

Improved methods for adjusting the UV contents of standard illuminants in paper industry

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Technological activities

- 1. Improved methods for adjusting the UV contents of measurement instrument illumination for the Paper Making and the Graphics Industries**
- 2. New fluorescent reflectance standards for the Paper Industry and for the Graphics Industry**
- 3. Methods for mutual conversions between D/0°, D/8°, and 45°/0° measurement geometries**

Activity 1

- Goal
 - Improved methods for the adjustment of the UV spectral contents of the standard illuminants
 - For paper industry
 - D65 and C
 - For graphic industries
 - CIE A; D50;
- Current ISO standards
 - UV adjustment against one single assigned value
 - CIE whiteness (D65);
 - ISO brightness (C)
 - Fluorescent metamerism

Status of the project

- Report1—deliverable 3.2.1 (due May,31,2014)
 - Improved methods for adjusting the UV contents of standard illuminations for papermaking industry.
 - SPIE, “Novel Optical Systems Design and Optimization XVII” Conference, Aug. 17-22, San Diego, CA.
 - Oral presentation.
- Report2 – deliverable 3.2.2 (due Aug. 31, 2014)
 - UV content adjustment based on spectra for papermaking and graphic industries
 - Internal report
 - Draft for journal publication

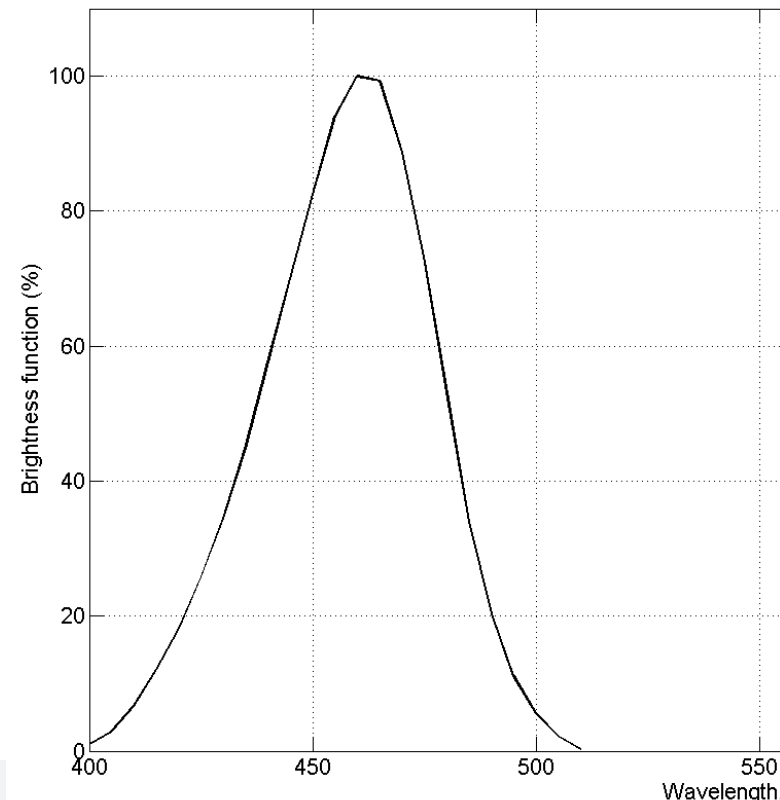
- Artefacts – D 3.2.1 (due Nov-30,2014)
 - For paper making industry
 - At least 4 fluorescent reference standards (D65 and C illuminants)
 - Ongoing

