



US 20070296875A1

(19) **United States**(12) **Patent Application Publication****Allen et al.**(10) **Pub. No.: US 2007/0296875 A1**(43) **Pub. Date: Dec. 27, 2007**(54) **SELECTABLE COLOR ADJUSTMENT FOR IMAGE DISPLAY**

is a continuation-in-part of application No. 10/103,394, filed on Mar. 20, 2002, now Pat. No. 7,019,736.

(76) Inventors: **William J. Allen**, Corvallis, OR (US);
Brian S. Dixon, Albany, OR (US);
Michael A. Pate, Tuscon, AZ (US);
Peter Guy Howard, Junction City, OR (US)

Publication Classification

(51) **Int. Cl.**
H04N 9/31 (2006.01)
G03B 21/14 (2006.01)
(52) **U.S. Cl.** **348/743; 348/744; 353/84**

Correspondence Address:

HEWLETT PACKARD COMPANY
P O BOX 272400, 3404 E. HARMONY ROAD
INTELLECTUAL PROPERTY
ADMINISTRATION
FORT COLLINS, CO 80527-2400 (US)

(57) **ABSTRACT**

A display system is configured to produce a color image formed of a plurality of differently colored images and may include at least one light source that directs light along an optical path, and at least one filter having a given optical filter characteristic. The display system may be selectively operable in a first state in which the optical path does not pass through a first filter during production of the plurality of differently colored images to form a color image having a first optical characteristic, and in a second state in which the optical path passes through the first filter during production of the plurality of differently colored images to form a color image having a second optical characteristic different than the first optical characteristic.

(21) Appl. No.: **11/851,083**(22) Filed: **Sep. 6, 2007****Related U.S. Application Data**

(60) Division of application No. 10/388,713, filed on Mar. 14, 2003, now Pat. No. 7,283,181, which is a continuation-in-part of application No. 10/062,644, filed on Jan. 31, 2002, now Pat. No. 7,050,120, and which

