

Image Plots

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Overview

You can display image data as an image plot in a graph window. The image data can be a 2D wave, a layer of a 3D or 4D wave, a set of three layers containing RGB values, or a set of four layers containing RGBA values where A is “alpha” which represents opacity.

When discussing image plots, we use the term *pixel* to refer to an element of the underlying image data and *rectangle* to refer to the representation of a data element in the image plot.

Each image data value defines the color of a rectangle in the image plot. The size and position of the rectangles are determined by the range of the graph axes, the graph width and height, and the X and Y coordinates of the pixel edges.

If your image data is a floating point type, you can use NaN to represent missing data. This allows the graph background color to show through.

Images are displayed behind all other objects in a graph except the ProgBack and UserBack drawing layers and the background color.

An image plot can be false color, indexed color or direct color.

False Color Images

In false color images, the data values in the 2D wave or layer of a 3D or 4D wave are mapped to colors using a color table. This is a powerful way to view image data and is often more effective than either surface plots or contour plots. You can superimpose a contour plot on top of a false color image of the same data.

Igor has many built-in color tables as described in **Image Color Tables** on page II-305. You can also define your own color tables using waves as described in **Color Table Waves** on page II-311. You can also create color index waves that define custom color tables as described in **Indexed Color Details** on page II-312.

Indexed Color Images

Indexed color images use the data values stored in a 2D wave or layer of a 3D or 4D wave as indices into an RGB or RGBA wave of color values that you supply. “True color” images, such as those that come from video cameras or scanners generally use indexed color. Indexed color images are more common than direct color because they consume less memory. See **Indexed Color Details** on page II-312.

Direct Color Images

Direct color images use a 3D RGB or RGBA wave. Each layer of the wave represents a color component - red, green, blue, or alpha. A set of component values for a given row and column specifies the color for the corresponding image rectangle. This provides 24-bit color (RGB) with optional transparency (RGBA). With direct color, you can have a unique color for every rectangle. See **Direct Color Details** on page II-313.

Loading an Image

You can load TIFF, JPEG, PNG, BMP, and Sun Raster image files into matrix waves using the **ImageLoad** or the Load Image dialog via the Data menu.

You can also load images from plain text files, HDF5 files, GIS files, and from camera hardware.

For details, see **Loading Image Files** on page II-138.

Creating an Image Plot

Image plots are displayed in ordinary graph windows. All the features of graphs apply to image plots: axes, line styles, drawing tools, controls, etc. See Chapter II-12, **Graphs**.

Chapter II-15 — Image Plots

You can create an image plot in a new graph window by choosing Windows→New→Image Plot which displays the New Image Plot dialog. This dialog creates a blank graph to which the plot is appended.

The dialog normally generates two commands — a Display command to make a blank graph window, and an AppendImage command to append a image plot to that graph window. This creates a graph like any other graph but, for most purposes, it is more convenient to use the NewImage operation.

Checking the “Use NewImage command” checkbox replaces Display and AppendImage with NewImage. NewImage automatically sizes the graph window to match the number of pixels in the image and reverses the vertical axis so that pictures are displayed right-side-up.

You can show lines of constant image value by appending a contour plot to a graph containing an image. Igor draws contour plots above image plots. See **Creating a Contour Plot** on page II-280 for an example of combining contour plots and images in a graph.

X, Y, and Z Wave Lists

The Z wave is the wave that contains your image data and defines the color for each rectangle in the image plot.

You can optionally specify an X wave to define rectangle edges in the X dimension and a Y wave to define rectangle edges in the Y dimension. This allows you to create an image plot with rectangles of different widths and heights.

When you select a Z wave, Igor updates the X Wave and Y Wave lists to show only those waves, if any, that are suitable for use with the selected Z wave. Only those waves with the proper length appear in the X Wave and Y Wave lists. See **Image X and Y Coordinates** on page II-301 for details.

Choosing `_calculated_` from the X Wave list uses the row scaling (X scaling) of the Z wave selected in the Z Wave list to provide the X coordinates of the image rectangle centers.

Choosing `_calculated_` from the Y Wave list uses the column scaling (Y scaling) of the Z wave to provide Y coordinates of the image rectangle centers.

Modifying an Image Plot

You can change the appearance of the image plot by choosing Image-Modify Image Appearance. This displays the Modify Image Appearance dialog, which is also available as a subdialog of the New Image Plot dialog.

Tip: Use the preferences to change the default image appearance, so you won't be making the same changes over and over. See **Image Preferences** on page II-315.

The Modify Image Appearance Dialog

The Modify Image Appearance dialog applies to false color and indexed color images, but not direct color images. See **Direct Color Details** on page II-313.

To use indexed color, click the Color Index Wave radio button and choose a color index wave. For color index wave details, see **Indexed Color Details** on page II-312.

To use false color, click the Color Table radio button and choose a built-in color table or click the Color Table Wave radio button and choose a color table wave. Autoscaled color mapping assigns the first color in a color table to the minimum value of the image data and the last color to the maximum value. The dialog uses “Z” to refer to the values in the image wave. For more information, see **Image Color Tables** on page II-305.

Indexed and color table colors are distributed between the minimum and maximum Z values either linearly or logarithmically, based on the `ModifyImage log` parameter, which is set by the Log Colors checkbox.

Use Explicit Mode to select specific colors for specific Z values in the image. If an image element is exactly equal to the number entered in the dialog, it is displayed using the assigned color. This is not very useful

for images made with floating-point data; it is intended for integer data. It is almost impossible to enter exact matches for floating-point data.

When you select Explicit Mode for the first time, two entries are made for you assigning white to 0 and black to 255. A third blank line is added for you to enter a new value. If you put something into the blank line, another blank line is added.

To remove an entry, click in the blank areas of a line in the list to select it and press Delete (*Macintosh*) or Backspace (*Windows*).

Image X and Y Coordinates

Images display wave data elements as rectangles. They are displayed versus axes just like XY plots.

The intensity or color of each image rectangle is controlled by the corresponding data element of a matrix (2D) wave, or by a layer of a 3D or 4D wave, or by a set of layers of a 3D RGB or RGBA wave.

