

# MEASUREMENT-BASED COLOR CORRECTION METHOD FOR 3D SCANNING SYSTEM

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- WHY DO WE NEED 3D SCANNING?
- HOW DOES 3D SCANNER WORK?
- COLOR CORRECTIONS & EVALUATIONS
  - 2D COLOR CORRECTION
  - 3D COLOR CORRECTION

WHY

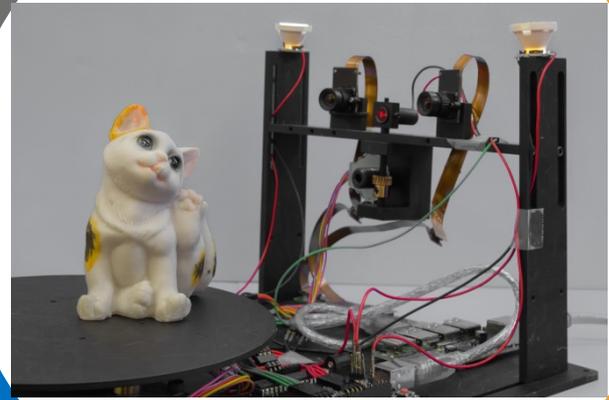
# Personal Statue



# Virtual Reality



# 3D Scanning



# Augmented Reality



# Something Memorable



# Fetus

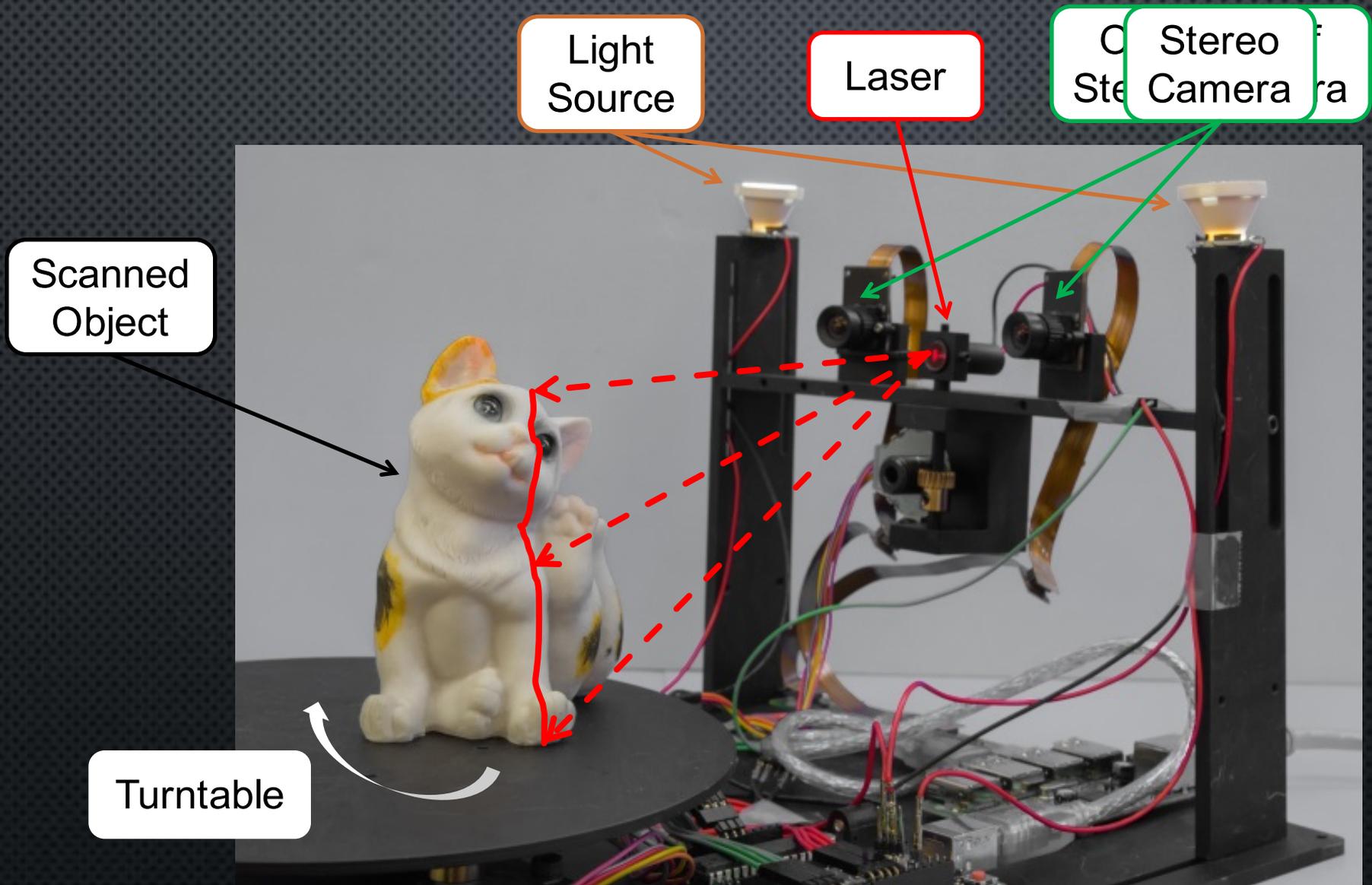
# Specific Application



# HOW

[Watch CI3D Scanner Video](#)

