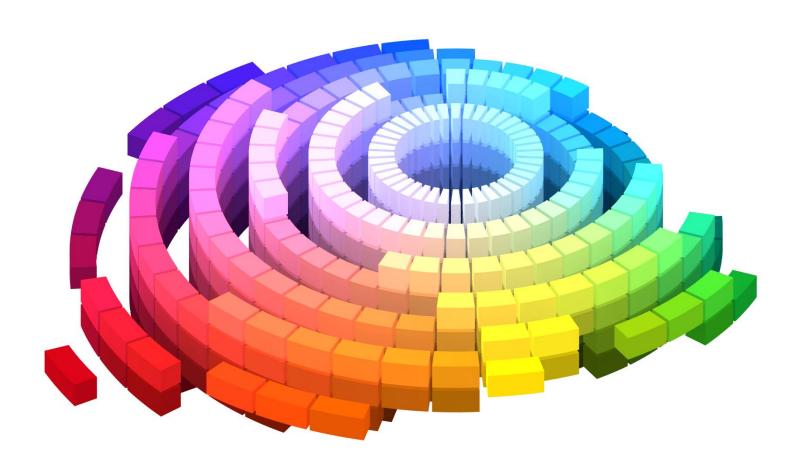
# Why the Planckian Radiator *Remains* the Ideal Low CCT Colour Rendering Reference Illuminant

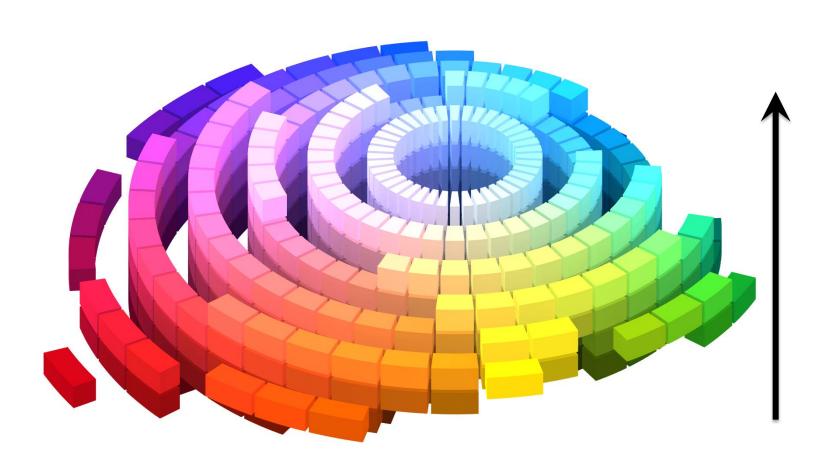


Lorne Whitehead (University of British Columbia)
October 19, 2015

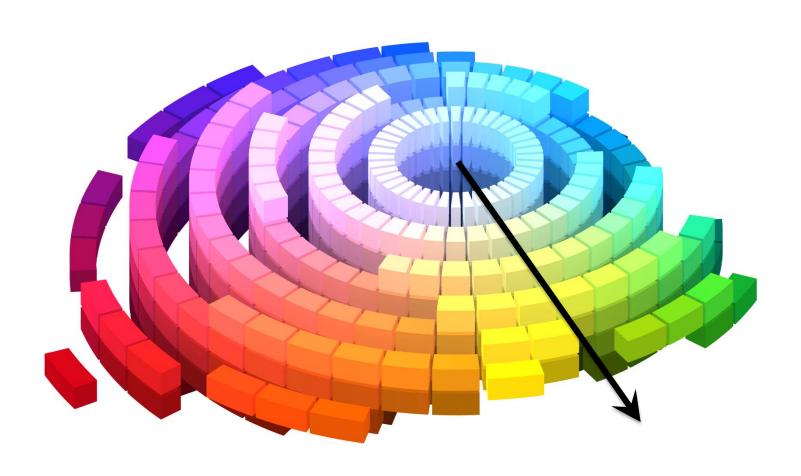
### The 3D Organization of colour Proximity



