Color Spaces and Skin Tone Characterization

Part I. Warm-up with Color Space Conversion.

Find a color image from the web.

- (1) Display the R, G and B channels of the image and their corresponding histograms.
- (2) Apply linear transformations of the type U' = aU + b to each color channel (U stands for either R or G or B) and display the resulting color image. How are the channel histograms affected in each case? Comment. You are free to specify the parameters a, b as you like for each transformation (consider at least two different transformations).
- (3) Convert the orginal image to HSV color space. Repeat (1) and (2) in the HSV color space. *Note that in displaying H, S and V channels you will need to map the H, S, and V ranges you obtain to [0,255] so that you can render the H, S, and V channels.*
- (4) Repeat (3) for the YCbCr color space.
- (5) Repeat (3) for La*b* color space.

Part II. Implement a Simple Skin Detector.

Find several face photos from the web (as many as you like, the more is better).

- (1) Crop the photos or otherwise manually indicate with a painting tool the skin pixels. Basically you will generate a mask that will return the skin pixels only. The rest of the image will be non-skin pixels.
- (2) Apply the following RGB to XYZ conversion to the images. *XYZ is a different color space*.

$$\begin{bmatrix} X\\Y\\Z \end{bmatrix} = \frac{1}{0.17697} \begin{bmatrix} 0.49 & 0.31 & 0.20\\0.17697 & 0.81240 & 0.01063\\0.00 & 0.01 & 0.99 \end{bmatrix} \begin{bmatrix} R\\G\\B \end{bmatrix}$$

Then, calculate the so-called *xy*-chromaticity coordinates:

$$x = \frac{X}{X+Y+Z}, \ y = \frac{Y}{X+Y+Z}, \ z = \frac{Z}{X+Y+Z},$$

- (3) Display the average histogram of x and y chromaticity values for both skin pixels and non-skin pixels. What differences do you observe?
- (4) Devise an algorithm that will find the skin pixels based on the chromaticity distributions you obtained above. You will basically implement a simple skin pixel detector (that you can use instead of manual cropping if it works reasonably well). Show your results on images.