Bibliography

[1] N. Ahuja and Azriel Rosenfeld. Mosaic models for textures. *IEEE*, PAMI-3:225–235, 1981.

[2] K-H Baeuml and B. Wandell. Color appearance of mixture gratings. *Vision Research*, 36(18):2849–64, 1996.

[3] Ramon Baldrich, Maria vanrell, and Juan José Villanueva. Texture–colour features for tile classification. In *Proceedings of SPIE - The International Society for Optical Engineering*, volume 3826, pages 124–135, 1999.

[4] Ramon Baldrich, Maria vanrell, Juan José Villanueva, and Jaime López-Krahe. Ceramic tile classification based on colour similarity measurements. In *Workshop on European Scientific and Industrial Collaboration on promoting*, 1998.

[5] Kobus Barnard. Computational color constancy: Taking theory into practice, 1995. Simon Fraser University, School of Computing. Available from http://citeseer.nj.nec.com/279611.html.

[6] Kobus Barnard. *Practical Colour Constancy*. PhD thesis, Simon Fraser University, School of Computing, 1999.

[7] J. Beck, A. Sutter, and R. Ivry. Spatial frequency channels and perceptual grouping in texture segregation. *Computer Vision, Graphics, and Image Processing*, 37:299–325, 1987.

[8] Robert Benavente, Ramon Baldrich, Maria Cinta Olivé, and Maria Vanrell. Colour naming considering the colour variability problem. *Computación y Sistemas*, pages 30–43, 2000.

[9] Robert Benavente, Gemma Sànchez, Ramon Baldrich, Maria Vanrell, and Josep Lladós. Normalized colour segmentation for human appearance description. In *15th ICPR '2000*, 2000.

[10] Christopher M. Bishop. *Neural Netwrorks for Pattern Recognition*. Oxford University Press, 1997.

[11] C Boukouvalas and M Petrou. Perceptual correction for colour grading of random textures. *Machine Vision and Applications*, 12(3):129–136, Oct 2000.

[12] Constantinos R. Boukouvalas. *Colour shade grading and its applications to visual inspection.* PhD thesis, Surrey University, 1996.

[13] Costas Boukouvalas, Francesco De Natale, Giovanni De Toni, Josef Kittler, Radek Marik, Majid Mirmehdi, Maria Petrou, Philip Le Roy, Roberto Salgari, and Gianni Vernazza. An integrated system for quality inspection of tiles. In *International Conference on Quality Control by Artificial Intelligence*, pages 49–54, 1997.

[14] D. Brainard and W. Freeman. Bayesian color constancy, 1997.

[15] Michael W. Burke. *Image Acquisition.* Chapman & Hall, 1996.

[16] B.V.Funt, M.S.Drew, and M.Brockington. Recovering shading from color images. In *Proceedings of 2nd ECCV '92*, pages 124–132, 1992.

[17] T. Caelli and D. Reye. On the classification of image regions by colour, texture and shape. *Pattern Recognition*, 26(4):461–470, 1993.

[18] V. Cardei, B. Funt, and K. Barnard. Modeling color constancy with neural networks. In *Proc. International Conference on Vision Recognition, Action: Neural Models of Mind and Machine*, 1997.

[19] Chad Carson, Serge Belongie, Hayit Greenspan, and Jitendra Malik. Region–based image querying. In *CPR Workshop on Content–Based Access of Image and Video Libraries*, 1997.

[20] E.J. Chichilnisky and B.A. Wandell. Photoreceptor sensitivity changes explain color appearance shifts induced by large uniform backgrounds in dichoptic matching. *Vision Research*, 35:239–254, 1995.

[21] Guy B. Coleman and Harry C. Andrews. Image segmentation by clustering. *Proceedings of the IEEE*, 17(5):773–785, May 1979.

[22] Munsell Color. *Munsell Book of Color, Matte Finish Collection.* Macbeth Division of Kollmorgen Instruments Corporation, 1976.

[23] G.R. Cross and A.K. Jain. Markov random field texture models. *IEEE PAMI*, 5:61–75, 1983.