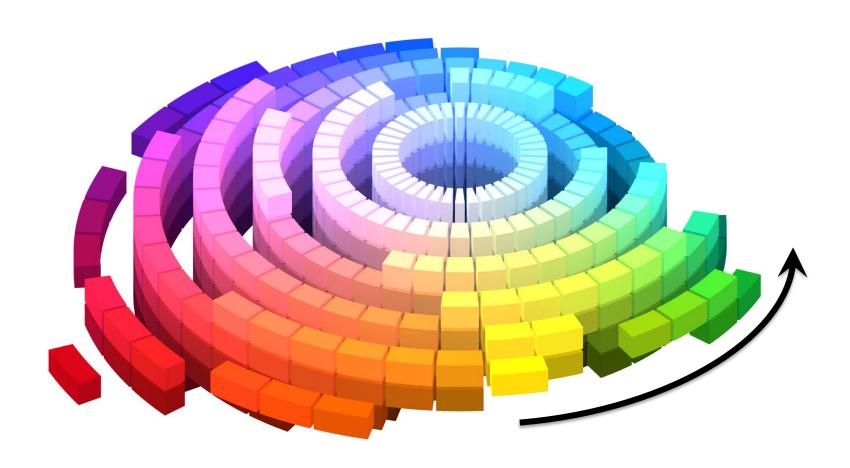
# Lightness:

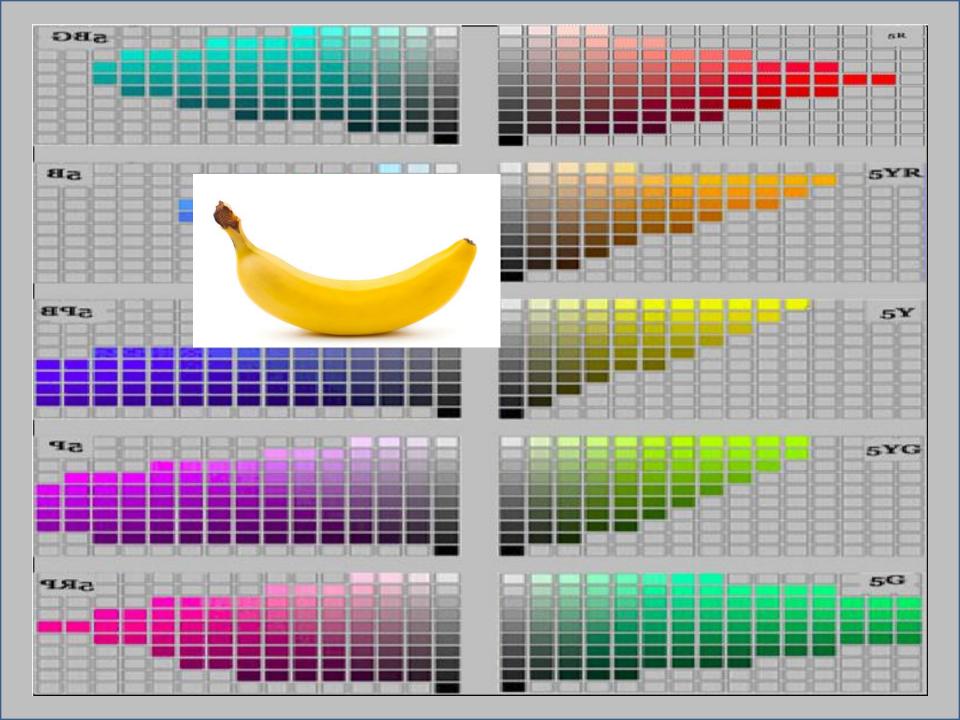


## Chroma

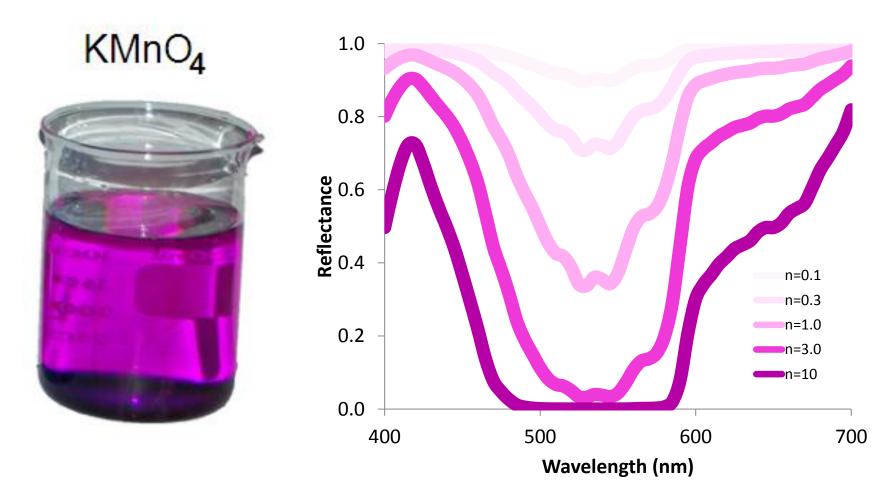


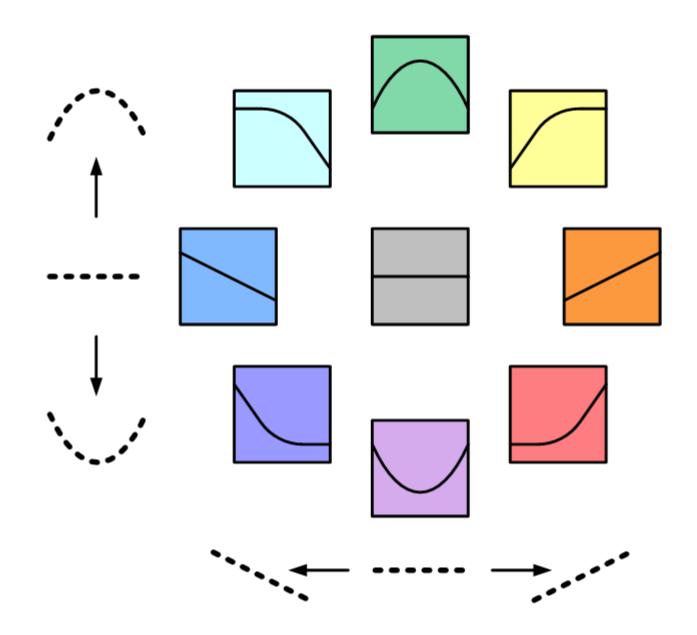
## Hue:

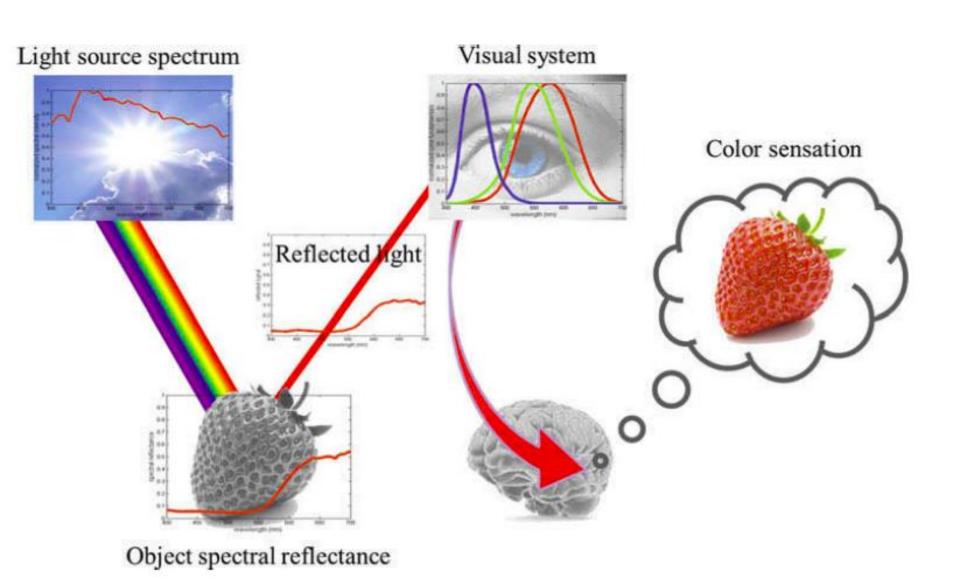




# Hue is a clue!

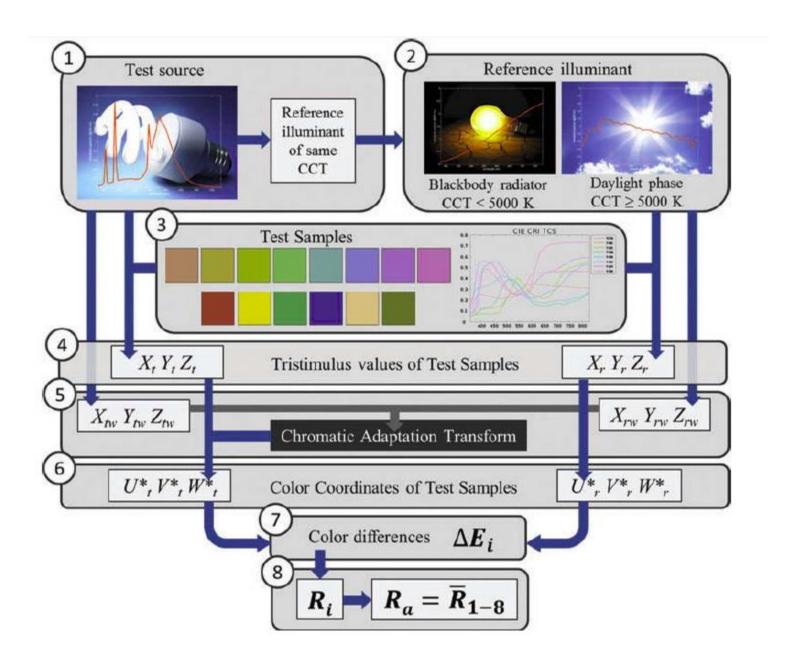






## Requirements for Accurate Hue Perception:

- Sufficient light, to minimize the Hunt effect
- Sufficient chroma, (by limiting glare)
- Spatially uniform illuminant SPD
- High Colour Rendering Index illuminant SPD