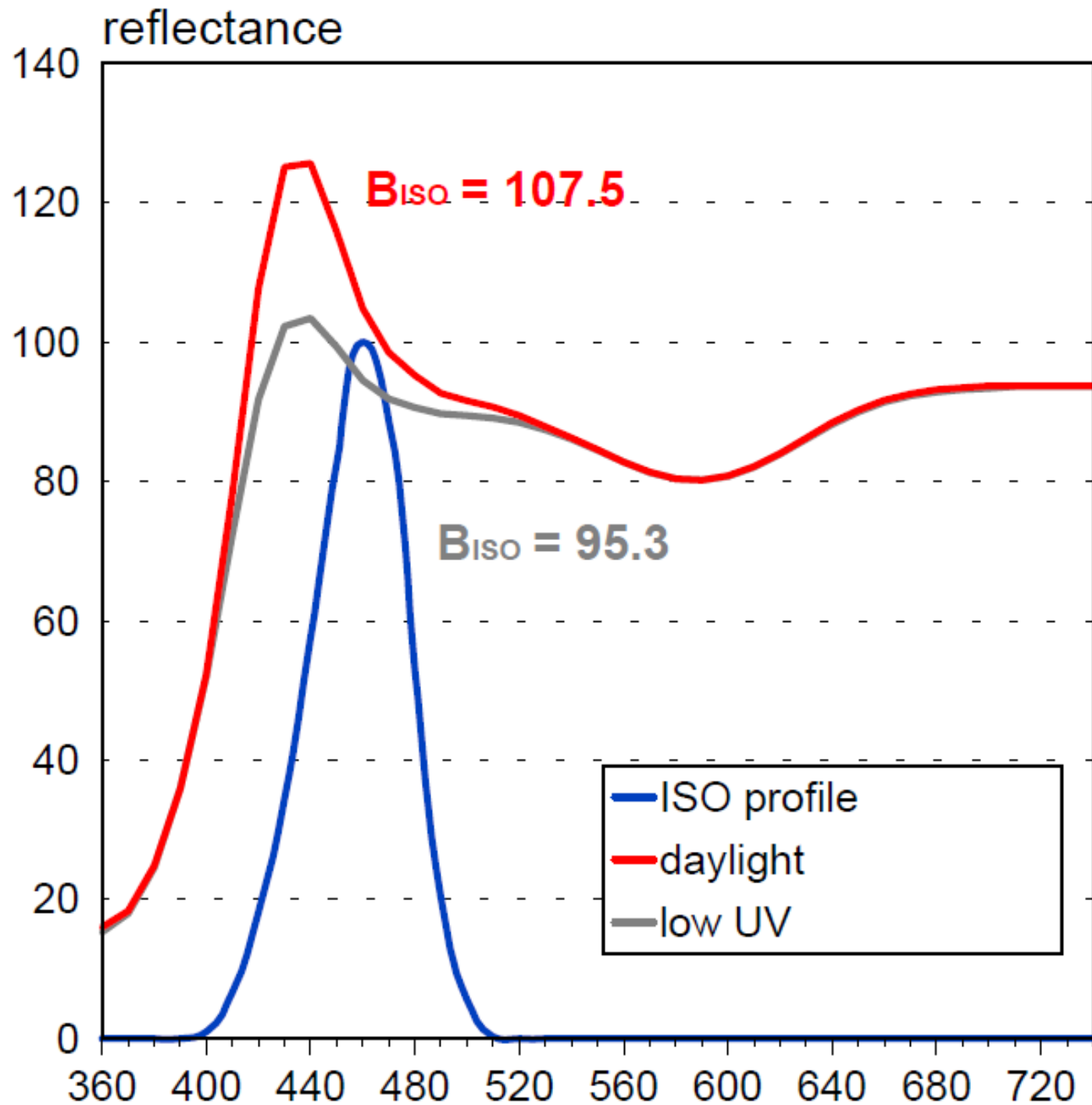
- Artefact – D 3.2.4 (Due Feb-28, 2015)
 - For graphic industry
 - At least 2 fluorescent reference standards (D50 and A illuminants)
 - Has started

Definition of ISO brightness

- Illuminant
 - CIE C
- Calculated from spectral reflectance factor
 - Weighted by the ISO blue filter
 - Between 400 and 500 nm
 - Peak at 457 nm.

$$R_{457} = \frac{\sum_{400}^{510} F(\lambda)R(\lambda)}{\sum_{400}^{510} F(\lambda)}$$