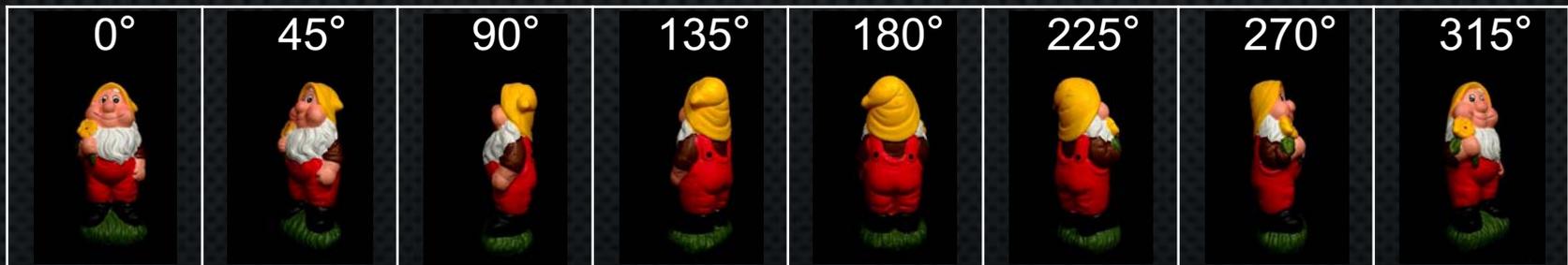
# 3D Scanning Steps



# 3D Scanning Result

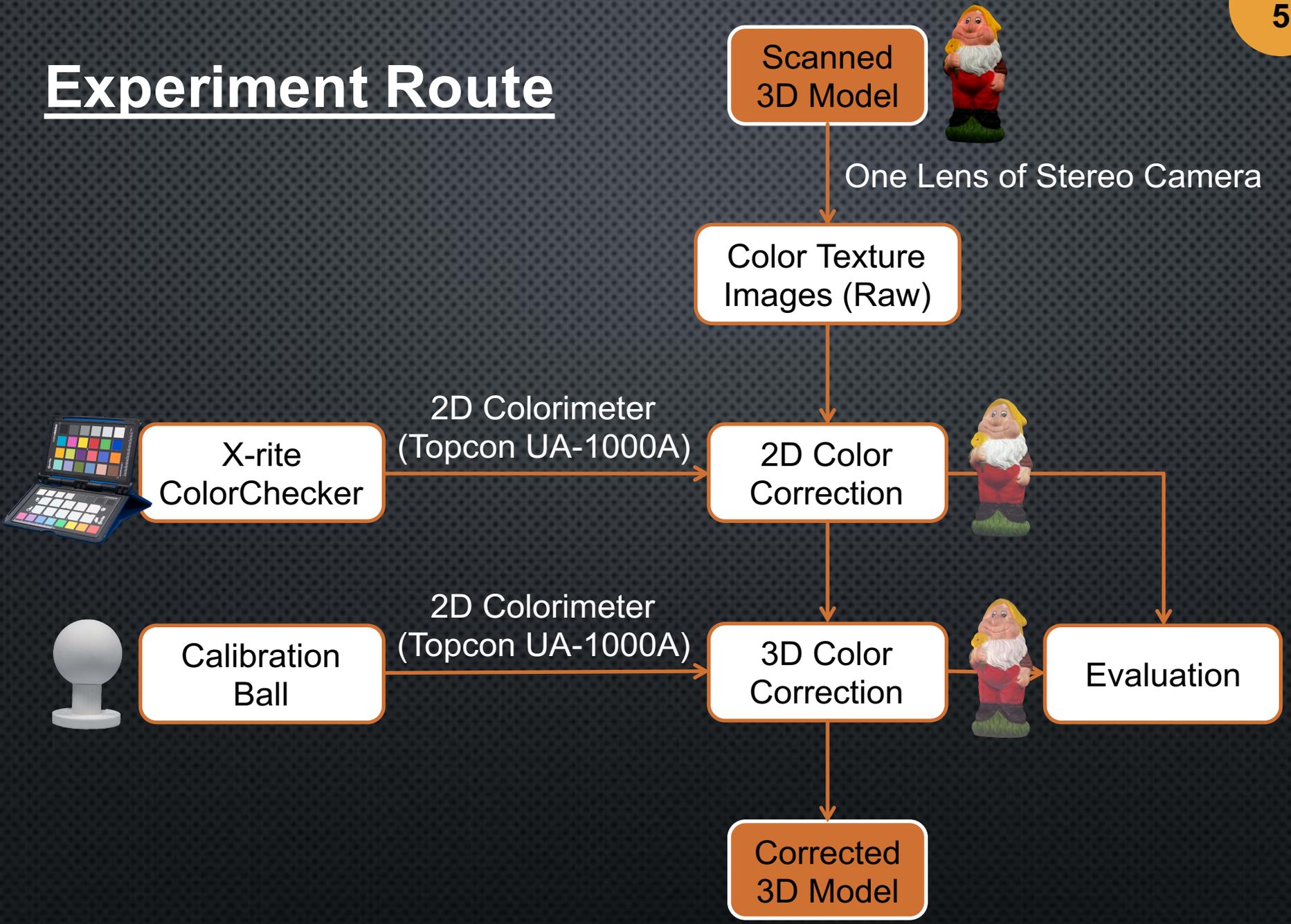


- Color Texture Images



# COLOR CORRECTION

# Experiment Route



**2D Color  
Correction**



**3D Color  
Correction**

# 2D COLOR CORRECTION



**Uniformity  
Correction**

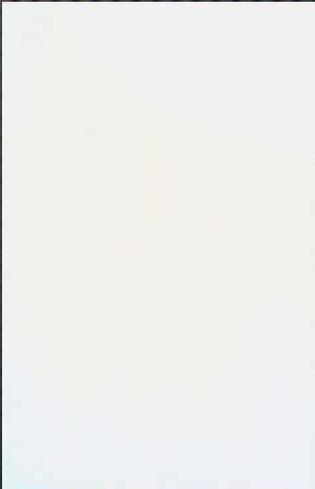


**Camera Color  
Correction**

# Uniformity Correction



# Uniformity Correction

	Raw	Uniformity
White Board		
ColorChecker		

# Reference Values of ColorChecker



# Polynomial Regression

Uniformity Correction

Topcon UA-1000A (Ref.)