When discussing image plots, we use the term *pixel* to refer to an element of the underlying image data and *rectangle* to refer to the representation of a data element in the image plot.

For each of the spatial dimensions, X and Y, the edges of each image rectangle are defined by one of the following:

- The dimension scaling of the wave containing the image data or
- A 1D auxiliary X or Y wave

In the simplest case, all pixels have the same width and height so the pixels are squares of the same size. Another common case consists of rectangular but not square pixels all having the same width and the same height. Both of these are instances of evenly-spaced data. In these cases, you specify the rectangle centers using dimension (X and Y) scaling. This is discussed further under **Image X and Y Coordinates - Evenly Spaced** on page II-302.

Less commonly, you may have pixels of unequal widths and/or unequal heights. In this case you must supply auxiliary X and/or Y waves that specify the edges of the image rectangles. This is discussed further under **Image X and Y Coordinates - Unevenly Spaced** on page II-302.

It is possible to combine these cases. For example, your pixels may have uniform widths and non-uniform heights. In this case you use one technique for one dimension and the other technique for the other dimension.

Sometimes you may have data that is not really image data, because there is no well-defined pixel width and/or height, but is stored in a matrix (2D) wave. Such data may be more suitable for a scatter plot but can be plotted as an image. This is discussed further under **Plotting a 2D Z Wave With 1D X and Y Center Data** on page II-302.

In other cases you may have 1D X, Y and Z waves. These cases are discussed under **Plotting 1D X, Y and Z Waves With Gridded XY Data** on page II-303 and **Plotting 1D X, Y and Z Waves With Non-Gridded XY Data** on page II-304.

The following sections include example commands. If you want to execute the commands, find the corresponding section in the Igor help files by executing:

```
DisplayHelpTopic "Image X and Y Coordinates"
```

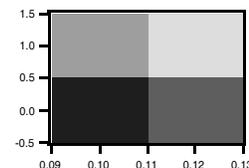
Image X and Y Coordinates - Evenly Spaced

When your data consists of evenly-spaced pixels, you use the image wave's dimension scaling to specify the image rectangle coordinates. You can set the scaling using the Change Wave Scaling dialog (Data menu) or using the **SetScale** operation.

The scaled dimension value for a given pixel specifies the center of the corresponding image rectangle.

Here is an example that uses a 2x2 matrix to exaggerate the effect:

```
Make/O small={ {0,1}, {2,3} } // Set X dimension scaling
SetScale/I x 0.1,0.12,"", small
SetScale/P y 0.0,1.0,"", small // Set Y dimension scaling
Display
AppendImage small // _calculated_ X & Y
ModifyImage small ctab={-0.5,3.5,Grays}
```



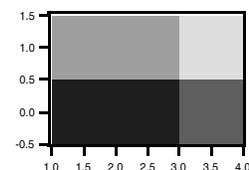
Note that on the X axis the rectangles are centered on 0.10 and 0.12, the matrix wave's X (row) indices as defined by its X scaling. On the Y axis the rectangles are centered on 0.0 and 1.0, the matrix wave's Y (column) indices as defined by its Y scaling. In both cases, the rectangle edges are one half-pixel width from the corresponding index value.

Image X and Y Coordinates - Unevenly Spaced

If your pixel data is unevenly-spaced in the X and/or Y dimension, you must supply X and/or Y waves to define the coordinates of the image rectangle edges. *These waves must contain one more data point than the X (row) or Y (column) dimension of the image wave in order to define the edges of each rectangle.*

In this example, the matrix wave is evenly-spaced in the Y dimension but unevenly-spaced in the X dimension:

```
Make/O small={ {0,1}, {2,3} }
SetScale/P y 0.0,1.0,"", small // Set Y dimension scaling
Make smallx={1,3,4} // Define X edges with smallx
Display
AppendImage small vs {smallx,*}
ModifyImage small ctab={-0.5,3.5,Grays,0}
```



The X coordinate wave (smallx) now controls the vertical edges of each image rectangle. smallx consists of three data points which are necessary to define the vertical edges of the two rectangles in the image plot. The values of smallx are interpreted as follows:

- Point 0: 1.0 Sets left edge of first rectangle
- Point 1: 2.75 Sets right edge of first rectangle and left edge of second rectangle
- Point 2: 4.0 Sets right edge of last rectangle

The 1D edge wave must be either strictly increasing or strictly decreasing.

If you have X and/or Y waves that specify edges but they do not have an extra point, you may be able to proceed by simply adding an extra point. You can do this by editing the waves in a table or using the **Insert-Points** operation. If this is not appropriate, see the next section for another approach.

Plotting a 2D Z Wave With 1D X and Y Center Data

In an image, each pixel has a well-defined width and height. If your data is sampled at specific X and Y points and there is no well-defined pixel width and height, or if you don't know the width and height of each pixel, you don't really have a proper image.

However, because this kind of data is often stored in a matrix wave with associated X and Y waves, it is sometimes convenient to display it as an image, treating the X and Y waves as containing the center coordinates of the pixels.

To do this, you must create new X and Y waves to specify the image rectangle edges. The new X wave must have one more point than the matrix wave has rows and the new Y wave must have one more point than the matrix wave has columns.

A set of image rectangle centers does not uniquely determine the rectangle edges. To see this, think of a 1x1 image centered at (0,0). Where are the edges? They could be anywhere.

Without additional information, the best you can do is to generate a set of plausible edges, as we do with this function:

```
Function MakeEdgesWave(centers, edgesWave)
    Wave centers          // Input
    Wave edgesWave       // Receives output

    Variable N=numpts(centers)
    Redimension/N=(N+1) edgesWave

    edgesWave[0]=centers[0]-0.5*(centers[1]-centers[0])
    edgesWave[N]=centers[N-1]+0.5*(centers[N-1]-centers[N-2])
    edgesWave[1,N-1]=centers[p]-0.5*(centers[p]-centers[p-1])
End
```

This function demonstrates the use of MakeEdgesWave:

```
Function DemoPlotXYZAsImage()
    Make/O mat={ {0,1,2}, {2,3,4}, {3,4,5} } // Matrix containing Z values
    Make/O centersX = {1, 2.5, 5} // X centers wave
    Make/O centersY = {300, 400, 600} // Y centers wave
    Make/O edgesX; MakeEdgesWave(centersX, edgesX) // Create X edges wave
    Make/O edgesY; MakeEdgesWave(centersY, edgesY) // Create Y edges wave
    Display; AppendImage mat vs {edgesX,edgesY}
End
```

If you have additional information that allows you to create edge waves you should do so. Otherwise you can use the MakeEdgesWave function above to create plausible edge waves.

