



Dear Color Expert,

The ICC is coming to England on June 19th with the highly acclaimed Developers' Conference, ICC DevCon '06! As you may be aware, the ICC organized its first conference in November 2005 in conjunction with the I S & T. Based on that success and the interest of the color community worldwide, we're repeating the program in Leeds, England in conjunction with CGIV. Below is complete information on the program and a registration form. The program is economically priced and content rich. Don't miss this opportunity to learn from the experts how to implement ICC profiles or an ICC based workflow. Register now for ICC DevCon '06!

Sincerely,

William K. "Kip" Smythe
ICC Secretary

ICC DevCon '06 is sponsored by:



Tutorial Schedule 1:00 pm — 6:30 pm

T1: ICC Version 4 Capabilities Review 45 min
(1:00 – 1:45)

Image interpretation can affect the selection and control of color processing and can make or break the quality of the results. ICC V4 provides both measurement and pleasing picture interpretation paths. In addition, three different classes of color rendering transformations can be applied to the input interpretations. This tutorial will provide a review of essential ICC Version 4 capabilities, particularly those that advance beyond the V2 foundation. Advances that are currently under development in the ICC will be introduced.

Presenter: William Li, Kodak Graphic Communications Group

T2: The impact of workflow on color management systems 45 min
(1:45 – 2:30)

Workflow systems bridge between discrete ICC color management components and are often responsible for enabling the use of color management technologies in real world color applications. ICC color management is applicable to and is used in a wide range of color systems, from highly specialized digital cinema color special effects to high volume publications printing to home photography. The ICC Workflow WG works to model ICC technologies in workflows so that the color management needs of diverse use case systems can be addressed in an open, platform independent manner. This tutorial will review the series of workflow models that have been developed within the ICC Workflow WG, focusing on the ways in which such workflow models can be used to derive color management systems requirements. The tutorial will consider how color fidelity through a workflow can be affected by the command and control level of the color management system.

Presenter: Ann McCarthy, Lexmark International, Inc.

Afternoon Break #1 30 min (2:30 – 3:00)

T3: How should device drivers use ICC profiles? 45 min
(3:00 – 3:45)

In a late-binding color workflow, color values are converted to the values needed by each particular display device just as the data is being processed for display. This tutorial will discuss how to construct device driver interactions with ICC profiles and with operating system color APIs. The particulars of exemplary print path software architectures will be explored. The presentation will include a demonstration of under the hood operations to take a 'consumer level' digital

photo from a digital camera --- all the way through printing the image on a home or small office type of printer. The tutorial will include details on how Apple OS X communicates with devices to control color management options.

Presenter: Luke Wallis, Apple Computer, Inc.

T4: Under the hood: the V4 CMM and the new ICC Perceptual PCS 45 min
(3:45 – 4:30)

ICC profiles carry information that enables software, the software typically referred to as a color management module (CMM), to interpret color encodings from one device or imaging condition to another. The ICC specification itself pertains to the semantics and formatting of the information in ICC profiles. How is the information in ICC profiles intended to be used? This tutorial will introduce the fundamentals of the V4 CMM color rendering architecture, and provide insight into particular color rendering aspects that may be handled in a CMM, including white point compensation, black point compensation, gamut mapping, and rendering differences as a function of source profile rendering or re-rendering into ICC PCS (ICC profile connection space). The ICC SampleICC code base will be used as an example. The discussion will include exploration of image adaptive methods enabled by the V4 architecture.

Presenter: Max Derhak, Onyx Graphics Corp.

Afternoon Break #2 30 min (4:30 - 5:00)

T5: ICC V4 colorimetric rendering intents – applicability, construction 45 min
(5:00 – 5:45)

The ICC V4 media-relative colorimetric rendering (MRC) intent is strictly defined with a measurement basis. This supports the ICC V4 objective to enable dynamic (runtime adaptive) color rendering in ‘smart’ CMMs. This tutorial will examine ICC media relative colorimetric intent construction and the CMM rendering approaches that it supports. Differences between MRC in V2 and V4 will be evaluated. The discussion will explore: the computation required to obtain the ICC absolute colorimetric rendering intent transform from MRC, handling illuminants that differ from D50, using the chromatic adaptation tag and the media white point tag, mixing MRC and perceptual PCS, the relationship between the perceptual rendering intent and the media-relative colorimetric rendering intent transforms within a single profile, and an introduction to Black Point Compensation (BPC).

Presenter: Marti Maria Saguer, Hewlett Packard

T6: ICC V4 perceptual rendering intent – applicability, construction 45 min
(5:45 – 6:30)

The V4 perceptual rendering intent is quite different from that of V2. This tutorial will discuss the details of the enhancement – as it affects particular classes

of color rendering and as it impacts construction of the perceptual rendering intent tag data in a V4 profile. For example, the perceptual rendering transform in an input profile should (in some cases) be distinctly different from that in an output profile. The discussion will include an analysis of 'media-relative colorimetric (MRC) rendering plus black point compensation (BPC)' as a first level perceptual rendering intent (i.e., How does BPC relate to perceptual black?), rendering transform invertability, and the new Perceptual Reference Medium Gamut (PRMG). Color appearance, viewing environment, and the relevance of the chromatic adaptation tag to the perceptual rendering intent transform will be discussed.

Presenter: Jack Holm, Hewlett Packard

Wine & Cheese Networking Event 6:30 pm —8:00 pm

REGISTRATION INFORMATION

ICC DevCon '06 will be held June 19, 2006 at Leeds University, Leeds, England. A block of rooms is being held in the name of the ICC at the Hilton Leeds City Hotel. The rate per night is 120 British Pounds which includes breakfast. To reserve a room, please contact the hotel at (t) 0113-220-7755 and tell them you are with the ICC group.

Use the form below to register for the conference. Registration fees:

ICC, IS&T and SID Members

\$250 each for the first and second registration from each company,

\$150 each for additional registrations from the same company

Non-Members: \$350 each for the first and second registration from each company,

\$225 each for additional registrations from the same company

Registrations received by May 19 qualify for a \$50 "early bird" discount.

Cancellations must be submitted in writing to ICC. If your cancellation is received by May 19, you will receive a full refund minus a \$50 administrative processing charge. No refunds can be given for cancellations received after May 19. Substitutions may be made at no charge. Save a copy for your records and return this Registration Form to:

ICC Secretariat
1899 Preston White Drive
Reston, VA 20191-5367 USA
Telephone: 703/264-7200
Fax: 703/620-0994
E-mail: ksmythe@npes.org

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Sorry, ICC cannot bill you. The full registration fee must accompany this registration form. Please pay by credit card or check in U.S. funds drawn on a U.S. bank payable to ICC.

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Registration fees are not deductible for federal income tax purposes.