

**Sunday, November 22, 2020**

## **ATSC Preamble-mag-images plus inside them.**

The video signal requires luminance information and two chrominance information in order to reconstitute the three primary colors red, green and blue (RGB) of the color display which uses the principle of additive synthesis.



### **Registration**

Actually, 3D is really the most normal thing because it's how those of us with two eyes usually see the world.

TVs are the unusual things in 2D! Shigeru Miyamoto.

**This choice was historically guided by the need to ensure the compatibility of black and white televisions when the NTSC, PAL then SÉCAM standards were introduced, and after observing that human vision has less sensitivity to color than to brightness.**

**The luminance signal  $Y$  is constructed from the three primaries  $R$ ,  $G$  and  $B$  picked up according to coefficients depending on the standard used.**

**The blue difference ( $B - Y$ ) and red difference ( $R - Y$ ) chrominance signals may be weighted differently depending on the systems used.**

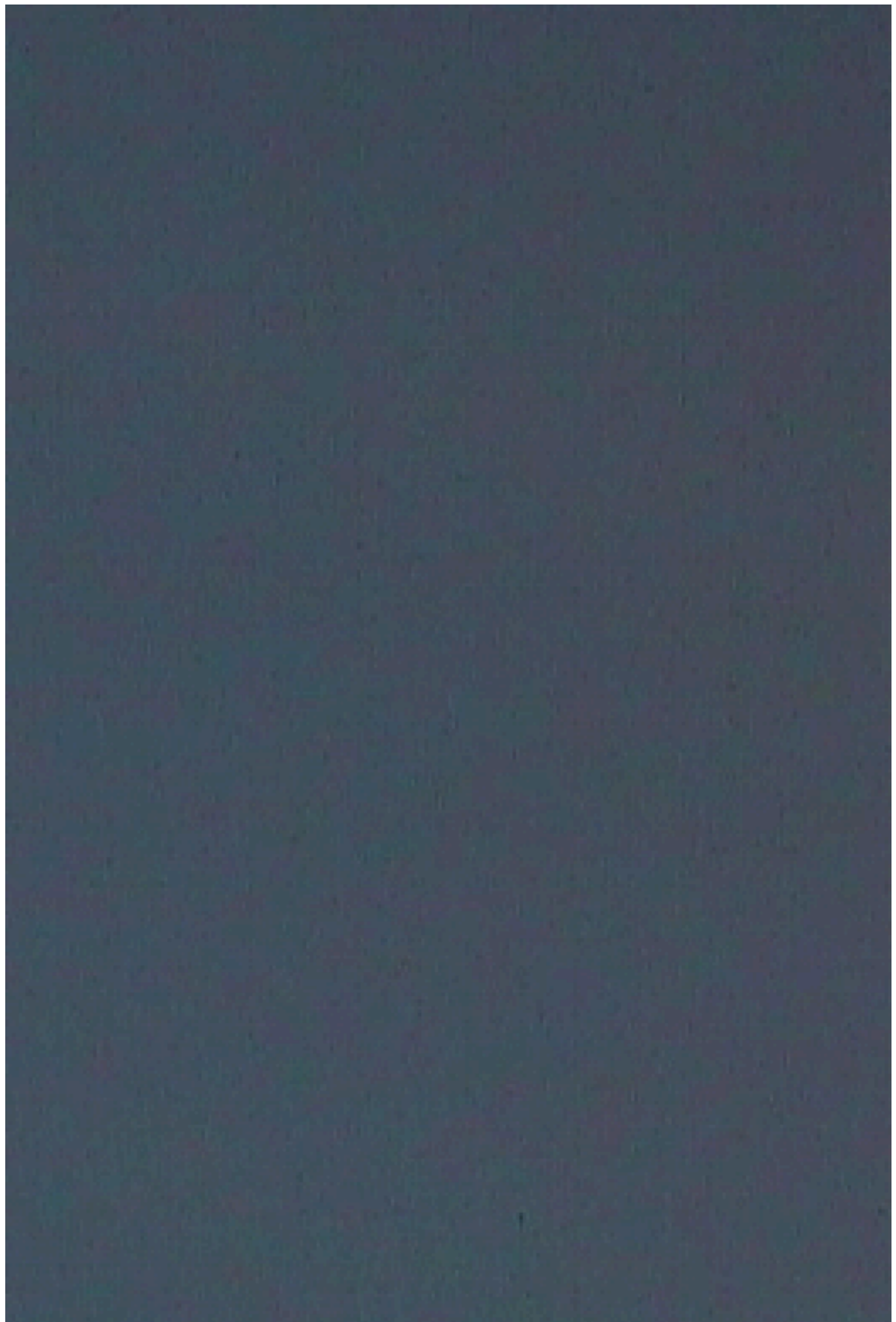
**They can occupy less bandwidth because they are less important than the luminance on the subjective sharpness and fineness of the details of the displayed image: this leads in many cases to the downsampling of the chrominance of the digital video signal.**