[24] C.S.Barnes, J. Wei, and S.K. Shevell. Chromatic induction with remote chromatic contrast varied in magnitude, spatial frequency, and chromaticity. *Vision Research*, 39:3561–3574, 1999.

[25] K. Dana, S. Nayar, B. Ginneken, and Koenderink J. Reflectance and texture of real-world surfaces. In *Proceedings of the CVPR97*, pages 151–157, 1997.

[26] Richard O. Duda, Peter E. Hart, and David G. Stork. *Pattern Classification.* John Wiley and Sons, Inc, 2001.

[27] S. Duvdevani-Bar and S. Edelman. On similarity to prototypes in 3d object representation. Technical report, Weizmann Institute, 1995.

[28] M. D'Zmura and P. Lennie. Mechanisms of color constancy, 1986.

[29] C. Fach and L.T. Sharpe. Assimilative hue shifts in color gratings depend on bar width. *Perception and Psychophysics*, 40:412–418, 1986.

[30] Mark D. Fairchild. *Color Appearance Models*. Addison Wesley, 1998.

[31] Graham Finalyson, Bernt Schiele, and James Crowley. Comprenhensive colour image normalization. In *5th European Conference on Computer Vision*, pages 475–490, Freiburg, Germany, 1998.

[32] G. Finlayson and S. Hordley. Selection for gamut mapping colour constancy. *Image and Vision Computing*, 17:597–604, 1999.

[33] G. Finlayson, P. Hubel, and S. Hordley. Color by correlation. In *IS&T and SID's 5th Color Imaging Conference: Color Science, Systems and Applications, (Scottsdale, Arizona)*, pages 6–11, 1997.

[34] Graham Finlayson. Color in perspective. *IEEE Transactions on Pattern Analyisis and Machine Intelligence*, 18(10):1034–1038, October 1996.

[35] Graham Finlayson, Mark Drew, and Brian Funt. Spectral sharpening: Sensor transformations for improved color constancy. *Journal of the Optical Society of America*, 11(5):1553–1563, May 1994.

[36] Graham Finlayson, Steven Hordley, and Paul Hubel. Recovering device sensitivities with quadratic programming. In *IS&T and SID's Sixth Color Imaging Conference: Color Science, Systems and Applications*, pages 90–95, 1998.

[37] Graham D. Finlayson, Subho S. Chatterjee, and Brian V. Funt. Color angular indexing. In *European Conference on Computer Vision*, pages 16–27, april 1996.

[38] Graham D. Finlayson, Mark S. Drew, and Brian V. Funt. Color constancy: Generalized diagonal transforms suffice. *Journal of the Optical Society of America*, 11(11):3011–3019, November 1994.

[39] F.Liu and W.Picard. Periodicity, directionality, and randomness: Wold features for image modelling and retrieval. *IEEE Trans. on PAMI*, 18(7):722–733, 1996.

[40] D.A. Forsyth. A novel algorithm for color constancy. *International Journal on Computer Vision*, 5(1):5–36, 1990.

[41] K.S. Fu. *Syntactic Pattern Recognition and Applications*. Prentice-Hall, 1982.

[42] A. Gagalowicz, S. De Ma, and C. Tournier-Lasserve. Efficient models for color textures. In *8th ICPR*, pages 412–414, 1986.

[43] David Galadi-Enriquez and Ignasi Ribas. *Manual Practico de Astronomia con CCD*. Ed. Omega, 1998.

[44] J. Garding. Shape from texture and contour by weak isotropy. *Artificial Intelligence*, 64:243–297, 1993.

[45] Michael Gennert, Norman Wittels, and Gary Leatherman. Uniform frontal illumination of planar surfaces: Where to place the lamps. *Optical Engineering*, 32(6):1261–1271, June 1993.

[46] Theo Gevers. A new approach to segmentation of color images. Master's thesis, Universiteit van Amsterdam, 1990.

[47] G.Healey and D.Slater. Global color constancy: Recognition of objects by use of illumination invariant properties of color distributions. *Journal of the Optical Society of America*, 11(11):3003–3010, 1994.