Definition of CIE whiteness

- CIE D65/10°

$$W = Y + 800(x_0 - x) + 1700(y_0 - y)$$

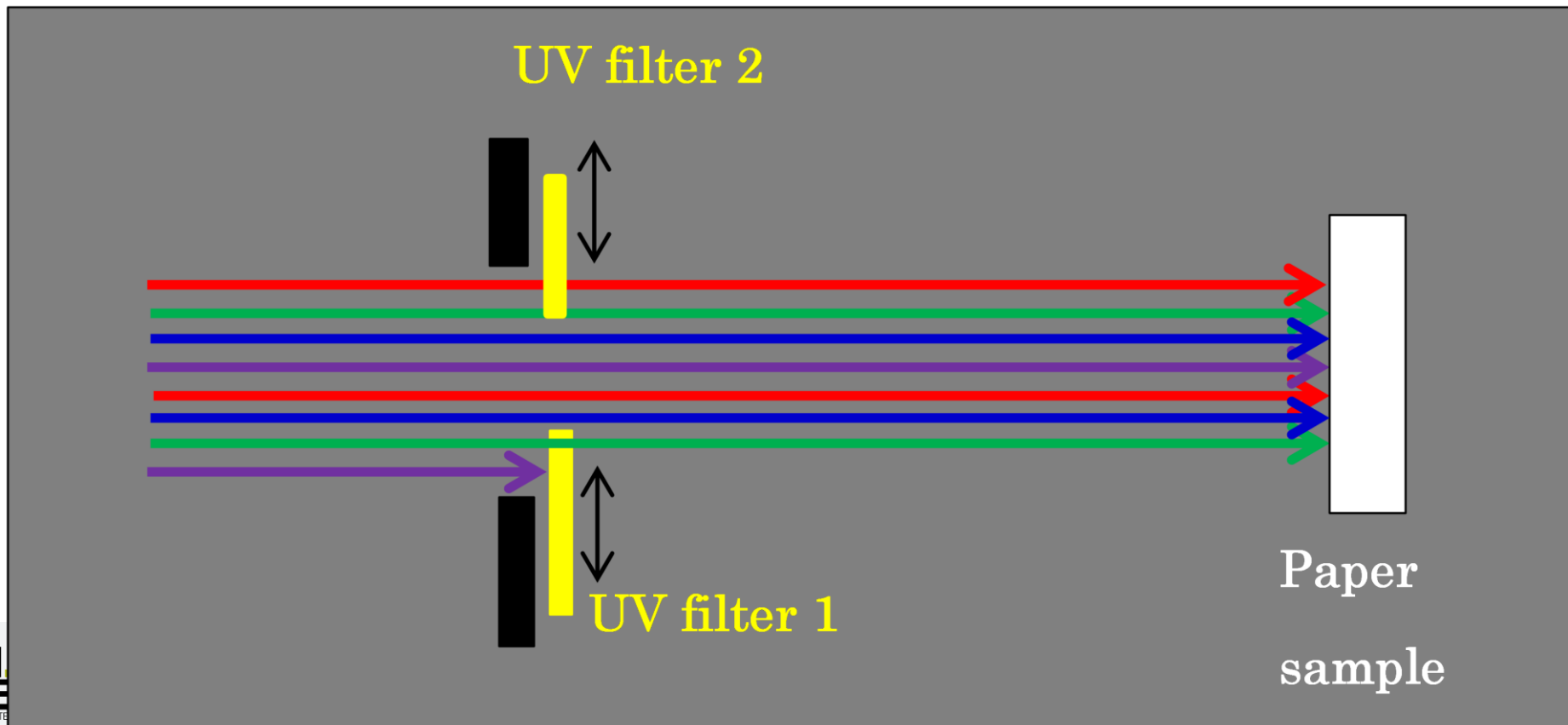
$$T_w = 900(x_0 - x) - 650(y_0 - y)$$

- Important criteria
 - $-3 < T_w < 3 \rightarrow$ is white
 - Otherwise \rightarrow not white