Plotting 1D X, Y and Z Waves With Gridded XY Data

In this case we have 1D X, Y and Z waves of equal length that define a set of points in XYZ space. The X and Y waves constitute an evenly-spaced sampling grid though the spacing in X may be different from the spacing in Y.

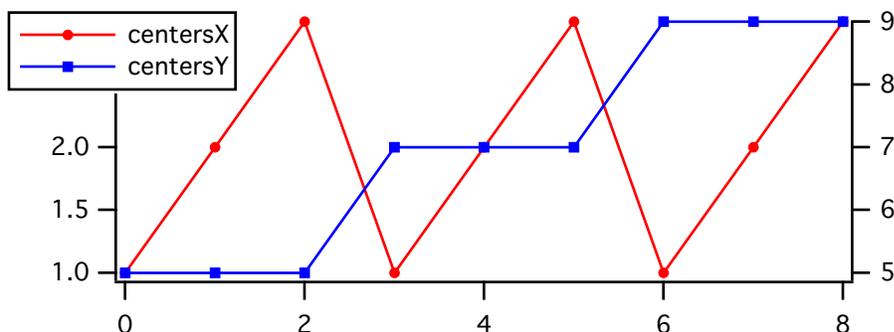
A good way to display such data is to create a scatter plot with color set as a function of the Z data. See **Setting Trace Properties from an Auxiliary (Z) Wave** on page II-228.

It is also possible to transform your data so it can be plotted as an image, as described under **Plotting a 2D Z Wave With 1D X and Y Center Data**. To do this you must convert your 1D Z wave into a 2D matrix wave and then convert your X and Y waves to contain the horizontal and vertical centers of your pixels.

For example, we start with this X, Y and Z data:

```
Make/O centersX = {1,2,3,1,2,3,1,2,3}
Make/O centersY = {5,5,5,7,7,7,9,9,9}
Make/O zData = {1,2,3,4,5,6,7,8,9}
```

If we display the X and Y data in a graph we can see that the X and Y waves exhibit repeating patterns:



To display this as an image, we transform the data so that the Z wave becomes a 2D matrix representing pixel values and the X and Y waves describe the centers of the rows and columns of pixels:

```
Redimension/N=(3,3) zData
Make/O/N=3 xCenterLocs = centersX[p] // 1, 2, 3
Make/O/N=3 yCenterLocs = centersY[p*3] // 5, 7, 9
```

We now have data as described under **Plotting a 2D Z Wave With 1D X and Y Center Data** on page II-302.

Plotting 1D X, Y and Z Waves With Non-Gridded XY Data

In this case you have 1D X, Y and Z waves of equal length that define a set of points in XYZ space. The X and Y waves do not constitute a grid, so the method of the previous section will not work.

A 2D scatter plot is a good way to graphically represent such data:

```
Make/O/N=20 xWave=noise(4), yWave=noise(5), zWave=noise(6) // Random points
Display yWave vs xWave
ModifyGraph mode=3, marker=19
ModifyGraph zColor(yWave)={zWave, *, *, Rainbow, 0}
```

Although the data does not represent a proper image, you may want to display it as an image instead of a scatter plot. You can use the **ImageFromXYZ** operation to create a matrix wave corresponding to your XYZ data. The matrix wave can then be plotted as a simple image plot.

You can also Voronoi interpolation to create a matrix wave from the XYZ data:

```
Concatenate/O {xWave,yWave,zWave}, tripletWave
ImageInterpolate/S={-5,0.1,5,-5,0.1,5} voronoi tripletWave
AppendImage M_InterpolatedImage
```

Note that the algorithm for Voronoi interpolation is computationally expensive so it may not be practical for very large waves. See also **Loess** on page V-454 and **ImageInterpolate** on page V-326 kriging as alternative approaches for generating a smooth surface from unordered scatter data.

Additional options for displaying this type of data as a 3D surface are described under "Scatter Plots" in the "Visualization.ihf" help file and in the video tutorial "Creating a Surface Plot from Scatter Data" at http://www.youtube.com/watch?v=kggo0B43n_c.

Image Orientation

By default, the AppendImage operation draws increasing Y values (matrix column indices) upward, and increasing X (matrix row indices) to the right. Most image formats expect Y to increase downward. As a result, if you create an image plot using

```
Display; AppendImage <image wave>
```

your plot appears upside down.

You can flip an image vertically by reversing the Y axis, and horizontally by reversing the X axis, using the Axis Range tab in the Modify Axes dialog:

You can also flip the image vertically by reversing the Y scaling of the image wave.

A simpler alternative is to use `NewImage` instead of `AppendImage`. You can do this in the New Image Plot dialog by checking the “Use `NewImage` command” checkbox. `NewImage` automatically reverses the left axes.

Image Rectangle Aspect Ratio

By default, Igor does not make the image rectangles square. Use the Modify Graph dialog (in the Graph menu) to correct this by choosing Plan as the graph’s width mode. You can use the Plan height mode to accomplish the same result.

If `DimDelta(imageWave,0)` does not equal `DimDelta(imageWave,1)`, you will need to enter the ratio (or inverse ratio) of these two values in the Plan width or height:

```
SetScale/P x 0,3,"", mat2dImage
SetScale/P y 0,1,"", mat2dImage
ModifyGraph width=0, height={Plan,3,left,bottom}
// or
ModifyGraph height=0, width={Plan,1/3,bottom,left}
```

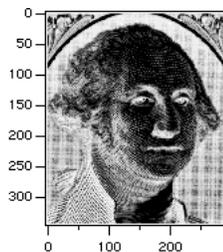
Do not use the Aspect width or height modes; they make the entire image plot square even if it shouldn’t be.

