

## THE ELVIS/REVELATOR SHOW

- 9:00 Introductions (John / Kurt, 15 min)
- 9:15 Why colour control? (Kurt, 45 min)  
Perception  
Metamerism – metamerism box  
Surrounding colour  
Substrates  
Tree forts  
Why gray balance? Dot gain – the infamous dot gain gun
- 10:00 Break (15 minutes)
- 10:15 RGB colour theory (John, 1 hr)  
Guido Sarducci into – three flavours of light  
RGB CMY filters mixing light on overhead projector  
Additive colour – computer monitor demo  
Subtractive colour – mixing paint  
Printing with CMY
- 11:15 Fire and ice (Kurt, 45 min)  
Hands on demo of a printing press
- 12:00 Lunch (1 hr)
- 13:00 Densitometry (Kurt & John, 1 hr 45 min)  
Densitometer for white/gray/black  
What is density? Beer's law and beer  
Use of RGB filters to measure CMY  
SID Tone control, System Brunner, "optimal colourbar", control from work
- 14:45 Break (15 min)
- 15:00 CIELAB (John, 1 hr)  
How do you arrange crayons?  
Munsell colour space  
CIELAB colour space  
Colour difference  
Comparison of CIELAB and density
- 16:00 Conference adjourned



“Colour is the cornerstone of  
the printing industry”

QuadTech.

