RGB digital encoding function.....	9
4.4.6 ERIMM RGB colour component transfer function.....	9
4.4.7 ERIMM RGB digital encoding function.....	10
4.4.8 FP-RIMM RGB colour component transfer function.....	11
4.5 Inverse RIMM RGB transformation.....	11
4.5.1 General.....	11
4.5.2 Inverse RIMM RGB digital encoding function.....	11
4.5.3 Inverse RIMM RGB colour component transfer function.....	12
4.5.4 Inverse ERIMM RGB digital encoding function.....	12
4.5.5 Inverse ERIMM RGB colour component transfer function.....	13
4.5.6 Inverse RIMM RGB conversion matrix.....	13
4.5.7 Inverse tristimulus value normalization.....	13
4.5.8 Inverse FP-RIMM RGB colour component transfer function.....	14
Annex A (informative) Example colour rendering transform from RIMM RGB to ROMM RGB	15
Annex B (informative) Cultural heritage applications of RIMM RGB	20
Bibliography	24

ISO 22028-3:2023(E)

Foreword

ISO (the International Organization for Standardization) is a worldwide federation of national standards bodies (ISO member bodies). The work of preparing International Standards is normally carried out through ISO technical committees. Each member body interested in a subject for which a technical committee has been established has the right to be represented on that committee. International organizations, governmental and non-governmental, in liaison with ISO, also take part in the work. ISO collaborates closely with the International Electrotechnical Commission (IEC) on all matters of electrotechnical standardization.

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).

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see www.iso.org/patents).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT), see www.iso.org/iso/foreword.html.

This document was prepared by Technical Committee ISO/TC 42, *Photography*.

This first edition of ISO 22028-3:2022 cancels and replaces the second edition (ISO/TS 22028-3:2012), which has been technically revised.

The main changes are as follows:

- the Kodak IP statement has been removed;
- some references have been added, deleted, or updated;
- [Annex B](#) has been added.

A list of all parts in the ISO 22028 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

This document has been developed in order to meet the industry need for a complete, fully-documented, publicly-available definition of a wide-primary scene-referred extended colour gamut red-green-blue (RGB) colour image encoding. This encoding provides a way to represent scene-referred images that does not limit the colour gamut to those colours capable of being displayed on a CRT monitor or require the use of negative RGB colourimetry coordinates.

A scene-referred extended colour gamut colour encoding is particularly desirable for professional photography and cultural heritage applications. For example, colours captured by digital cameras, as well as conventional capture devices such as photographic film, can be outside those that can be represented within the colour gamut of a typical monitor or other types of output devices. Similarly, scene-referred images can have a larger luminance dynamic range than output-referred images since they have not been modified by a colour rendering process to fit the images to a specific output medium applying appropriate tone and colour reproduction aims. Retaining the unrendered scene-referred image data has the advantage that it preserves the option to make decisions about how a particular image is to be rendered. For example, a scene-referred image of a backlit scene can retain information about both the dark foreground region and the bright background region of the scene. This information can be used to make a properly exposed print of either the foreground region or the background region, or alternatively can be used to create an improved image by rendering the two regions differently.

By using a standard scene-referred extended colour gamut colour image encoding, images can be stored, interchanged and manipulated without restricting the image to a particular rendering intent or output device. The reference input medium metric RGB (RIMM RGB) colour encoding specified in this document meets the needs of these types of applications, as described in References [14] and [15]. An extended dynamic range version of this colour image encoding known as extended reference input medium metric RGB (ERIMM RGB), and a floating point version known as FP-RIMM RGB are also specified for use with high-dynamic range input sources. The scene-referred RIMM RGB colour image encoding is intended to be complementary to the output-referred ROMM RGB colour image encoding specified in ISO 22028-2[10]. Both colour encodings are based on the same “wide RGB” additive colour space to facilitate the development of image processing algorithms and simple colour rendering transformations to convert scene-referred RIMM RGB images to rendered output-referred ROMM RGB images.

Photography and graphic technology — Extended colour encodings for digital image storage, manipulation and interchange —

Part 3: Reference input medium metric RGB colour image encoding (RIMM RGB)

1 Scope

This document specifies a family of scene-referred extended colour gamut RGB colour image encodings designated as reference input medium metric RGB (RIMM RGB). Digital images encoded using RIMM RGB can be manipulated, stored, transmitted, displayed or printed by digital still picture imaging systems. Three precision levels are defined using 8-, 12- and 16-bits/channel.