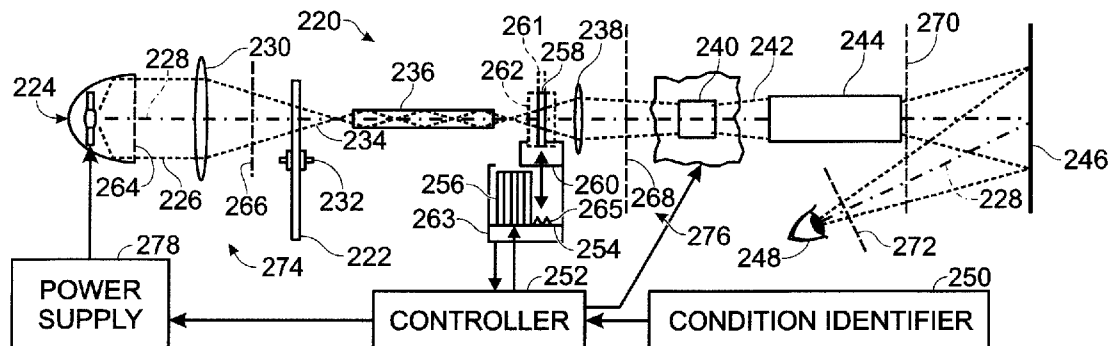


Fig. 1

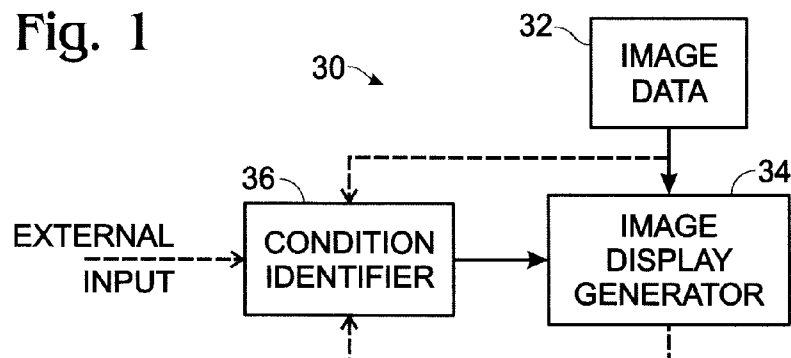


Fig. 2

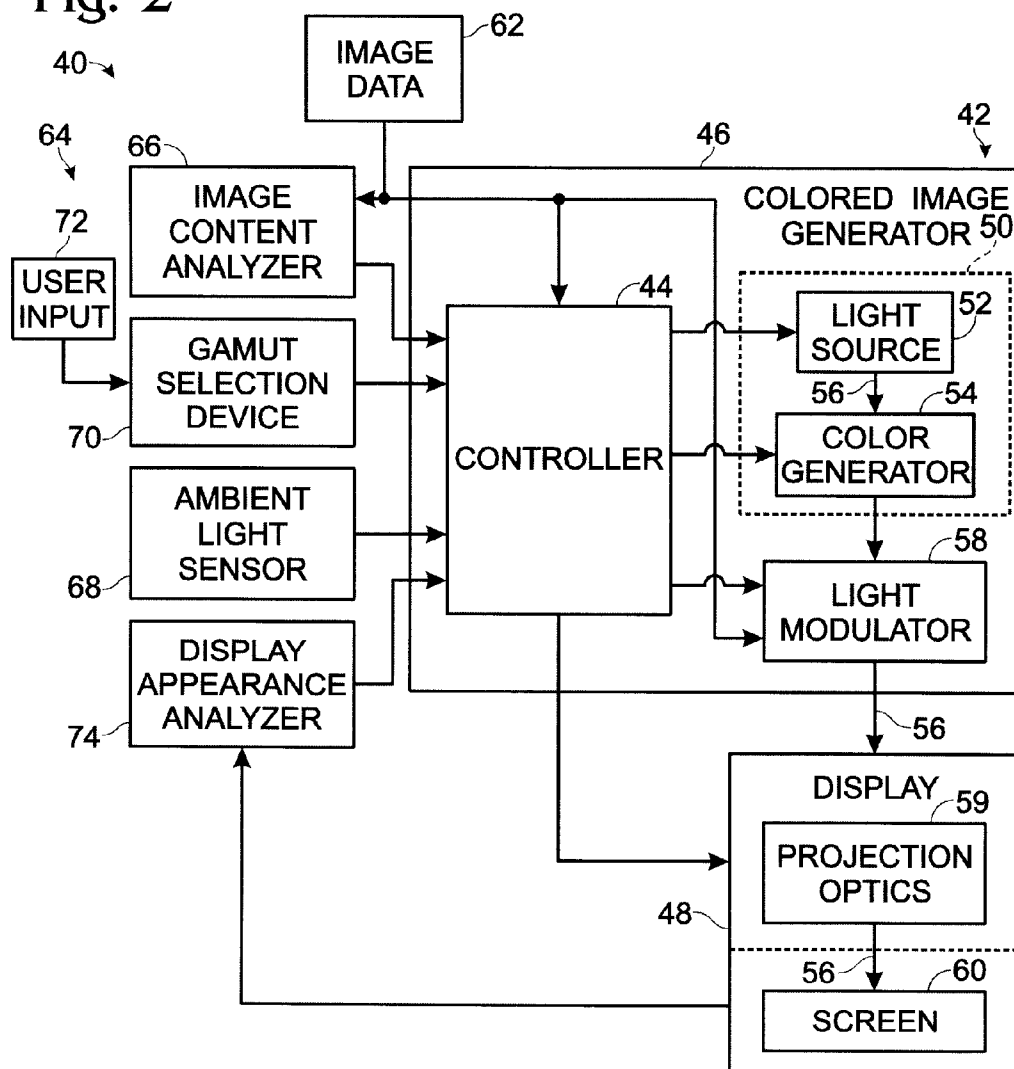


Fig. 3

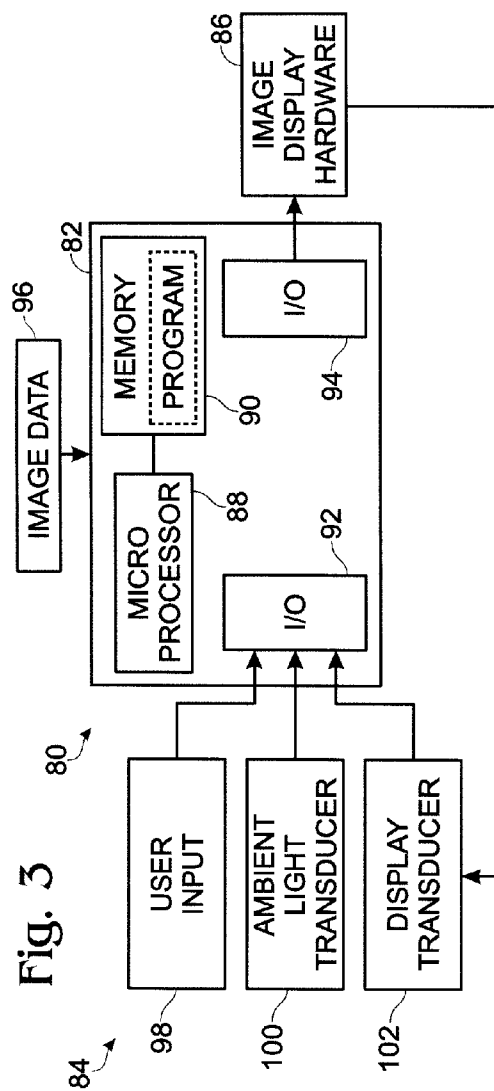
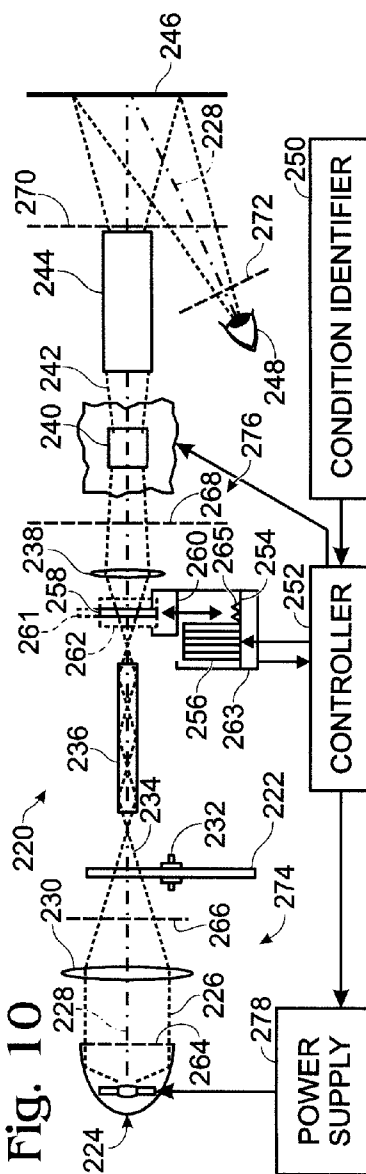