$[A]_{24 \times N}$

$\times$

Unknown

$[M]_{N \times 3}$

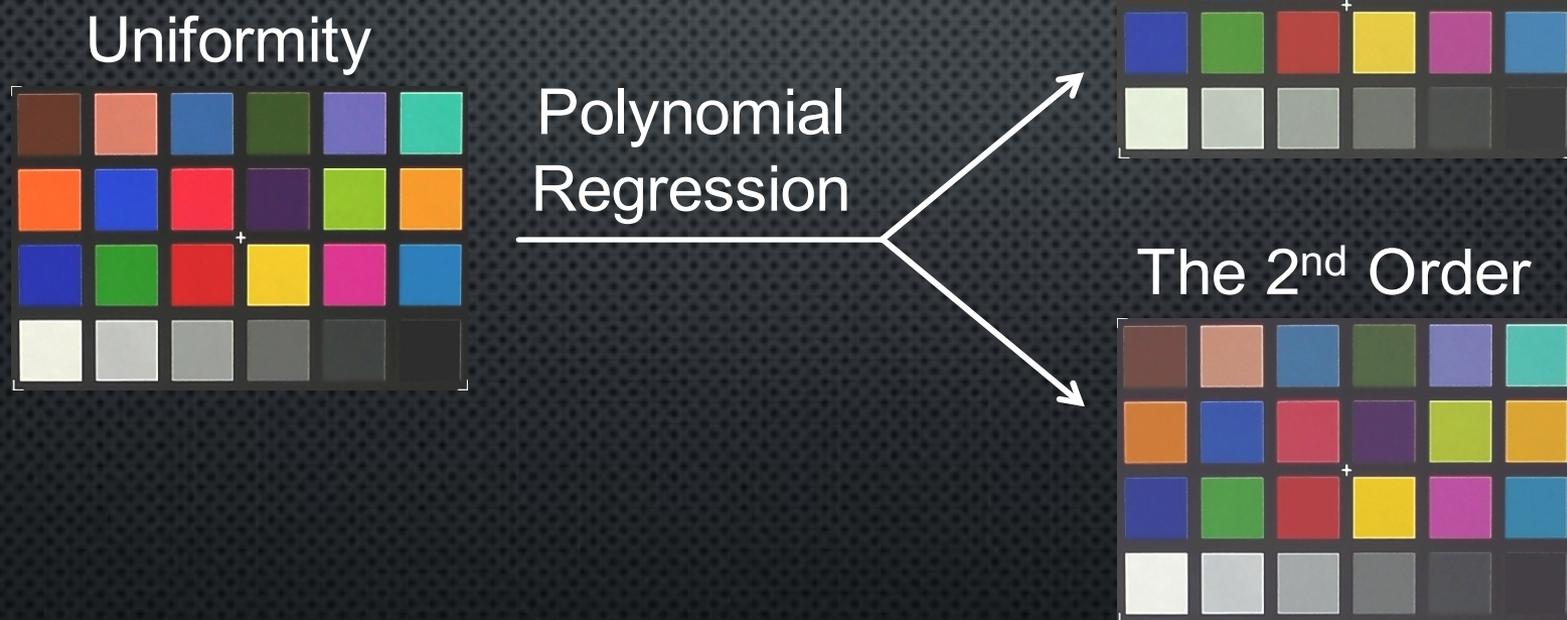
$=$

$[B]_{24 \times 3}$



- $[A]$  and  $[B]$  are normalized RGB, which is normalized to 0~1.

# Camera Color Correction



- The 1<sup>st</sup> Order:  $[A] = [R, G, B, K]$ ,  $K$  is constant
- The 2<sup>nd</sup> Order:  $[A] = [R^2, G^2, B^2, RG, GB, RB, R, G, B, K]$ ,  $K$  is constant

## 2D Color Correction – Color Difference Comparison

	Raw	Uniformity Correction	The 1 <sup>st</sup> Order	The 2 <sup>nd</sup> Order
Colorchecker				
Calibration Ball				
$\Delta E^*_{94}$	25	9	5	4

- $\Delta E^*_{94}$  is calculated according to ColorChecker.

# 3D COLOR CORRECTION



# What is Final Target?

2D Color Correction



Simulation



Topcon UA-1000A (Ref.)



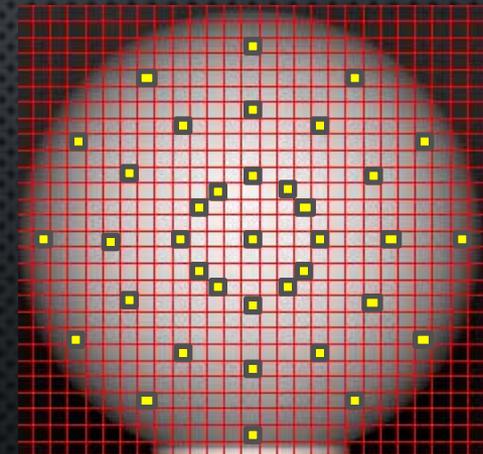
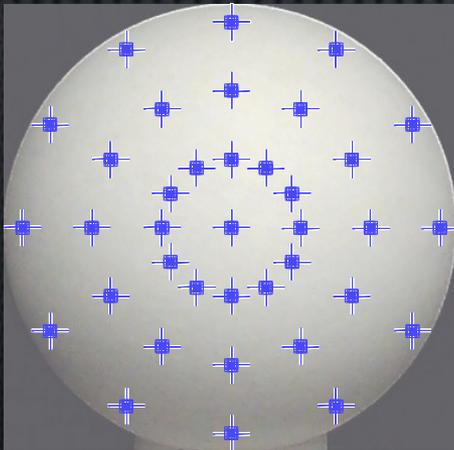
- ◆ Polynomial Regression
- ◆ Look-up Table