[48] B.B. Ginneken and J.J. Koenderink. Texture histograms as a function of irradiation and viewing direction. *International Journal of Computer Vision*, 31(2/3):169–184, 1999.

[49] L.van Gool, P. Dewaele, and A. Oosterlinck. Survey: Texture analysis anno 1983. *Computer Vision, Graphics and Image Processing*, 29:336–357, 1985.

[50] Stephen Grossberg and Dejan Todorovic. Neural dynamics of 1-D and 2-D brightness perception: A unified model of classical and recent phenomena. *Perception & Psychophysics*, 43:241–277, 1988.

[51] L. Harvey and M. Gervais. Visual texture perception and Fourier analysis. *Perception and Psychophysics*, 24(6):534–542, 1978.

[52] L. Harvey and M.Gervais. Internal representation of visual texture as the basis for the judgment of similarity. *Journal of Experimental Psychology: Human Perception and Performance*, 7(4):741–753, 1981.

[53] G. Healey and L. Wang. Illumination–invariant recognition of texture in color images. *Journal of the Optical Society of America*, 12(9):1877–1883, September 1995.

[54] F. Heitz, H. Maitre, and Ch.de Couessin. Application of autoregressive models to fine arts painting analysis. *Signal Processing*, 13:1–14, 1987.

[55] Gerald C. Holst. *CCD Arrays Cameras and Displays*. JCD Publishing & SPIE Press, 1996.

[56] Berthold Klaus Paul Horn. *Robot Vision*. McGraw–Hill Book Company, Cambridge, Massachusetts, 1986.

[57] Paul Hubel, Doron Sherman, and Joyce Farrell. A comparison of methods of sensor spectral sensitivity estimation. In *IS&T and SID's 2nd Color Imaging Conference*, pages 45–48, 1994.

[58] L.M. Hurvich and D. Jameson. An opponent-process theory of color vision. *Psychological Review*, 64(6):384–404, 1957.

[59] A.K. Jain and F. Farrokhnia. Unsupervised texture segmentation using gabor filters. *Pattern Recognition*, 24:1167–1186, 1991.

[60] Anil K. Jain. *Fundamentals pf digital image processing*. Prentice Hall, Englewood Cliffs, NJ, 1989.

[61] D. Jeulin. Morphological modeling of images by sequential random functions. *Signal Processing*, 16:403–431, 1989.

[62] B. Julesz and J.R. Bergen. Textons, the fundamental elements in preattentive vision and perception of textures. *Bell Systems Technological Journal*, 62:1619–1645, 1983.

[63] Willima R. Klecka. *Discriminant Analysis*. Sage Publications, Inc., 1987.

[64] J.B. Kruskal and M. Wish. *Multidimensional Scaling*. Sage Publications, Inc., 1978.

[65] Edwin H. Land. The retinex theory of color vision. *Scientific American*, 237(6):108–129, 1977.

[66] James L.Crowley and François Berard. Multi-modal tracking of faces for video communications. In *IEEE Proceedings of CVPR '97*, 1997.

[67] Raymond L. Lee. Colorimetric calibration of a video digitizing system: Algorithm and applications. *COLOR research and application*, 13(3):180–186, June 1988.

[68] T. Lindeberg. *Scale-Space Theory in Computer Vision*. Kluwer Academic Publishers, 1994.

[69] Felipe Lumbreras, Ramon Baldrich, Maria Vanrell, Joan Serrat, and Juan José Villanueva. Multiresolution colour texture representations for tile classification. In *VIII National Symposium on Pattern Recognition and Image Analysis*, pages 227–234, May 1999.

[70] Felipe Lumbreras, Joan Serrat, Ramon Baldrich, Maria Vanrell, and Juan José Villanueva. Colour texture recognition through multiresolution features. In *Quality Control by Artificial Vision*, pages 114–121, May 2001.

[71] J. Malik and P. Perona. Preattentive texture discrimination with early vision mechanisms. *Journal of the Optical Society of America*, 7:923–932, 1990.

[72] Laurence T. Maloney and Brian A. Wandell. Color constancy: a method for recovering surface spectral relfectance. *Journal of the Optical Society of America*, 3(1):29–33, January 1986.