Fig. 10



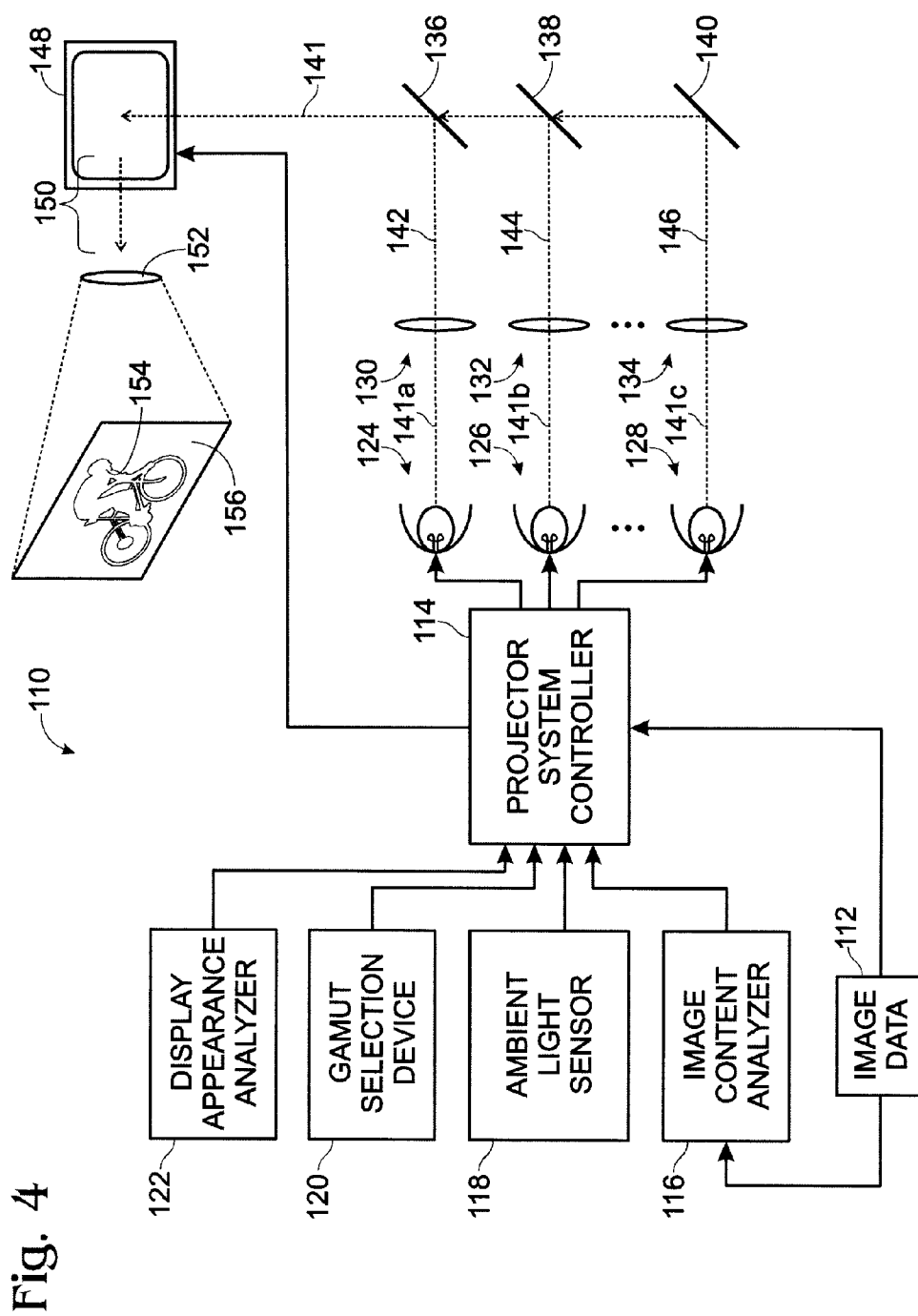


Fig. 5

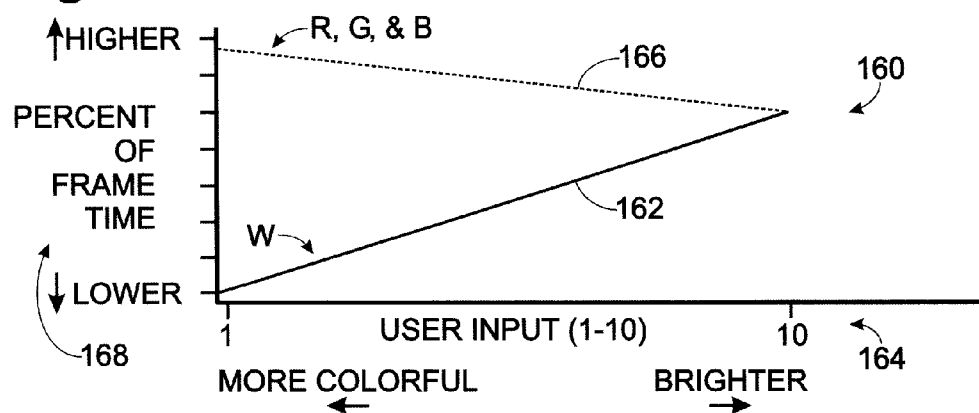


Fig. 6

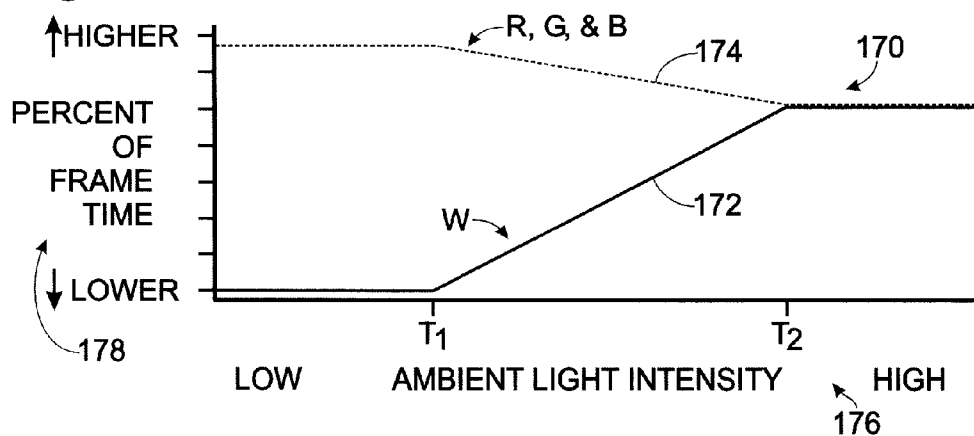
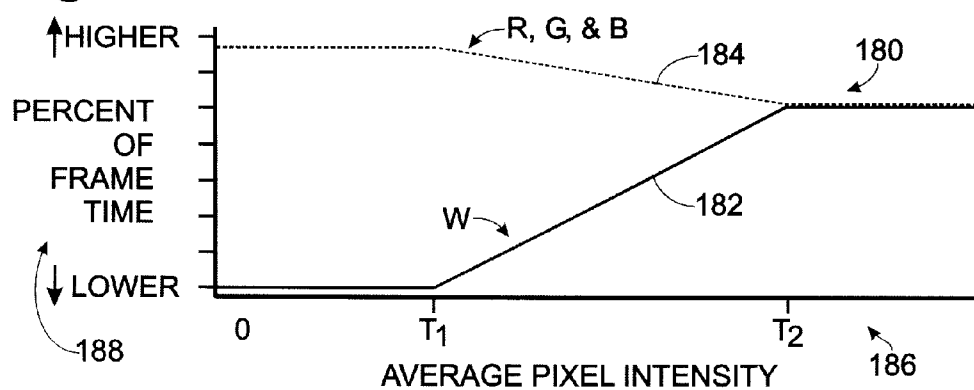


Fig. 7



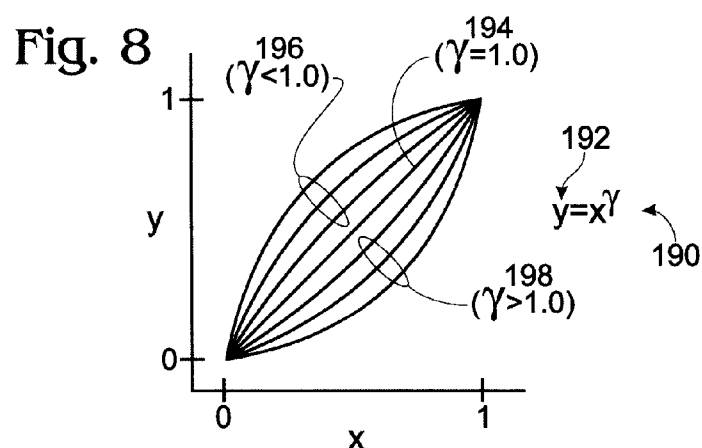


Fig. 9

$$\begin{aligned}
 R_N &= C_{RR} \cdot R_O + C_{RG} \cdot G_O + C_{RB} \cdot B_O \\
 G_N &= C_{GR} \cdot R_O + C_{GG} \cdot G_O + C_{GB} \cdot B_O \\
 B_N &= C_{BR} \cdot R_O + C_{BG} \cdot G_O + C_{BB} \cdot B_O
 \end{aligned}
 \quad \left. \begin{array}{l} 200 \\ 202 \end{array} \right\}$$

