

RGB conversion to 8 bit gray scale

Source: <http://sci.tech-archive.net/Archive/sci.image.processing/2005-09/msg00120.html>

- *From:* "sean_incali" <sean_incali@xxxxxxxxx>
 - *Date:* 23 Sep 2005 18:28:46 -0700
-

IMAGEJ doc's says...

RGB images are converted to grayscale using the formula
 $\text{gray} = 0.299\text{red} + 0.587\text{green} + 0.114\text{blue}$ or the formula
 $\text{gray} = (\text{red} + \text{green} + \text{blue}) / 3$
if "Unweighted RGB to Grayscale Conversion" is checked in
Edit/Options/Conversions (ImageJ 1.32g or later).

I think This isn't limited to IMAGEJ but to imagin processing in
gfeneral? what is the reason for the weighted vs unweighted conversion?

When is an appropriate time to use the unweighted conversion method?
(or for that matter when is appropriate to ue the weighted conversion?)

Let's say you have a TIFF of RGB intensities (but Red channel is
empty), and you want to convert it to 8bit grayscale images.

would you hav to rolling ball bacground subtract the RGB image then
split them using one of the conversion method?

or do you split them using one of the conversion methods and then
background subtract using rolling ball?

or is there no academic standards on such order of conversions and
subtractions?

Any thoughts are welcome

thanks all in advance

sean

.

RGB conversion to 8 bit gray scale

- *Follow-Ups:*

- ◆ **Re: RGB conversion to 8 bit gray scale**
 - ◇ *From:* edward.s.meinel@xxxxxxxx
- ◆ **Re: RGB conversion to 8 bit gray scale**
 - ◇ *From:* Martin Leese
- ◆ **Re: RGB conversion to 8 bit gray scale**
 - ◇ *From:* Dave Martindale
- ◆ **Re: RGB conversion to 8 bit gray scale**
 - ◇ *From:* toby
- ◆ **Re: RGB conversion to 8 bit gray scale**
 - ◇ *From:* Nicholas Sherlock

- Prev by Date: **Re: Multispectral camera**
- Next by Date: **Re: RGB conversion to 8 bit gray scale**
- Previous by thread: **Multispectral camera**
- Next by thread: **Re: RGB conversion to 8 bit gray scale**
- Index(es):
 - ◆ **Date**
 - ◆ **Thread**