# Polynomial Regression

2D Color Correction

Topcon UA-1000A (Ref.)

$$[A]_{37 \times N} \times \text{Unknown } [M]_{N \times 1} = [B]_{37 \times 1}$$



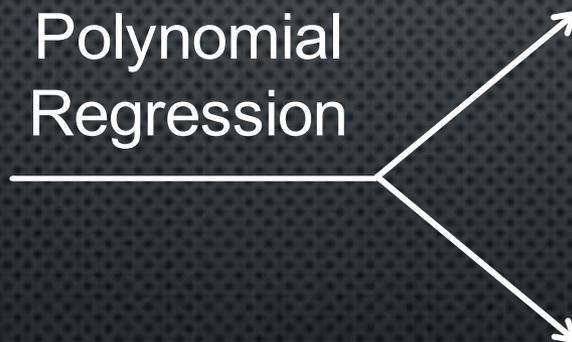
- $[A]$  and  $[B]$  are stimulus values,  $Y$ .

# Polynomial Regression

2D Color Correction



Polynomial  
Regression



The 1<sup>st</sup> Order

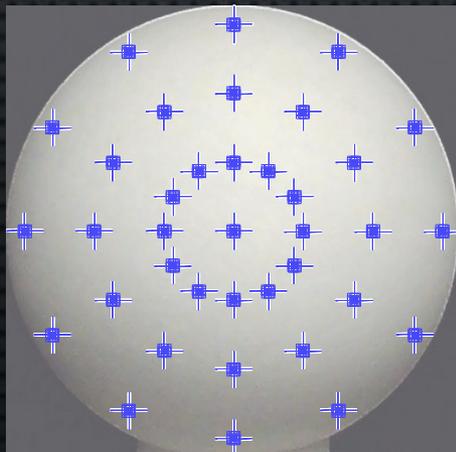
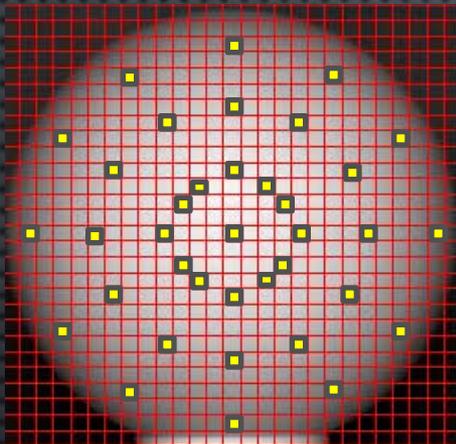


The 2<sup>nd</sup> Order



- The 1<sup>st</sup> Order:  $[A] = [Y]$
- The 2<sup>nd</sup> Order:  $[A] = [Y^2, Y]$