- Approach
 - UV adjustment against total spectrum
 - Numerical UV filtering

Conventional UV filtering technique

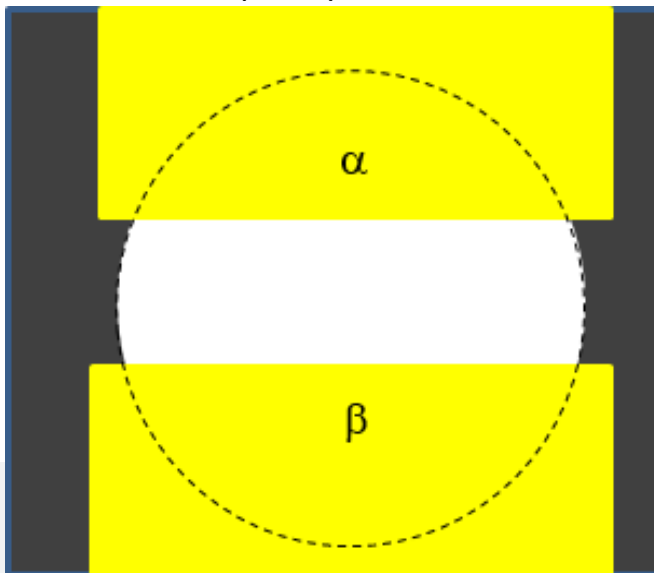
- Two UV filters move in/out
 - UV full
 - UVX(400)
 - UVX(420)



Different UV adjustment techniques

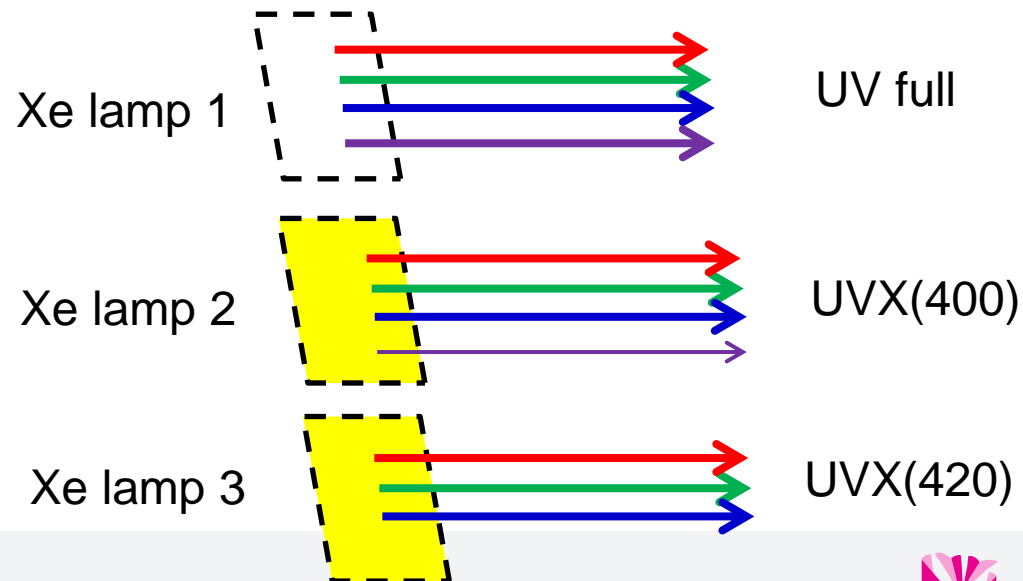
Traditional UV adjustment

- Two UV filters move in/out
 - UV full
 - UVX(400)
 - UVX(420)



Numerical UV adjustment

- Three Xe lamps
 - UV full
 - UVX(400)
- UVX(420)



Algorithms of the UV adjustment techniques

- Traditional UV filtering

$$R(\lambda) = (1 - \alpha - \beta)R_{uvfull}(\lambda) + \alpha R_{uvx400}(\lambda) + \beta R_{uvx420}(\lambda)$$