[73] B.S. Manjunath and W.Y. Ma. Texture features for browsing and retrieval of image data. *IEEE-PAMI*, 18(8), 1996.

[74] K.V. Mardia, J.T. Kent, and J.M Bibby. *Multivariate Analysis*. Academic Press, London, 1997.

[75] D. Marr. *Vision*. W. H. Freeman and Company, 1982.

[76] Elzbieta Marszalec and Matti Pietkäinen. On–line color camera calibration. In *Computer Vision and Image Processing*, pages 232–237. Proc. 12th ICPR, 1994.

[77] C.S. McCamy, H. Marcus, and J.G. Davidson. A color–rendition chart. *Journal of Applied Photographic Engineering*, 2(3):95–99, summer 1976.

[78] M.D.Levine. *Vision in Man and Machine*. McGraw Hill, 1985.

[79] M. Mirmehdi and M. Petrou. Perceptual versus gaussian smoothing for pattern-colour separability. In *International Conference on Signal Processing and Communications*, pages 136–140. IASTED/Acta Press, February 1998.

[80] M. Mirmehdi and M. Petrou. Segmentation of color textures. *IEEE Trans. on Pattern Analysis and Machine Intelligence*, 22(2):142–159, 2000.

[81] Eriko Miyahara, Vivianne C. Smith, and Joel Pokorny. The consequences of opponent rectification: the effect of surround size and luminance on color appearance. *Vision Research*, 41:859–871, 2001.

[82] D.K. Panjwani and G. Healey. Markov random field models for unsupervised segmentation of textured color images. *IEEE Trans. Patt. Anal. Mach. Intell.*, 17(10):939–954, October 1995.

[83] Jose A. Peñaranda, Leoncio Briones, and Julian Florez. Colour machine vision system for process control in ceramics industry. In *New Image Processing Techniques and Applications: Algorithms, Methods, and Components II*, pages 182–192. SPIE - The International Society for Optical Engineering, June 1997.

[84] M. Petrou, M. Mirmehdi, and M. Coors. Perceptual smoothing and segmentation of colour textures. In *5th European Conference on Computer Vision*, pages 623–639, Freiburg, Germany, 1998.

[85] Allen Poirson and Brian Wandell. The apprearance of colored patterns: Pattern–color separability. *Journal of the Optical Society of America*, 10(12):2458–2470, 1993.

[86] Allen Poirson and Brian Wandell. Pattern-color separable pathways predict sensitivity to simple colored patterns. *Vision Research*, 36(4):515–526, 1996.

[87] F. Preteux and M. Schmitt. *Image Analysis and Mathematical Morphology*, chapter Boolean Texture Analysis and Synthesis, pages 377–401. Academic Press, 1988.

[88] A.R. Rao and Gerald L. Lohse. Identifying high level features of texture perception. *CVGIP: Graphical Models and Image Processing*, 55:218–233, 1993.

[89] A.R. Rao and Gerald L. Lohse. Towards a texture naming system: Identifying relevant dimensions of texture. *Vision Research*, 36:1649–1669, 1996.

[90] Todd R. Reed and J.M. Hans Du Buf. A review of recent texture segmentation and feature extraction techniques. *CVGIP: Image Understanding*, 57(3):359–372, May 1993.

[91] Leila Shafarenko, Maria Petrou, and Josef Kittler. Automatic watershed segmentation of randomly textured color images. *IEEE Transactions on Image Processing*, 6(11):1530–1543, November 1997.

[92] S. A. Shafer. Using color to separate reflection components. *Color Research and Application*, 10(4):210–218, Winter 1985.

[93] G. Sharma and H. Trussel. Characterization of scanner sensitivity. In *IS&T and SID's Color Imaging Conference: Transforms & Transportability of Color*, pages 103–107, 1993.

[94] S.K. Shevell and J. Wei. Chromatic induction: border contrast or adaptation to surrounding light? *Vision Research*, 38:1561–1566, 1998.

[95] Steven K. Shevell and Jianping Wei. A central mechanism of chromatic contrast. *Vision Research*, 40:3173–3180, 2000.