An extended luminance dynamic range version of RIMM RGB is also defined, designated as extended reference input medium metric RGB (ERIMM RGB). Two precision levels of ERIMM RGB are defined using 12- and 16-bits/channel.

FP-RIMM RGB, a floating point version of RIMM RGB, defines the expression method of RIMM RGB in a floating point figure. Three precision levels of FP-RIMM RGB are defined using 16-, 32- and 64-bits/channel.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/CIE 11664-1, *Colorimetry — Part 1: CIE standard colorimetric observers*¹⁾

CIE Publication 15, *Colorimetry*

IEEE 754, *IEEE Standard for Floating-Point Arithmetic*

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <https://www.iso.org/obp>
- IEC Electropedia: available at <https://www.electropedia.org/>

1) This International Standard replaces ISO/CIE 10527.

ISO 22028-3:2023(E)

3.1

adapted white

colour stimulus that an observer who is adapted to the viewing environment would judge to be perfectly achromatic and to have a luminance factor of unity; i.e. absolute colourimetric coordinates that an observer would consider to be a perfect white diffuser

Note 1 to entry: The adapted white can vary within a scene.

3.2

additive RGB colour space

colourimetric colour space having three colour primaries (generally red, green and blue) such that CIE XYZ tristimulus values can be determined from the RGB colour space values by forming a weighted combination of the CIE XYZ tristimulus values for the individual colour primaries, where the weights are proportional to the radiometrically linear colour space values for the corresponding colour primaries

Note 1 to entry: A simple linear 3×3 matrix transformation can be used to transform between CIE XYZ tristimulus values and the radiometrically linear colour space values for an additive RGB colour space.

Note 2 to entry: Additive RGB colour spaces are defined by specifying the CIE chromaticity values for a set of additive RGB primaries and a colour space white point, together with a colour component transfer function.

3.3

adopted white

spectral radiance distribution as seen by an image capture or measurement device and converted to colour signals that are considered to be perfectly achromatic and to have an observer adaptive luminance factor of unity; i.e. colour signals that are considered to correspond to a perfect white diffuser

Note 1 to entry: The adopted white can vary within a scene, if such variation is supported by the imaging system.

Note 2 to entry: The adopted white is not required to be an estimate or approximation of the adapted white. For example, if a scene lit by tungsten illumination is captured using a DSC with the white balance set to D55 (daylight), the adopted white will be D55 but the adapted white will be closer to a tungsten illuminant (e.g. ISO 7589 Studio Tungsten^[1] or CIE Illuminant A).

Note 3 to entry: The adopted white can be equal to the adapted white in certain situations and can be different than the adapted white in other situations. See [3.1](#).

3.4

colourimetric colour space

colour space having an exact and simple relationship to CIE colourimetric values

Note 1 to entry: Colourimetric colour spaces include those defined by CIE (e.g. CIE XYZ, CIELAB, CIELUV), as well as colour spaces that are simple transformations of those colour spaces (e.g. *additive RGB colour spaces* ([3.2](#))).

3.5

colour component transfer function

single variable, monotonic mathematical function applied individually to one or more colour channels of a *colour space* ([3.10](#))

Note 1 to entry: Colour component transfer functions are frequently used to account for the nonlinear response of a reference device and/or to improve the visual uniformity of a colour space.

Note 2 to entry: Generally, colour component transfer functions will be nonlinear functions such as a power-law (i.e. “gamma”) function or a logarithmic function. However, in some cases a linear colour component transfer function can be used.

3.6

colour encoding

generic term for a quantized digital encoding of a *colour space* ([3.10](#)), encompassing both *colour space encodings* ([3.11](#)) and *colour image encodings* ([3.8](#))

3.7

colour gamut

solid in a *colour space* (3.10), consisting of all those colours that are either present in a specific scene, artwork, photograph, photomechanical, or other reproduction, or capable of being created using a particular output device and/or medium

3.8

colour image encoding

digital encoding of the colour values for a digital image, including the specification of a *colour space encoding* (3.11), together with any information necessary to properly interpret the colour values such as the image state, the intended image viewing environment and the reference medium

Note 1 to entry: In some cases, the intended image viewing environment will be explicitly defined for the colour image encoding. In other cases, the intended image viewing environment can be specified on an image-by-image basis using metadata associated with the digital image.

