要旨

刺激格子枠幅の違いによる色同化現象及び色対比効果への影響

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色同化現象とは、ある色が接近する色と同色化する現象である。そして色対比効果とは、空間的、時間的に近接している2つの色彩が、相互に影響を及ぼし、単独の場合とは異なる見えが生まれる現象である[1].

私達は普段、物を見る際に単独ではなく隣接物も同時に見る.しかし、隣接物が同じ色相の場合でも隣接物の鮮やかさや面積によって実際とは異なった色に見えることがある.では、周囲の色の鮮やかさや面積を変える事によって色の見え方にどのような影響が生じるかを疑問に考えた.そこで、本研究では同じ色相の場合に、彩度・刺激の幅の違いによる色同化現象及び色対比効果への影響を検討した.

PC に実験操作用液晶モニタと二台の呈示刺激用 CRT を接続し暗室内に設置した. 被験者の正面に二台の CRT を設置し、右の CRT にはマッチング刺激を、左の CRT には呈示刺激を表示した. 呈示刺激は、中心刺激を等間隔で並べ、背景を同じ色相で高彩度あるいは低彩度の 2 色とし、格子枠幅は 7 段階とした. 被験者は、中心刺激とマッチング刺激が同じ色に見えるまで色相 (Hue)・彩度 (Saturation)・明度 (Brightness) を調節する、カラーマッチング法を用いて被験者 4 人にそれぞれの刺激と背景色の組み合わせを 3 試行実施した.

被験者 4 人の結果を xy 色度図と y^*v^* 色度図標上にプロットした. その結果,xy 色度図ではほとんどの色相において色同化現象から色対比効果へ切り替わりがあった. しかし, 輝度を加えた u^*v^* 色度図では, 高彩度背景の場合は xy 色度図と同じ傾向であったが, 低彩度背景の場合は色対比効果は起こらず, 色同化現象のみ起こった. 次にクロマ値についてグラフにまとめた. その結果, 高彩度背景及び低彩度背景において, u^*v^* 色度図と同じ結果となった.

本研究から、高彩度背景の場合、刺激格子枠幅を大きくすることによって色同化現象から色

対比効果へと変わった. しかし, 低彩度背景の場合, ほとんどの色相で色対比効果は起こらず, 全て色同化現象だった.

キーワード 色同化現象, 色対比効果

Abstract

Color assimilation phenomenon by difference of width of stimulation lattice frame and influence on effect of color comparison

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The color assimilation phenomenon is a phenomenon made a color thoroughly to the color that a certain color approaches. And, The color contrast effect of influences mutually by two color that are adjacent spatially and The color contrast effect is a phenomenon of giving birth to seeing a different color. However, there is the thing that an adjacent thing is seen in the color that was different from the fact by vividness and an area of the adjacent thing even in the case of the same turn of mind.

When we watch things generally, we cannot watch it alone. I watch the next thing at the same time. Then I thought about what kind of influence produced it in the vanity of the color by changing vividness and the area of neighboring colors in doubt. Therefore I examined influence on chroma and color assimilation phenomenon by the difference of the width of the stimulation and color contrast effects in the case of the same turn of mind in this study.

The liquid crystal monitor for the experiment operation was connected with CRT for the presentation stimulation of two and it set it up in PC in the darkroom. I install two CRT in the front of the testee and the match stimulation was displayed on right CRT, and the presentation stimulation was displayed on left CRT. I arranged central stimulation at equal distance, and the exhibition stimulation did a background with

two colors of high chroma or the low chroma in the same turn of mind and did the lattice frame width with seven phases. The testee executed each stimulation and the combination of the background colors to four testees by three trials by using the color match method that adjusted the seeing hue, the chroma, and brightness to the color as which center stimulation and the match stimulation were the same.

The result of four testees was plotted in xy chromaticity diagram and y*v* chromaticity diagrams. As a result, there was a change in most hue from the color assimilation phenomenon to the effect of the color comparison in the xy chromaticity diagram. However, with the u*v* chromaticity diagram which increased brightness, it was a tendency same as x-y chromaticity diagram in the case of the high chroma background, but the color contrast effects had only a color assimilation phenomenon in the case of the low chroma background without having it. I gathered it up to a graph about Croma value next. As a result, and the high chroma background became the result same as ,u*v* chromaticity diagram in a low chroma background.

I changed from a color assimilation phenomenon to color contrast effects by making stimulation lattice frame width big from this study in the case of a high chroma background. However, in the case of a low chroma background, I did not have the color contrast effects in most turn of mind, and it was an all color assimilation phenomenon.

key words assimilation phenomenon of color ,color contrast effect