[96] V.C. Smith, W. Jin, and Joel Pokorny. Color appearance: neutral surrounds and spatial contrast. *Vision Research*, 38:3265–3269, 1998.

[97] V.C. Smith and Joel Pokorny. Color contrast under controlled chromatic adaptation reveals opponent rectification. *Vision Research*, 36(19):3087–3105, 1996.

[98] Vivianne C. Smith, Phil Q. Jin, and Joel Pokorny. The role of spatial frequency in color induction. *Vision Research*, 41:1007–1021, 2001.

[99] K.Y. Song, J. Kittler, and M. Petrou. Defect detection in random colour textures. *Image and Vision Computing*, 14:667–683, 1996.

[100] Michael J. Swain and Dana H. Ballard. Color indexing. *International Journal on Computer Vision*, 7(1):11–32, 1991.

[101] H. Tamura, S. Mori, and T. Yamawaki. Textural features corresponding to visual perception. *IEEE Trans. on System, Man and Cybernetics*, SMC-8:460–473, 1978.

[102] S.C. Tan and J. Kittler. Colour texture classification using features from color histogram. In *Proceedings of the 8th Scandinavian Conference on Image Processing*, 1993.

[103] M. Tuceryan and A.K. Jain. *Handbook of Pattern Recognition and Computer Vision*, chapter Texture Analysis, pages 235–276. World Scientific, 1993.

[104] M. Vanrell, F. Lumbreras, A. Pujol, R. Baldrich, J. Llados, and J.J. Villanueva. Colour normalisation based on background information. In *ICIP 2001, IEEE International Conference on Image Processing*, volume 1, pages 874–877, 2001.

[105] H. Voorhees and T. Poggio. Computing texture boundaries from images. *Nature*, 333:364–367, 1988.

[106] Poorvi L. Vora and H. Joel Trussell. Mathematical methods for the analysis of color scanning filters. *IEEE Transactions on Image Processing*, 6(2):321–327, 1997.

[107] Poorvi L. Vora and H. Joel Trussell. Mathematical methods for the design of color scanning filters. *IEEE Transactions on Image Processing*, 6(2):312–320, 1997.

[108] Brian Wandell. *Foundations of Vision*. Sinauer Associates, Inc, ISBN 0–87893–853–2, 1995.

[109] Brian A. Wandell. Color appearance: The effects of illumination and spatial pattern. Technical report, Psychology Department, Standford University, november, 8 1995.

[110] Thomas Watchler, Thomas D. Albright, and Terrence J. Sejnowski. Nonlocal interactions in color perception: nonlinear processing of chromatic signals from remote inducers. *Vision Research*, 41:1535–1546, 2001.

[111] H. Wechsler. Texture analysis - a survey. *Signal Processing*, 2:271–282, 1980.

[112] C.M.M.de Weert and L. Spillmann. Assimilation: Asymmetry between brightness and darkness. *Vision Research*, 35:1413–1419, 1995.

[113] J. Weickert. Coherence-enhancing diffusion of colour images. *Image and Vision Computing*, 17:201–212, 1999.

[114] G. West and M. Brill. Necessary and sufficient conditions for von kries chromatic adaption to give colour constancy. *J. Math. Biol.*, 15:249–258, 1982.

[115] A.P. Witkin. Recovering surface shape and orientation from texture. *Artificial Intelligence*, 17:17–45, 1981.

[116] G. Wyszecki. *In K. R. Boff, L. Kaufman, & J. P. Thomas (Eds.) Handbook of perception and human performance, Volume I: Sensory processes and perception*, chapter Color appearance. John Wiley & Sons, 1986.

[117] G. Wyszecki and W.S. Stiles. *Color science: concepts and methods, quantitative data and formulae*. John Wiley & Sons, 2nd edition, 1982.

[118] Xuemei Zhang, J.E. Farrell, and Brian A. Wandell. Applications of a spatial extension to CIELAB. In *SPIE*, 1997.

[119] Xuemei Zhang and Brian A. Wandell. A spatial extension of CEIALB for digital color image reproduction. In *SID*, 1996.