$$\begin{array}{c} \Downarrow \\
 \begin{array}{c} 208 \\
 \begin{bmatrix} R_O \\ G_O \\ B_O \end{bmatrix} \cdot \begin{bmatrix} C_{RR} & C_{RG} & C_{RB} \\ C_{GR} & C_{GG} & C_{GB} \\ C_{BR} & C_{BG} & C_{BB} \end{bmatrix} = \begin{bmatrix} R_N \\ G_N \\ B_N \end{bmatrix} \quad \left. \begin{array}{l} 210 \\ 204 \end{array} \right\}
 \end{array}
 \end{array}$$

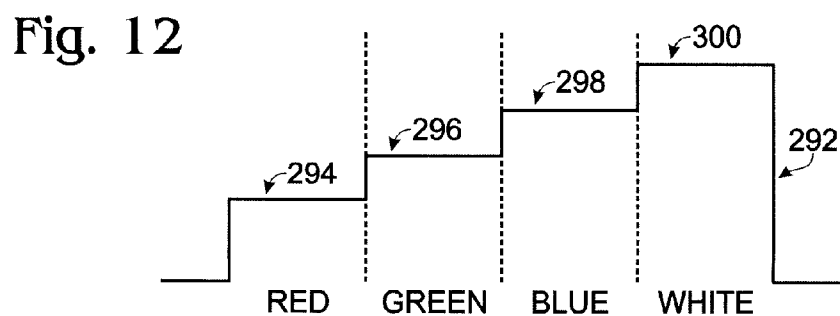
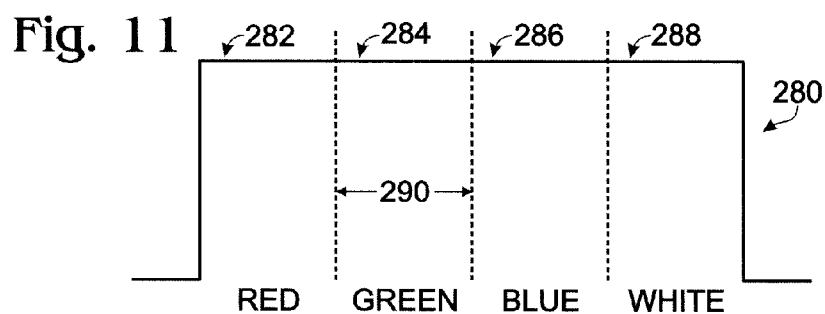