Plan mode ensures the image rectangles are square, but it allows them to be of any size. If you want each image rectangle to be a single point in width and height, use the per Unit width and per Unit height modes. With point X and Y scaling of an image matrix, use one point per unit:

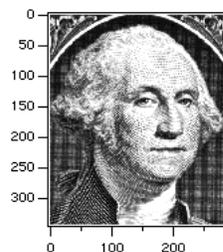
You can also flip an image along its diagonal by setting the Swap XY checkbox.

Image Polarity

Sometimes the image’s pixel values are inverted, too. False color images can be inverted by reversing the color table. Select the Reverse Colors checkbox in the Modify Image Appearance dialog. See **Image Color Tables** on page II-305. To reverse the colors in an index color plot is harder: the rows of the color index wave must be reversed.



After `SetAxis/A/R left`
`ModifyGraph width={Plan,1,bottom,left}`



After reversing
the Grays color table

Image Color Tables

In a false color plot, the data values in the 2D image wave are normally linearly mapped into a table of colors containing a set of colors that lets the viewer easily identify the data values. The data values can be logarithmically mapped by using the `ModifyImage log=1` option, which is useful when they span multiple orders of magnitude.

Chapter II-15 — Image Plots

There are many built-in color tables you can use with false color images. Also, you can create your own color table waves - see **Color Table Waves** on page II-311.

The **CTabList** returns a list of all built-in color table names. You can create a color index wave or a color table wave from any built-in color table using **ColorTab2Wave**.

The **ColorsMarkersLinesPatterns** example Igor experiment, in “Igor Pro Folder:Examples:Feature Demos 2”, demonstrates all built-in color tables. These color tables are summarized in the section **Color Table Details** on page II-308.

Image Color Table Ranges

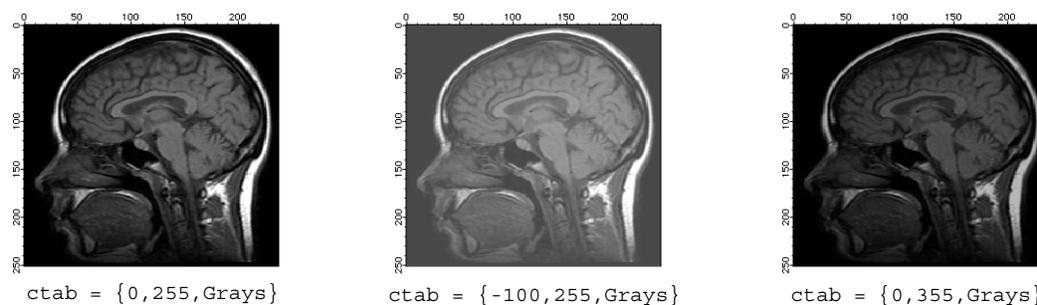
The range of data values that maps into the range of colors in the table can be set either manually or automatically using the Modify Image Appearance dialog.

When you choose to autoscale the first or last color, Igor examines the data in your image wave and uses the minimum or maximum data value found.

By changing the “First Color at Z=” and “Last Color at Z=” values you can examine subtle features in your data.

For example, when using the Grays color table, you can lighten the image by assigning the First Color (which is black) to a number lower than the image minimum value. This maps a lighter color to the minimum image value. To darken the maximum image values, assign the Last Color to a number higher than the image maximum value, mapping a darker color to the maximum image value.

You can adjust these settings interactively by choosing Image→Image Range Adjustment.



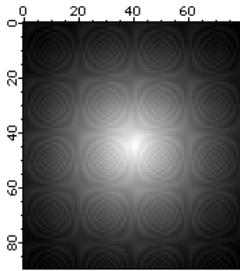
Data values greater than the range maximum are given the last color in the color table, or they can all be assigned to a single color or made transparent. Similarly, data values less than the range minimum are given the first color in the color table, or they can all be assigned to a single color (possibly different from the max color), or made transparent.

Example: Overlaying Data on a Background Image

By setting the image range to render small values transparent, you can see the underlying image in those locations, which helps visualize where the nontransparent values are located with reference to a background image. Here’s a fake weather radar example.

First, we create some “land” to serve as a background image:

```
Make/O/N=(80,90) landWave
landWave = 1-sqrt((x-40)*(x-40)+(y-45)*(y-45))/sqrt(40*40+45*45)
landWave = 7000*landWave*landWave
landWave += 200*sin((x-60)*(y-60)*pi/10)
landWave += 40*(sin((x-60)*pi/5)+sin((y-60)*pi/5))
NewImage landWave
```

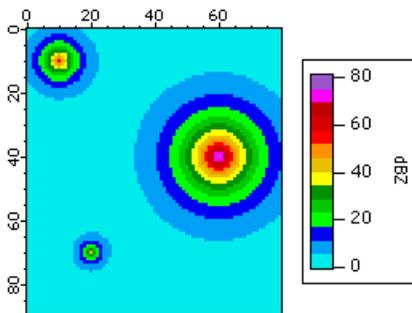


Then we create some “weather” radar data ranging from about 0 to 80 dBZ:

```
Duplicate/O landWave overlayWeather // "weather" radar values
overlayWeather=60*exp(-(sqrt((x-10)*(x-10)+(y-10)*(y-10)))/5) // storm 1
overlayWeather+=80*exp(-(sqrt((x-60)*(x-60)+(y-40)*(y-40)))/10) // storm 2
overlayWeather+=40*exp(-(sqrt((x-20)*(x-20)+(y-70)*(y-70)))/3) // storm 3
SetScale d, 0, 0, "dBZ", overlayWeather
```

We append the overlayWeather wave using the same axes as the landWave to overlay the images. With the default color table range, the landWave is totally obscured:

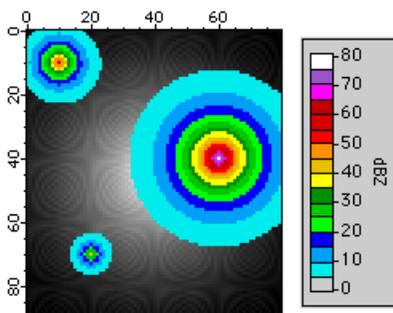
```
AppendImage/T overlayWeather
ModifyImage overlayWeather ctab= {*,*,dBZ14,0}
// Show the image's data range with a ColorScale
ModifyGraph width={Plan,1,top,left}, margin(right)=100
ColorScale/N=text0/X=107.50/Y=0.00 image=overlayWeather
```



We calibrate the image plot colors to National Weather Service values for precipitation mode by selecting the dBZ14color table for data values ranging from 5 to 75, where values below 5 are transparent and values above 75 are white:

We modify the ColorScale to show a range larger than the color table values (0-80):

```
ColorScale/C/N=text0 colorBoxesFrame=1,heightPct=90,nticks=10
ColorScale/C/N=text0/B=(52428,52428,52428) axisRange={0,80},tickLen=3.00
```



Color Table Ranges - Lookup Table (Gamma)

Normally the range of data values and the range of colors are linearly related or logarithmically related if the `ModifyImage log` parameter is set to 1. You can also cause the mapping to be nonlinear by specifying a lookup (or “gamma”) wave, as described in the next example.

Example: Using a Lookup for Advanced Color/Contrast Effects

The `ModifyImage` operation (see page V-542) with the lookup parameter specifies a 1D wave that modifies the mapping of scaled Z values into the current color table. Values in the lookup wave should range from 0.0 to 1.0. A linear ramp from 0 to 1 would have no effect while a ramp from 1 to 0 would reverse the color-map. Used to apply gamma correction to grayscale images or for special effects.

```
Make luWave=0.5*(1+sin(x/30))
Make /n=(50,50) simpleImage=x*y
NewImage simpleImage
ModifyImage simpleImage ctab= {*,*,Rainbow,0}

// After inspecting the simple image, apply the lookup:
ModifyImage simpleImage lookup=luWave
```

Specialized Color Tables

Some of the color tables are designed for specific uses and specific numeric ranges.

The `BlackBody` color table shows the color of a heated “black body”, though not the brightness of that body, over the temperature range of 1,000 to 10,000 K.

The `Spectrum` color table is designed to show the color corresponding to the wavelength of visible light as measured in nanometers over the range of 380 to 780 nm.

The `SpectrumBlack` color table does the same thing, but over the range of 355 to 830 nm. The fading to black is an attempt to indicate that the human eye loses the ability to perceive colors at the range extremities.

The `GreenMagenta16`, `EOSOrangeBlue11`, `EOSSpectral11`, `dBZ14`, and `dBZ21` tables are designed to represent discrete levels in weather-related images, such as radar reflectivity measures of precipitation and wind velocity and discrete levels for geophysics applications.

The `LandAndSea`, `Relief`, `PastelsMap`, and `SeaLandAndFire` color tables all have a sharp color transition which is intended to denote sea level. The `LandAndSea` and `Relief` tables have this transition at 50% of the range. You can put this transition at a value of 0 by setting the minimum value to the negative of the maximum value:

```
ModifyImage imageName, ctab={-1000,1000,LandAndSea,0} // image plot
ColorScale/C/N=scale0 ctab={-1000,1000,LandAndSea,0} // colorscale
```

The `PastelsMap` table has this transition at 2/3 of the range. You can put this transition at a value of 0 by setting the minimum value to twice the negative of the maximum value:

```
ModifyImage imageName, ctab={-2000,1000,PastelsMap,0} // image plot
ColorScale/C/N=scale0 ctab={-2000,1000,PastelsMap,0} // colorscale
```

This principle can be extended to the other color tables to position a specific color to a desired value. Some trial-and-error is to be expected.

The `BlackBody`, `Spectrum`, and `SpectrumBlack` color tables are based on algorithms from the Color Science web site:

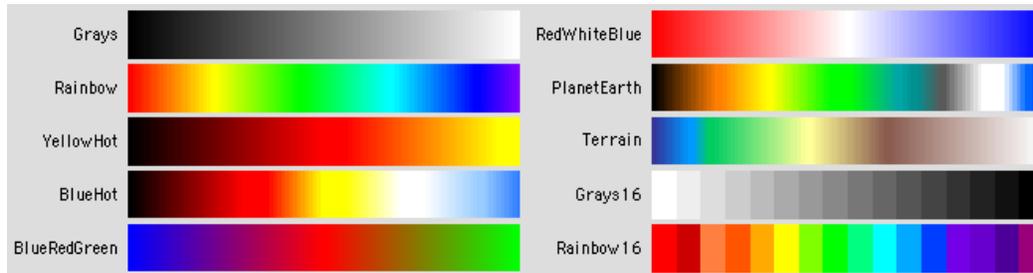
<<http://www.physics.sfasu.edu/astro/color.html>>.

Color Table Details

The built-in color tables can be grouped into several categories.

Igor Pro 4-Compatible Color Tables

Igor Pro 4 supported 10 built-in color tables: Grays, Rainbow, YellowHot, BlueHot, BlueRedGreen, RedWhiteBlue, PlanetEarth, Terrain, Grays16, and Rainbow16. These color tables have 100 color levels except for Grays16 and Rainbow16, which only have 16 levels.



Igor Pro 5-Compatible Color Tables

Igor Pro 5 added 256-color versions of the eight 100-level color tables in Igor Pro 4 (Grays256, Rainbow256, etc.), new gradient color tables, and new special-purpose color tables.

Gradient Color Tables

These are 256-color transitions between two or three colors.

Color Table Name	Colors	Notes
Red	256	Black → red → white.
Green	256	Black → green → white.
Blue	256	Black → blue → white.
Cyan	256	Black → cyan → white.
Magenta	256	Black → magenta → white.
Yellow	256	Black → yellow → white.
Copper	256	Black → copper → white.
Gold	256	Black → gold → white.
CyanMagenta	256	
RedWhiteGreen	256	
BlueBlackRed	256	



Special-Purpose Color Tables

The special purpose color tables are ones that will find use for particular needs, such as coloring a digital elevation model (DEM) of topography or for spectroscopy. These color tables can have any number of color entries.