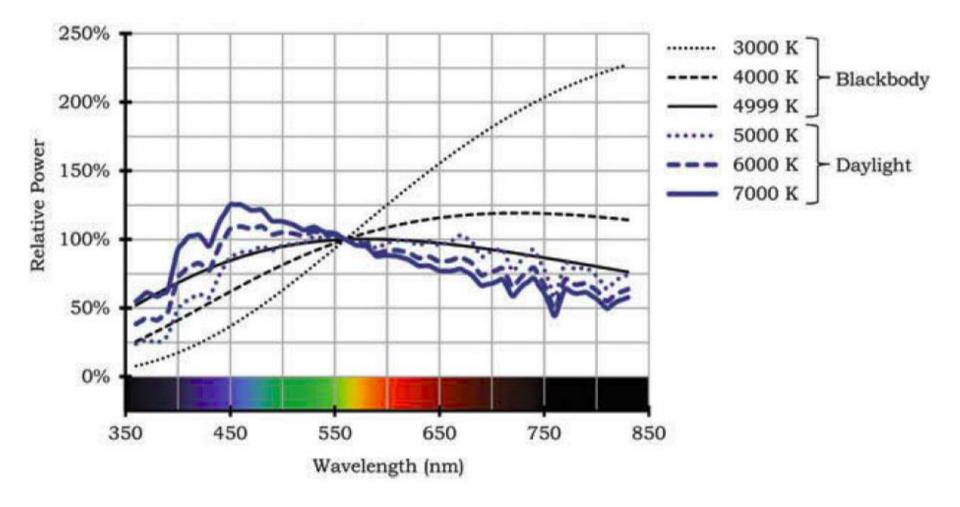


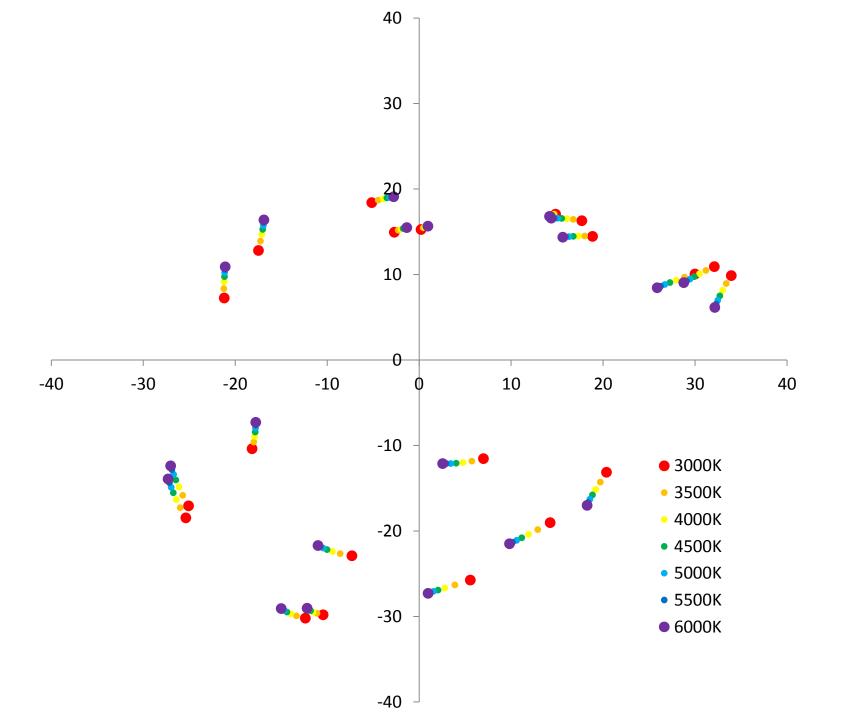
#### **Argument against Planckian Radiator Reference**