Fig. 13

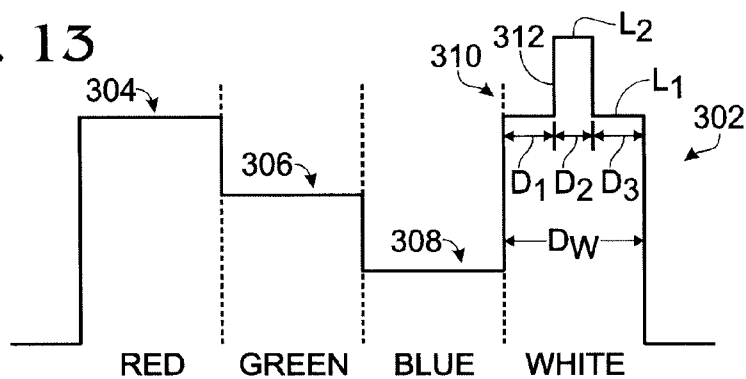


Fig. 14

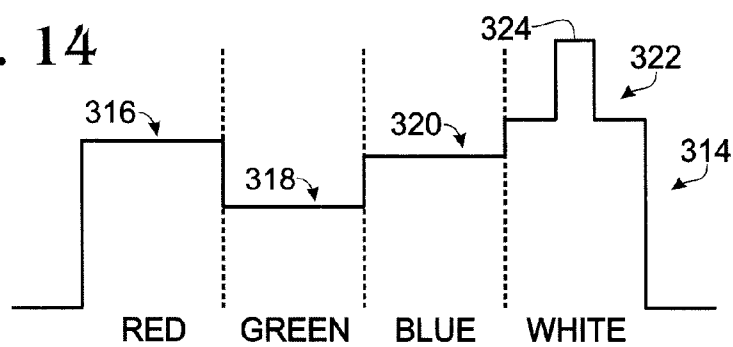


Fig. 15

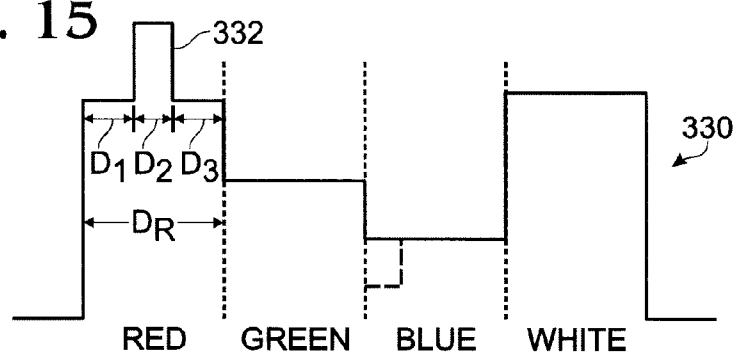


Fig. 16

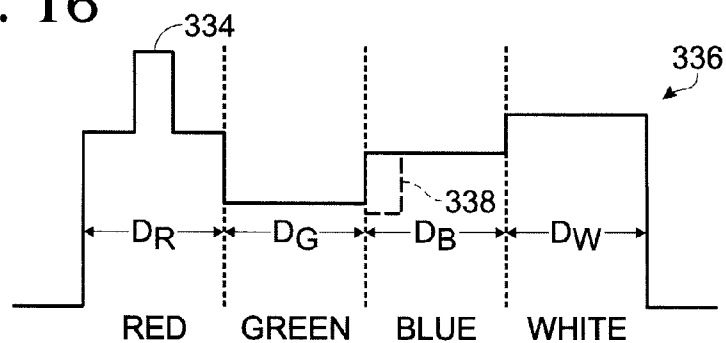


Fig. 17

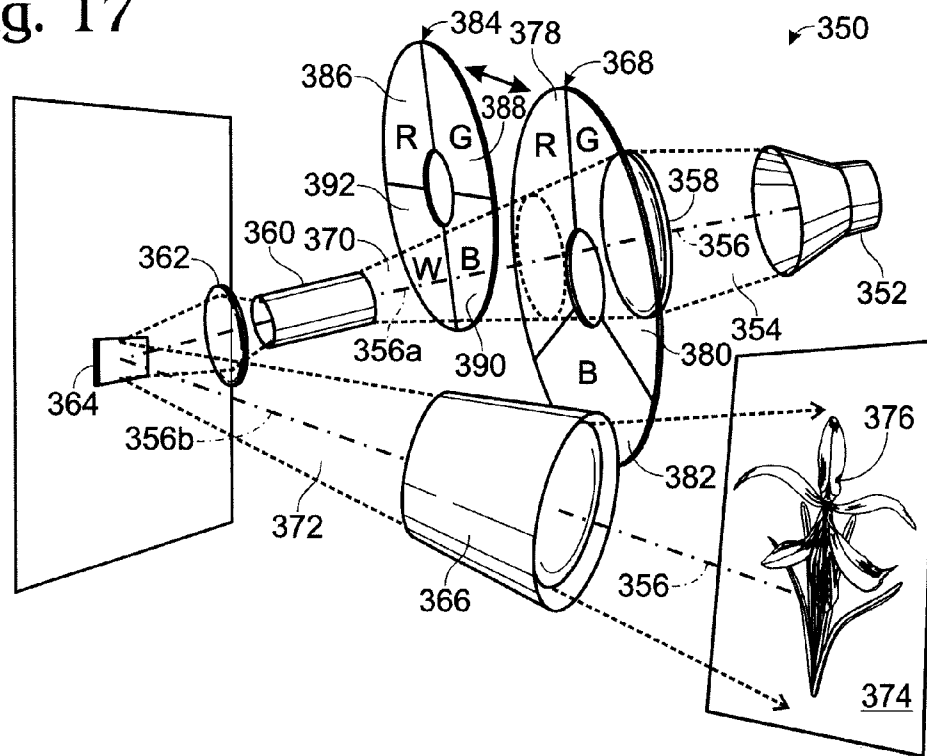


Fig. 24

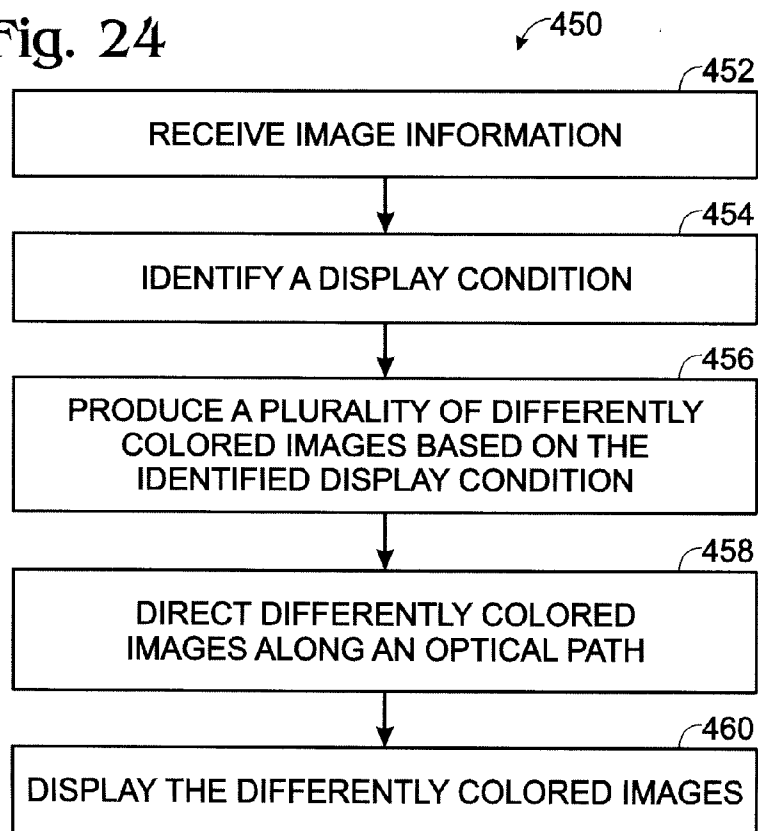


Fig. 18

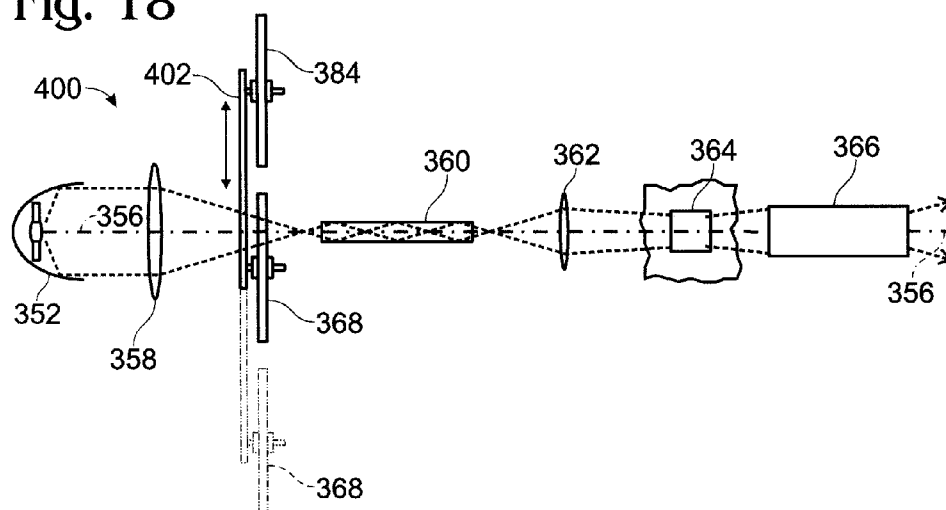


Fig. 19

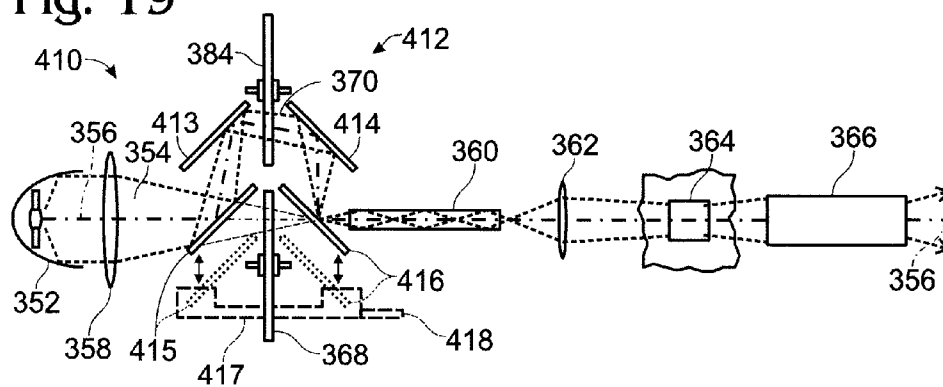


Fig. 20

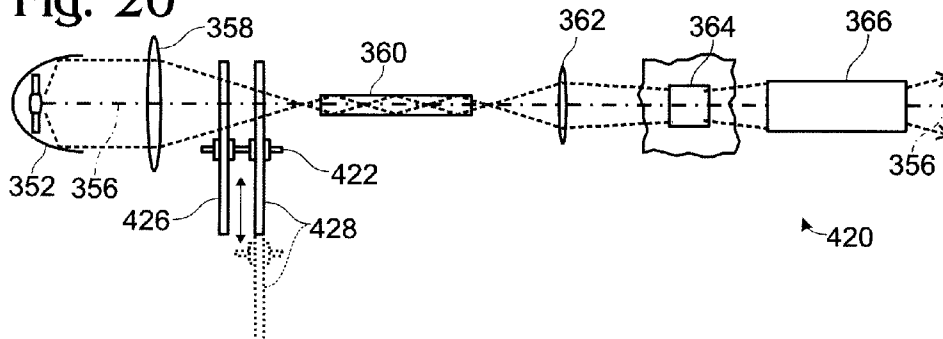


Fig. 21

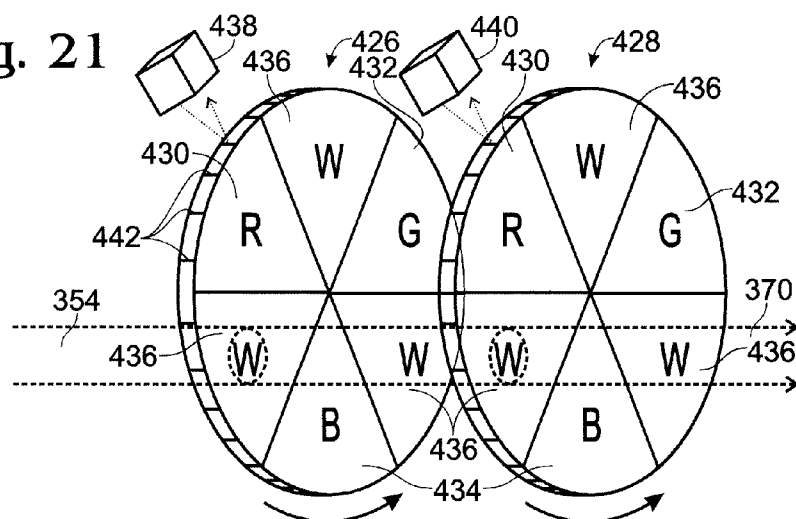


Fig. 22

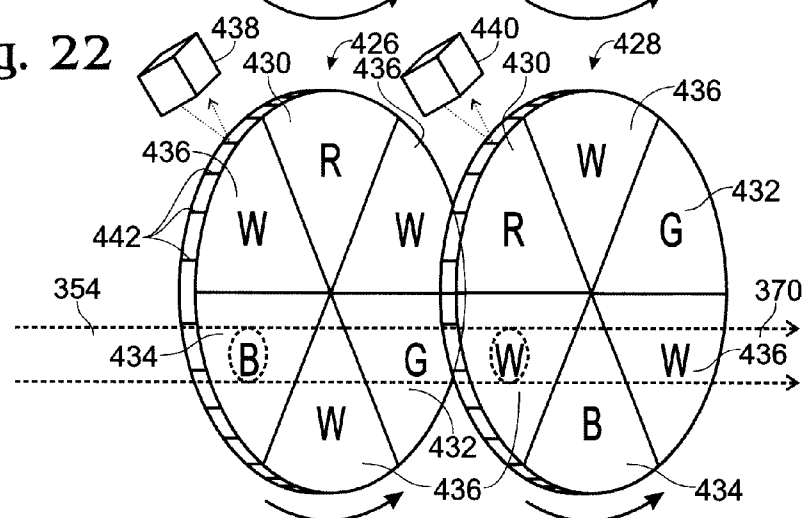