# Look-up Table



## Ratio Table

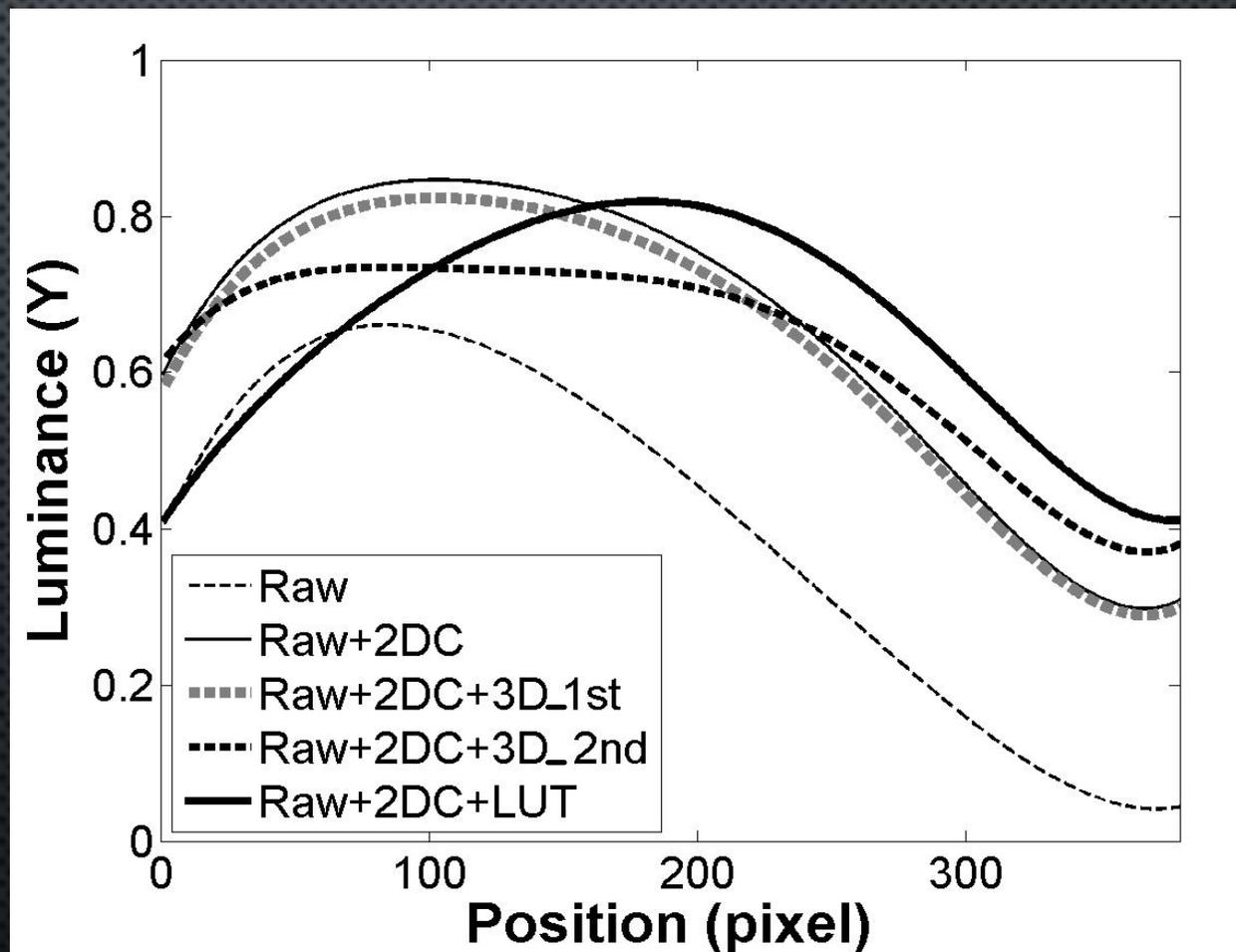
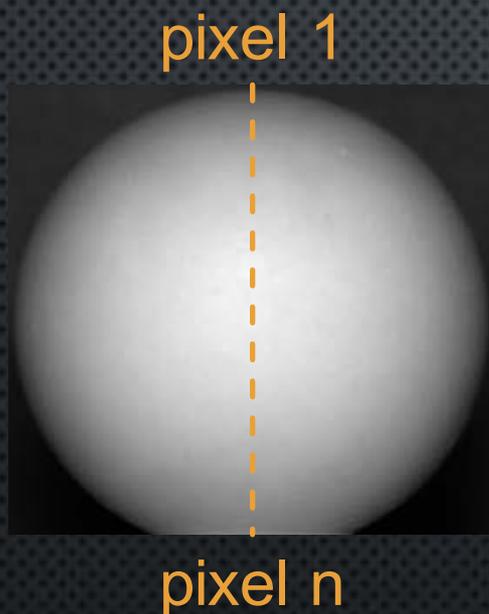
Ratio	X	Y	Z
(0, 0°)	1.2294	1.3448	1.1891
(12, 0°)	0.9604	0.962	0.936
(0, 0°)	1.0015	1.0291	0.9987
(0, 0°)	1.1191	1.0772	1.0954
(0, 30°)	0.9277	0.9902	0.8792
(0, 30°)	0.9337	0.9852	0.9150
(12, 30°)	1.0023	1.0484	1.0413
(0, 30°)	0.8539	0.8076	0.7874
(0, 30°)	0.8810	0.8524	0.8501
(12, 30°)	1.0317	0.9999	0.9854
(0, 30°)	0.8294	0.8076	0.8106
(0, 30°)	0.8772	0.8076	0.8106
(0, 30°)	1.0000	0.9479	0.8473
(12, 120°)	0.9729	1.0167	1.0230
(0, 120°)	0.9999	0.9922	0.9999
(0, 120°)	1.0075	0.9981	0.9999
(12, 120°)	1.2802	1.0876	0.9744
(0, 120°)	1.0406	1.214	1.0994
(0, 120°)	1.1406	1.1006	1.2143
(12, 180°)	1.2106	1.1006	1.0701
(0, 180°)	1.0406	1.0406	1.0209
(0, 180°)	1.0421	1.0211	1.0421
(12, 210°)	1.2802	1.1206	1.0211
(0, 210°)	1.0701	1.2002	1.2101
(0, 210°)	1.1506	1.0901	1.2002
(12, 240°)	1.0406	1.0901	1.1206
(0, 240°)	1.1406	1.4202	0.9701
(0, 240°)	1.2402	1.0706	1.1006
(12, 270°)	1.0206	2.0501	1.0115
(0, 270°)	2.2001	1.4001	2.0401
(0, 270°)	2.0201	2.1404	1.0210
(12, 300°)	1.4001	1.0001	2.0701
(0, 300°)	1.7211	1.4101	1.0501
(0, 300°)	1.6701	2.0401	1.0401
(12, 330°)	1.1206	1.0106	1.0401
(0, 330°)	1.0101	1.2001	1.0401
(0, 330°)	1.0101	1.0501	1.2001
(12, 360°)	1.0506	1.2101	1.2101