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The following table summarizes the various special-purpose color tables.

Color Table Name	Colors	Notes
Geo	256	Popular mapping color table for elevations. Sea level is around 50%.
Geo32	32	Quantized to classify elevations. Sea level is around 50%.
LandAndSea	255	Rapid color changes above sea level, which is at exactly 50%. Ocean depths are blue-gray.
LandAndSea8	8	Quantized, sea level is at about 22%.
Relief	255	Slower color changes above sea level, which is at exactly 50%. Ocean depths are black.
Relief19	19	Quantized, sea level is at about 47.5%.
PastelsMap	301	Desaturated rainbow-like colors, having a sharp green→yellow color change at sea level, which is around 66.67%. Ocean depths are faded purple.
PastelsMap20	20	Quantized. Sea level is at about 66.67%.
Bathymetry9	9	Colors for ocean depths. Sea level is at 100%.
BlackBody	181	Red → Yellow → Blue colors calibrated to black body radiation colors (neglecting intensity). The color table range is from 1,000 K to 10,000 K. Each color table entry represents a 50 K interval.
Spectrum	201	Rainbow-like colors calibrated to the visible spectrum when the color table range is set from 380 to 780 nm (wavelength). Each color table entry represents 2nm. Colors do not completely fade to black at the ends of the color table.
SpectrumBlack	476	Rainbow-like colors calibrated to the visible spectrum when the color table range is set from 355 to 830 nm (wavelength). Each color table entry represents 1 nm. Colors fade to black at the ends of the color table.
Cycles	201	Ten grayscale cycles from 0 to 100% to 0%.
Fiddle	254	Some randomized colors for “fiddling” with an image to detect faint details in the image.
Pastels	256	Desaturated Rainbow.

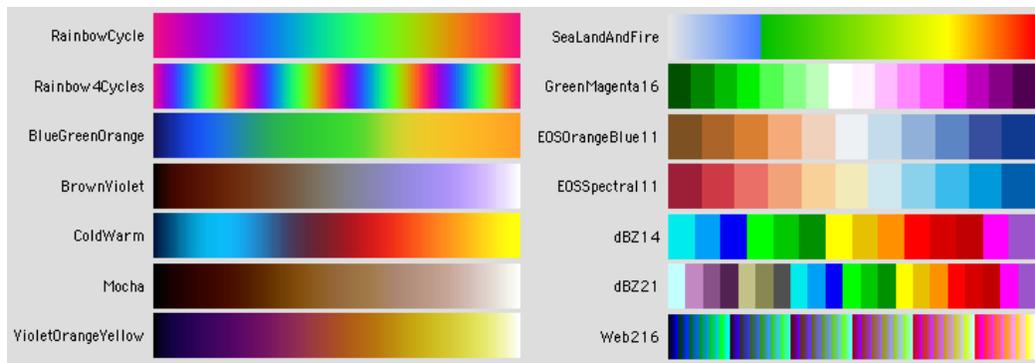


Igor Pro 6-Compatible Color Tables

Igor Pro 6 added 14 new color tables.

Color Table Name	Colors	Notes
RainbowCycle	360	Red, green, blue vary sinusoidally, each 120 degrees (120 values) out of phase. The first and last colors are identical.
Rainbow4Cycles	360	4 cycles with one quarter of the angular resolution.

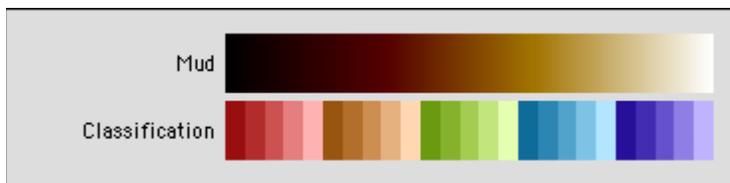
Color Table Name	Colors	Notes
BlueGreenOrange	300	Three-color gradient.
BrownViolet	300	Two-color gradient.
ColdWarm	300	Multicolor gradient for temperature.
Mocha	300	Two-color gradient.
VioletOrangeYellow	300	Multicolor gradient for temperature.
SeaLandAndFire	256	Another topographic table. Sea level is at 25%.
GreenMagenta16	16	Similar to the 14-color National Weather Service Motion color tables (base velocity or storm relative values), but friendly to red-green colorblind people.
EOSOrangeBlue11	11	Colors for diverging data (friendly to red-green colorblind people).
EOSSpectral11	11	Modified spectral colors (friendly to red-green colorblind people).
dBZ14	14	National Weather Service Reflectivity (radar) colors for Clear Air (-28 to +24 dBZ) or Precipitation (5 to 70 dBZ) mode.
dBZ21	21	National Weather Service Reflectivity (radar) colors for combined Clear Air and Precipitation mode (-30 to 70 dBZ).
Web216	216	The 216 “web-safe” colors, provides a wide selection of standard colors in a single color table. Intended for trace f(z) coloring using the ModifyGraph zColor parameter.



Igor Pro 6.2-Compatible Color Tables

Igor Pro 6.2 added 2 new color tables:

Color Table Name	Colors	Notes
Mud	256	Dark brown to white, without the pink cast of the Mocha color table. For Veeco atomic force microscopes.
Classification	25	5 hues for classification, 5 saturations for variations within each class.



Color Table Waves

Igor Pro 7 added a way to use color index waves (see **Indexed Color Details** on page II-312) as if they were color tables.

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With a color index wave, the image wave data value is used as an X index into the color index wave to select the color for a given point. The resultant color depends on the data value and the X scaling of the color index wave.

With a color table wave, the image wave's full range of data values, or a range that you explicitly specify, is mapped to the entire color table wave. The resultant color depends on the data value and the operative range only, not on the color table wave's X scaling.