**In the case of a component (analog) signal, the three signals are transmitted on different channels.**

**In the case of a composite (analog) signal, the chrominance signals are modulated with a sub-carrier so as to transmit the signal on a single channel.**



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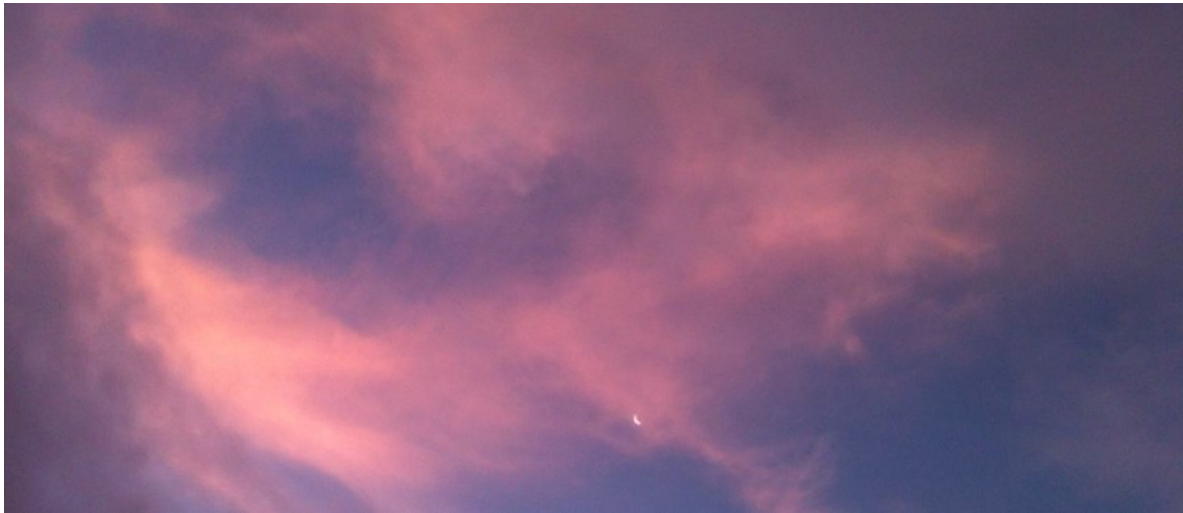




**Well visible in a video rework: I wanted to push the values like that and very liked it. (It's not to the max)**

**In fact, it's many research by my tumblr since the video; few times, before and, alot, after.**

In the case of the **digital signal** the type of sub-sampling used provides information on the level of precision of the chrominance in relation to the luminance.



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In all cases, the operations making it possible to pass the captured RGB signals to the YCBCR components are carried out after gamma correction.

Luminance is a quantity corresponding to the visual sensation of luminosity of a surface so the power of visible light passing or being emitted at a surface feature in a given direction, per unit area and per unit solid angle.

When the visibility or not of electromagnetic radiation matters little, we speak of energetic luminance or radiance.

In photometry, a frequency weighting based on the sensitivity of the human eye is applied to radiation.

In colorimetry, many color representation systems break down the visual sensation of a color stimulus into two supposedly independent parts, luminance and chromaticity.

Since the object of colorimetry is to compare colored visual sensations, the absolute value of the luminance of the stimuli is not important. A relative luminance is generally used, with respect to the maximum of the device.



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The luminance varies in this case between a zero value for black and 1 for white taken as a reference.

The relative luminance used in colorimetry is the absolute luminance of the photometry up to a factor that is rarely useful to know.

In color video technology, the luminance or luma signal, commonly called luminance, is the part of the signal, common with black and white video, which carries information on the brightness of each element of the screen.

Luminance is associated with the chrominance signal or chroma, commonly known as chrominance, the part of the signal that carries color information.

All these technical informations are a preamble of subjects in the magazine in progress with, inside (better) **samples** of magnetic images =)

**Linked**





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Posted by [Veronica IN DREAM](#) at 8:49 AM