Note 2 to entry: Some colour image encodings will indicate particular reference medium characteristics, such as a reflection print with a specified density range. In other cases, the reference medium will not be applicable, such as with a scene-referred colour image encoding, or will be specified using image metadata.

Note 3 to entry: Colour image encodings are not limited to pictorial digital images that originate from an original scene, but are also applicable to digital images with content such as text, line art, vector graphics and other forms of original artwork.

3.9

colour rendering

mapping of image data representing the colour-space coordinates of the elements of a scene to output-referred image data representing the *colour space* (3.10) coordinates of the elements of a reproduction

Note 1 to entry: Colour rendering generally consists of one or more of the following:

- compensating for differences in the input and output viewing conditions;
- tone scale and gamut mapping to map the scene colours onto the dynamic range and *colour gamut* (3.7) of the reproduction;
- applying preference adjustments.

3.10

colour space

geometric representation of colours in space, usually of three dimensions

[SOURCE: CIE Publication 17.4:1987, 845-03-25]

3.11

colour space encoding

digital encoding of a *colour space* (3.10), including the specification of a digital encoding method, and a *colour space* (3.10) value range

Note 1 to entry: Multiple colour space encodings can be defined based on a single colour space where the different colour space encodings have different digital encoding methods and/or colour space value ranges. (For example, 8-bit sRGB and 10-bit e-sRGB are different colour space encodings based on a particular RGB colour space.)

3.12

colour space white point

colour stimulus to which *colour space* (3.10) values are normalized

Note 1 to entry: It is not necessary that the colour space white point correspond to the assumed adapted white point and/or the reference medium white point for a *colour image encoding* (3.8).

ISO 22028-3:2023(E)

3.13

image state

attribute of a *colour image encoding* (3.8) indicating the rendering state of the image data

Note 1 to entry: The primary image states defined in this document are the scene-referred image state, the original-referred image state and the output-referred image state.

3.14

luminance factor

ratio of the luminance of the surface element in the given direction to that of a perfect reflecting or transmitting diffuser identically illuminated

[SOURCE: CIE Publication 17.4:1987, 845-04-69]

3.15

observer adaptive luminance factor

ratio of the luminance of a stimulus to the luminance of a stimulus that an observer adapted to the viewing environment would interpret to be a perfect white diffuser

3.16

output-referred image state

image state (3.13) associated with image data that represents the *colour space* (3.10) coordinates of the elements of an image that has undergone *colour rendering* (3.9) appropriate for a specified real or virtual output device and viewing conditions

Note 1 to entry: When the phrase “output-referred” is used as a qualifier to an object, it implies that the object is in an output-referred image state. For example, output-referred image data are image data in an output-referred image state.

Note 2 to entry: Output referred image data are referred to the specified output device and viewing conditions. A single scene can be colour rendered to a variety of output-referred representations depending on the anticipated output viewing conditions, media limitations and/or artistic intents.

Note 3 to entry: Output-referred image data can become the starting point for a subsequent reproduction process. For example, sRGB output-referred image data are frequently considered to be the starting point for the colour re-rendering performed by a printer designed to receive sRGB image data.

3.17

scene

spectral radiances of a view of the natural world as measured from a specified vantage point in space and at a specified time

Note 1 to entry: A scene can correspond to an actual view of the natural world or to a computer-generated virtual scene simulating such a view.

3.18

scene-referred image state

image state (3.13) associated with image data that represents estimates of the *colour space* (3.10) coordinates of the elements of a scene

Note 1 to entry: When the phrase “scene-referred” is used as a qualifier to an object, it implies that the object is in a scene-referred image state. For example, scene-referred image data are image data in a scene-referred image state.

Note 2 to entry: Scene-referred image data can be determined from raw DSC image data before *colour rendering* (3.9) is performed. Generally, DSCs do not write scene-referred image data in image files, but some do so in a special mode intended for this purpose. Typically, DSCs write standard output-referred image data where colour rendering has already been performed.

Note 3 to entry: Scene-referred image data typically represents relative scene colourimetry estimates. Absolute scene colourimetry estimates can be calculated using a scaling factor. The scaling factor can be derived from additional information such as the image OECF, FNumber or ApertureValue, and ExposureTime or ShutterSpeedValue tags.