A trivial way to generate a color table wave is to call the ColorTab2Wave operation which creates a 3 column RGB wave named M_Colors, where column 0 is the red component, column 1 is green, and column 2 is blue, and each value is between 0 (dark), and 65535 (bright).

With a 3 column RGB color table wave, all colors are opaque. You can add a fourth column to control transparency, making it an RGBA wave. The fourth column of an RGBA wave represents "alpha", where 0 is fully transparent and 65535 is fully opaque.

The syntaxes for using color table waves for image plots, contour plots, graph traces, and colorscales vary and are detailed in their respective commands. See **ModifyImage** (ctab keyword), **ModifyContour** (ctabFill and ctabLines keywords), **ModifyGraph (traces)** (zColor keyword) and **ColorScale** (ctab keyword).

Indexed Color Details

An indexed color plot uses a 2D image wave, or a layer of a 3D or 4D wave, and a color index wave. The image wave data value is used as an X index into the color index wave to select the color for a given image rectangle. The resulting color depends on the data value and the X scaling of the color index wave.

A color index wave is a 2D RGB or RGBA wave. An RGB wave has three columns and each row contains a set of red, green, and blue values that range from 0 (zero intensity) to 65535 (full intensity). An RGBA wave has three color columns plus an alpha column whose values range from 0 (fully transparent) to 65535 (fully opaque).

Linear Indexed Color

For the normal linear indexed color, Igor finds the color for a particular image data value by choosing the row in the color index wave whose X index corresponds to the image data value. Igor converts the image data value zImageValue into a row number colorIndexWaveRow using the following computation:

```
colorIndexWaveRow = floor(nRows*(zImageValue-xMin)/xRangeInclusive)
```

where,

```
nRows = DimSize(colorIndexWave, 0)
xMin = DimOffset(colorIndexWave, 0)
xRangeInclusive = (nRows-1) * DimDelta(colorIndexWave, 0)
```

If colorIndexWaveRow exceeds the row range, then the Before First Color and After Last Color settings are applied.

By setting the X scaling of the color index wave, you can control how Igor maps the image data value to a color. This is similar to setting the First Color at Z= and Last Color at Z= values for a color table.

Logarithmic Indexed Color

For logarithmic indexed color (the ModifyImage log parameter is set to 1), colors are mapped using the log(x scaling) and log(image z) values this way:

```
colorIndexWaveRow = floor(nRows*(log(zImageValue)-log(xMin))/(log(xmax)-log(xMin)))
```

where,

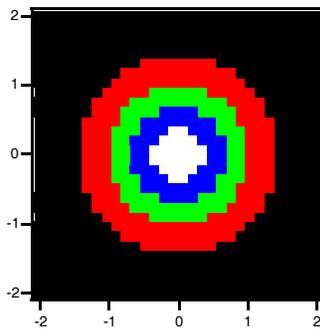
```
nRows = DimSize(colorIndexWave,0)
xMin = DimOffset(colorIndexWave,0)
xMax = xMin + (nRows-1) * DimDelta(colorIndexWave,0)
```

Displaying image data in log mode is slower than in linear mode.

Example: Point-Scaled Color Index Wave

```
// Create a point-scaled, unsigned 16-bit integer color index wave
Make/O/W/U/N=(1,3) shortindex // initially 1 row; more will be added
shortindex[0] [] = {{0},{0},{0}} // black in first row
shortindex[1] [] = {{65535},{0},{0}} // red in new row
shortindex[2] [] = {{0},{65535},{0}} // green in new row
shortindex[3] [] = {{0},{0},{65535}} // blue in new row
shortindex[4] [] = {{65535},{65535},{65535}} // white in new row

// Generate sample data and display it using the color index wave
Make/O/N=(30,30)/B/U expmat // /B/U makes unsigned byte image
SetScale/I x,-2,2,"" expmat
SetScale/I y,-2,2,"" expmat
expmat= 4*exp(-(x^2+y^2)) // test image ranges from 0 to 4
Display;AppendImage expmat
ModifyImage expmat cindex=shortindex
```



Direct Color Details

Direct color images use a 3D RGB wave with 3 color planes containing absolute values for red, green and blue or a 3D RGBA wave that adds an alpha plane. Generally, direct color waves are either unsigned 8 bit integers or unsigned 16 bit integers.

For 8-bit integer waves, 0 represents zero intensity and 255 represents full intensity. For alpha, 0 represents fully transparent and 255 represents fully opaque.

For all other number types, 0 represents zero intensity but 65535 represents full intensity. For alpha, 0 represents fully transparent and 65535 represents fully opaque. Out-of-range values are clipped to the limits.

Try the following example, executing each line one at a time:

```
Make/O/B/U/N=(40,40,3) matrgb
NewImage matrgb
matrgb[] [] [0] = 127*(1+sin(x/8)*sin(y/8)) // Specify red, 0-255
matrgb[] [] [1] = 127*(1+sin(x/7)*sin(y/6)) // Specify green, 0-255
matrgb[] [] [2] = 127*(1+sin(x/6)*sin(y/4)) // Specify blue, 0-255

// Switch to floating point, image turns black
Redimension/S matrgb

// Scale floating point to 0..65535 range
matrgb *= 256
```

Because the appearance of a direct color image is completely determined by the image data, the Modify Image Appearance dialog has no effect on direct color images, and the dialog appears blank.

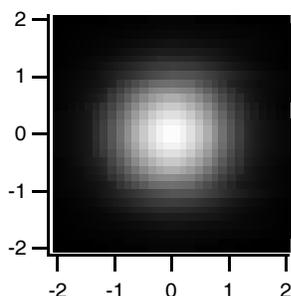
Creating Color Legends

You can create a color legend using a color scale annotation. For background information, see **Legends** on page III-43 and **Color Scales** on page III-48 sections.

We will demonstrate with a simple image plot:

```
Make/O/N=(30,30) expmat
SetScale/I x,-2,2,"" expmat; SetScale/I y,-2,2,"" expmat
expmat= exp(-(x^2+y^2)) // data ranges from 0 to 1
Display;AppendImage expmat // by default, left and bottom axes
ModifyGraph width={Plan,1,bottom,left},mirror=0
```

This creates the following image, using the autoscaled Grays color table:



Choose Graph→Add Annotation to display the Add Annotation dialog.