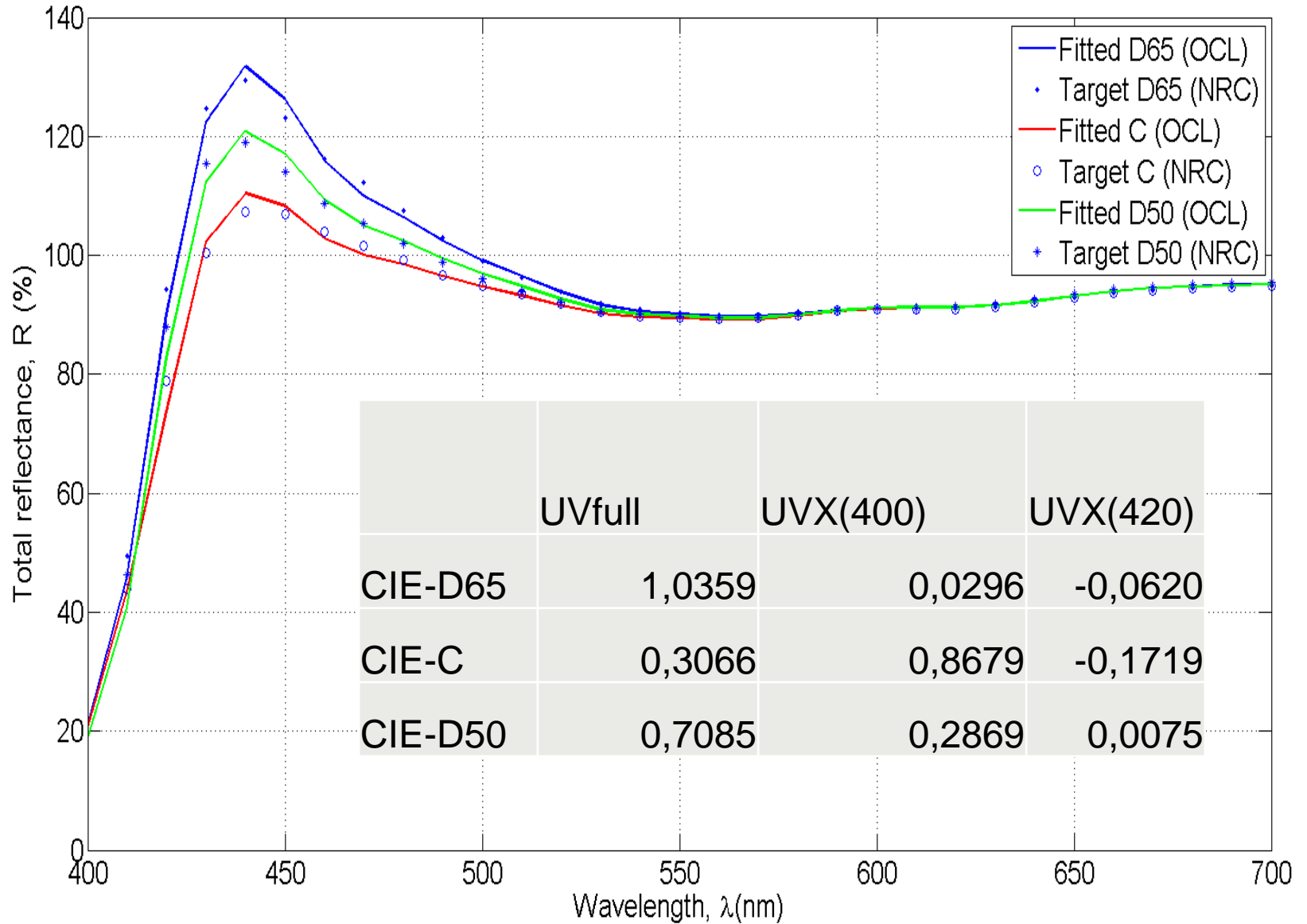
- Constraints: $0 \leq \alpha \leq 1, \quad 0 \leq \beta \leq 1, \quad 0 \leq (1 - \alpha - \beta) \leq 1$

- Numerical UV filtering

$$R(\lambda) = \gamma R_{uvfull}(\lambda) + \alpha R_{uvx400}(\lambda) + \beta R_{uvx420}(\lambda)$$

- Constraints: $\alpha + \beta + \gamma = 1$

Measured & Fitted total reflectance spectra with CIE D_{65} , C and D_{50}



Summary

- Fluorescent samples have been measured at NRC under standard illuminants, CIE C, D65, and D50.
- A method to reproduce the total reflectance factor (including fluorescent contribution) with numerical UV adjustment technique has been established.
 - Good spectral reproduction has been achieved by numerical UV filtering techniques.
- There are clear advantages with numerical UV-filtering technique than conventional with move-in UV filters