## 3D Color Correction – Color Difference Comparison

	Raw	2DC	3D_1 <sup>st</sup> (Luminance)	3D_2 <sup>nd</sup> (Luminance)	LUT (Color)
Calibration Ball					
Scanned Model					
$\Delta E^*_{94}$	24.7	15.7	15.5	15.0	0.5

- $\Delta E^*_{94}$  is calculated according to calibration ball.
- 2DC: 2D Color Correction
- 3D\_1<sup>st</sup>: 3D Color Correction–1<sup>st</sup> Order Polynomial Regression
- 3D\_2<sup>nd</sup>: 3D Color Correction–2<sup>nd</sup> Order Polynomial Regression
- LUT: 3D Color Correction–Look-up Table

## 3D Color Correction – Luminance Distribution Curve



## 3D Color Correction – Contrast Ratio

	Raw	2DC	3D_1 <sup>st</sup> (Luminance)	3D_2 <sup>nd</sup> (Luminance)	LUT (Color)
Calibration Ball					
Contrast Ratio	<b>16:1</b>	<b>3:1</b>	<b>3:1</b>	<b>2:1</b>	<b>2:1</b>

# Overall of Results

Scanned  
3D Model

2D Color  
Correction  
(The 2<sup>nd</sup> Order)

3D Color  
Correction  
(Look-up Table)



CONCLUSION

## ➤ Proposed Color Correction for 3D Scanning

- 2D Color Correction
  - The 1<sup>st</sup> Order Polynomial Regression
  - The 2<sup>nd</sup> Order Polynomial Regression
- 3D Color Correction
  - The 1<sup>st</sup> Order 3D Color Correction
  - The 2<sup>nd</sup> Order 3D Color Correction
  - Look-up Table

## ➤ 2D Color Correction

- Correction tool is **ColorChecker**
- Polynomial regression based on **normalized RGB** is better
- The **2<sup>nd</sup>** order polynomial regression is better than the 1<sup>st</sup> order



## ➤ 3D Color Correction

- Correction tool is **calibration ball**
- **Look-up table method** has the best performance of all



➤ **All the correction can be applied on realistic 3D scanned object well.**

FUTURE WORK

- **Different material** of calibration ball for 3D Color Correction
- **High-end DSLR** replaces 2D colorimeter to capture reference values

# THANK YOU.

Picture Source at P.2:

<http://3dprintingindustry.com/wp-content/uploads/2014/08/facialhair-3d-scanning.png>

[https://s3-us-west-1.amazonaws.com/cubify/website/resources/images/products/sense/sense\\_physicaltodigital.jpg](https://s3-us-west-1.amazonaws.com/cubify/website/resources/images/products/sense/sense_physicaltodigital.jpg)

<http://media02.hongkiat.com/augmented-reality-smart-glasses/meta.jpg>

<http://1.bp.blogspot.com/-cO-IOcFe63M/VMSrZ4I-cfI/AAAAAAAC7Y/KH3OIOitixE/s1600/virtual-reality.jpg>

<http://www.beardmillclinic.com/images/3d-4d-scans.png>