6. ICS Preferences

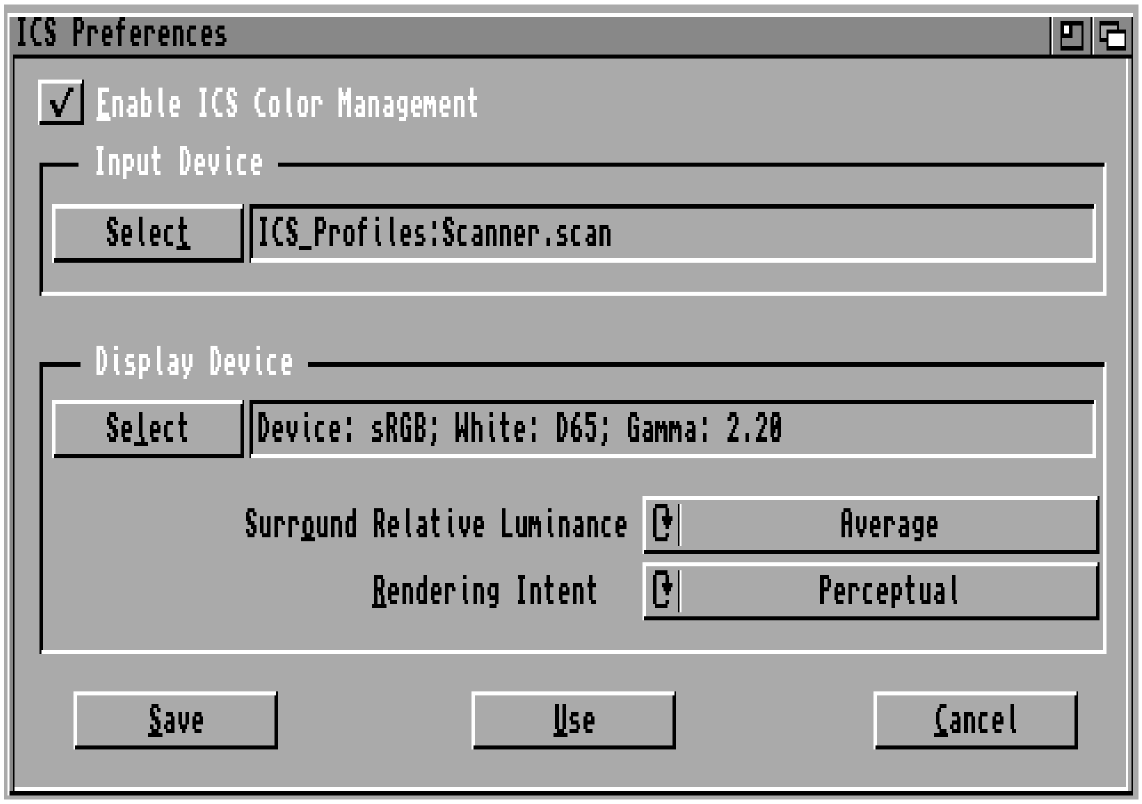

Figure 6.1: The ICSPrefs program.

After the calibration of your scanner, you setup ICS for the wanted source (your scanner) and your target device (usualy your monitor) to correct colors for. The ICS preferences are controlled by `ICSPrefs` (see figure 6.1). `ICSPrefs` may also be called by your scanner software supporting ICS. For instance, when using ScanTrax V2.2 you can access the ICS preferences using the ScanTrax preferences window. Now let's discuss the various settings in ICSPrefs.

In the upper part of the `ICSPrefs` window you can select enable or disable ICS using the `Enable ICS Color Management` checkmark.

`Input Device` With `Input Device` you can select the profile for your scanner wich was created by `ScanTarget` described above. The profile describes everything needed to characterize your scanner used.

`Display Device` With `Display Device` you do define for what type of output display or standard you want to color correct your input data. It is also used to setup the viewing conditions. Use the `Select` gadget in order to get into the `Display` window described below.

`Surround Relativ Luminance` The *surround* is the area outside the image display filling the rest of the visual field. In practical situations, the surround can be considered to be the entire room or the environment in wich the image is viewed.

The image colors perceived greatly depend on the viewing conditions used. `Surround Relativ Luminance` allows you to define the luminance of the surround.

Surround relative luminances of greater than or approximately equal to 20% of the scene white are considered `Average`. Less than 20% are considered `Dim`, and approximately 0% are considered `Dark`.

`Render Intent` The `Render Intent` cycle gadget controls the method used by ICS for gamut mapping. The gamut mapping routine is mainly responsibel for changing colors scanned but not displayable by your monitor into a displayable color. It is also responsibel for preserving the graybalance and mapping of the scanned media white and black point. Following settings are available:

Absolute Colorimetric: Within the destination device gamut: hue, lightness and saturation are maintained. Outside the gamut: hue and lightness are maintained, saturation is sacrificed. White and black point of the source is unchanged.