Choose “ColorScale” from the Annotation pop-up menu.

Switch to the Frame tab and set the Color Bar Frame Thickness to 0 and the Annotation Frame to None.

Switch to the Position tab, check the Exterior checkbox, and set the Anchor to Right Center.

Click Do It. Igor executes:

```
ColorScale/C/N=text0/F=0/A=RC/E image=expmat,frame=0.00
```

This generates the following image plot:

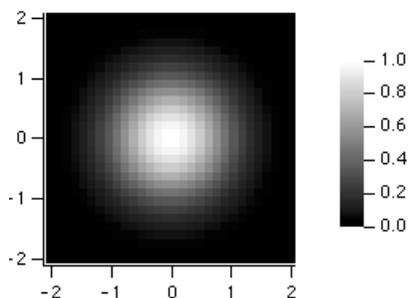


Image Instance Names

Igor identifies an image plot by the name of the wave providing Z values (the wave selected in the Z Wave list of the Image Plot dialogs). This “image instance name” is used in commands that modify the image plot.

In this example the image instance name is “zw”:

```
Display; AppendImage zw // new image plot
ModifyImage zw ctab={*,*,BlueHot} // change color table
```

In the unusual case that a graph contains two image plots of the same data, to show different subranges of the data side-by-side, for example, an instance number must be appended to the name to modify the second plot:

```
Display; AppendImage zw; AppendImage/R/T zw // two image plots
ModifyImage zw ctab={*,*,RedWhiteBlue} // change first plot
ModifyImage zw#1 ctab={*,*,BlueHot} // change second plot
```

The Modify Image Appearance dialog generates the correct image instance name automatically. Image instance names work much the same way wave instance names for traces in a graph do. See **Instance Notation** on page IV-19.

The **ImageNameList** function (see page V-340) returns a string list of image instance names. Each name corresponds to one image plot in the graph. The **ImageInfo** function (see page V-324) returns information about a particular named image plot.

ImageNameList returns strings, but ModifyImage uses names. The \$ operator turns a string into a name. For example:

```
Function SetFirstImageToRainbow(graphName)
  String graphName
  String imageInstNames = ImageNameList(graphName, ";")
  String firstImageName = StringFromList(0, imageInstNames) // Name in a string
  if (strlen(firstImageName) > 0)
    // $ converts string to name
    ModifyImage/W=$graphName $firstImageName ctab={,,Rainbow}
  endif
End
```

Image Preferences

You can change the default appearance of image plots by capturing preferences from a prototype graph containing image plots. Create a graph containing an image plot with the settings you use most often. Then choose Capture Graph Prefs from the Graph menu. Select the Image Plots category, and click Capture Prefs.

Preferences are normally in effect only for *manual* operations, not for automatic operations from Igor procedures. Preferences are discussed in more detail in Chapter III-18, **Preferences**.

The Image Plots category includes both Image Appearance settings and axis settings.

Image Appearance Preferences

The captured Image Appearance settings are automatically applied to an image plot when it is first created, provided preferences are turned on. They are also used to preset the Modify Image Appearance dialog when it is invoked as a subdialog of the New Image Plot dialog.

If you capture the Image Plot preferences from a graph with more than one image plot, the first image plot appended to a graph gets the settings from the image first appended to the prototype graph. The second image plot appended to a graph gets the settings from the second image plot appended to the prototype graph, etc. This is similar to the way XY plot wave styles work.

Image Axis Preferences

Only axes used by the image plot have their settings captured. Axes used solely for an XY, category, or contour plot are ignored.

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The image axis preferences are applied only when axes having the same name as the captured axis are created by an AppendImage command. If the axes existed before AppendImage is executed, they are not affected by the image axis preferences.

The names of captured image axes are listed in the X Axis and Y Axis pop-up menus of the New Image Plot and Append Image Plot dialogs. This is similar to the way XY plot axis preferences work.

For example, suppose you capture preferences for an image plot using axes named “myRightAxis” and “myTopAxis”. These names will appear in the X Axis and Y Axis pop-up menus in image plot dialogs.

If you choose them in the New Image Plot dialog and click Do It, a graph will be created containing *newly-created* axes named “myRightAxis” and “myTopAxis” and having the axis settings you captured.

If you have a graph which already uses axes named “myRightAxis” and “myTopAxis” and choose these axes in the Append Image Plot dialog, the image will be appended to those axes, as usual, but no captured axis settings will be applied to these *already-existing* axes.

You can capture image axis settings for the standard left and bottom axes, and Igor will save these separately from left and bottom axis preferences captured for XY, category, and contour plots. Igor will use the image axis settings for AppendImage commands only.

How to Use Image Preferences

Here is our recommended strategy for using image preferences:

1. Create a new graph containing a single image plot. Use the axes you will normally use, even if they are left and bottom. You can use other axes, too (select New Axis in the New Image Plot and Append Image Plot dialogs).
2. Use the Modify Image Appearance, Modify Graph, and Modify Axis dialogs to make the image plot appear as you prefer.
3. Choose Capture Graph Prefs from the Graph menu. Select the Image Plots category, and click Capture Prefs.

Image Plot Shortcuts

Since image plots are drawn in a normal graph, all of the **Graph Shortcuts** (see page II-265) apply. Here we list those which apply specifically to image plots.

Action	Shortcut (Macintosh)	Shortcut (Windows)
To modify the appearance of the image plot as a whole	Control-click in the plot area of the graph and choose Modify Image from the pop-up menu.	Right-click in the plot area of the graph and choose Modify Image from the pop-up menu.

References

Light, Adam, and Patrick J. Bartlein, The End of the Rainbow? Color Schemes for Improved Data Graphics, *Eos*, 85, 385-391, 2004.

See also <http://geography.uoregon.edu/datagraphics/color_scales.htm>.

Wyszecki, Gunter, and W. S. Stiles, *Color Science: Concepts and Methods, Quantitative Data and Formula*, 628 pp., John Wiley & Sons, 1982.