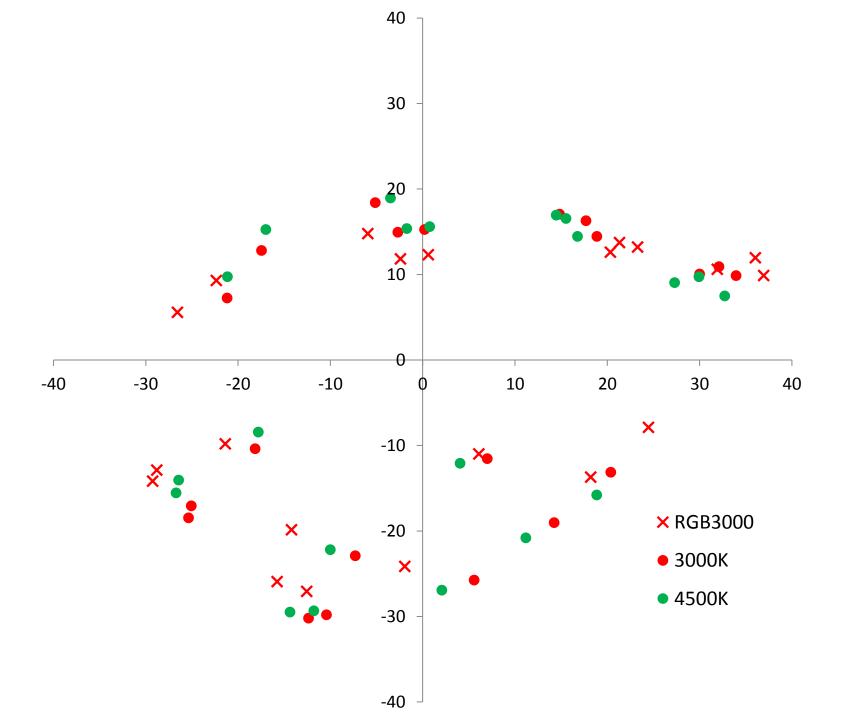
- Everyone accepts daylight as reference for high CCT lighting, its free and universal, but...
- Changing the CCT shifts an object's perceived hue, so there is no such thing as an object's true colour
- Therefore at low CCT, where there is no natural free daylight reference, the choice of reference is arbitrary
- The Planckian radiator was originally chosen only because it was the cheapest and most common source
- Since that's no longer as true as it once was, let's choose a newer, more popular reference for the CRI

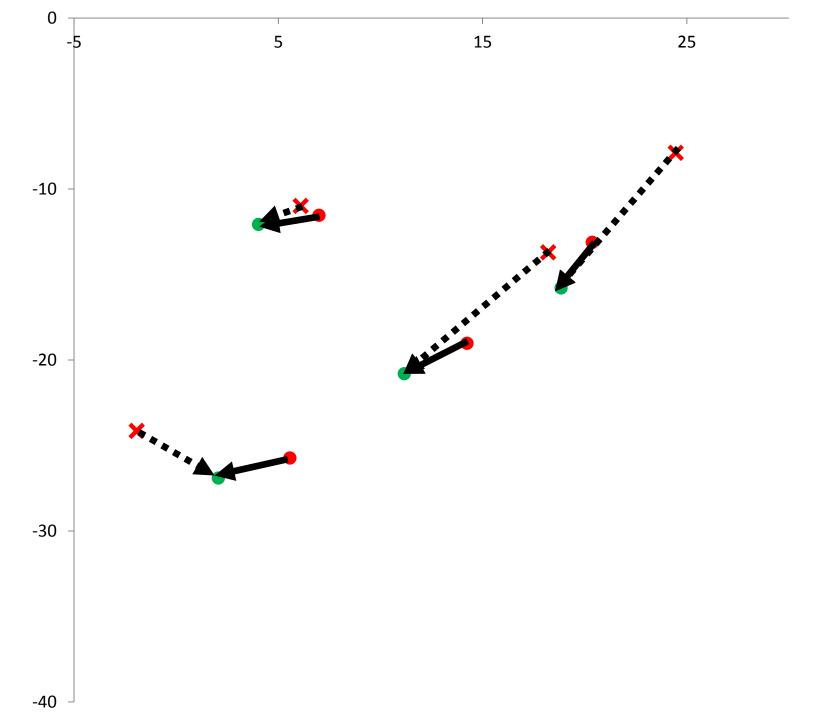
#### Arguments for Planckian Radiator Reference

- CCT-change-induced hue changes are small and non-problematic; daylight color is "real"
- The Planckian radiator is universal and easily reproduced and calculated.
- The Planckian radiator reference does not restrict lamps to the Planckian locus
- There is no valid reason to abandon the Planckian radiator reference illuminant









#### Arguments for Planckian Radiator Reference

- CCT-change-induced hue changes are small and non-problematic; daylight color is "real"
- The Planckian radiator is universal and easily reproduced and calculated
- The Planckian radiator reference does not restrict lamps to the Planckian locus
- There is no valid reason to abandon the Planckian radiator reference illuminant
- So let's stop worrying about that