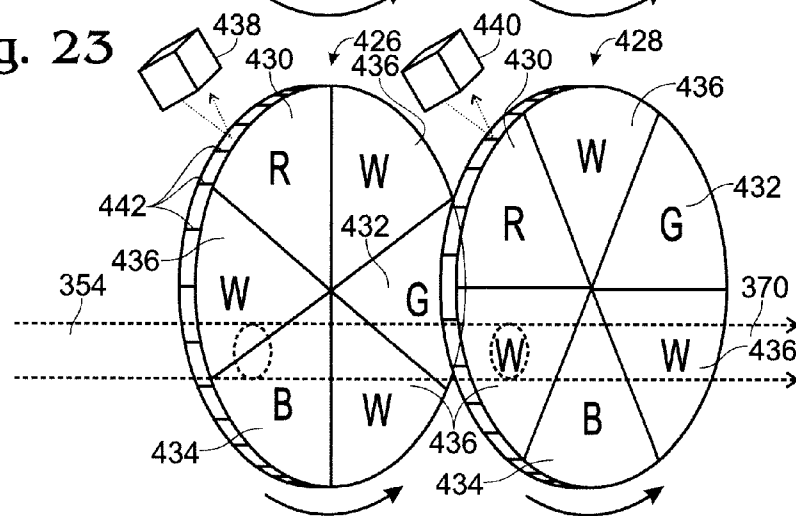


Fig. 23



SELECTABLE COLOR ADJUSTMENT FOR IMAGE DISPLAY

CROSS-REFERENCE TO RELATED APPLICATIONS

[0002] This is a continuation in part of application Ser. No. 10/062,644, filed Jan. 31, 2002, and also a continuation in part of application Ser. No. 10/103,394, filed Mar. 20, 2002.

BACKGROUND

[0003] Various techniques for displaying images exist. One such approach is accomplished with the use of digital projectors. Typically, such projectors are configured to have a fixed gamut. In this context, gamut refers to the spectral power distribution of a range of colors, and includes specific color characteristics such as hue, saturation, and intensity or luminance. For such fixed-gamut projectors, it is typical to have a gamut that is either better suited for displaying graphical images, or one better suited for displaying video images. In this respect, a gamut for displaying graphical images may include more brightness (e.g. a higher intensity white point) at the expense of chroma, or color intensity. Conversely, a gamut for displaying video images may include more chroma at the expense of brightness.

[0004] Using a single fixed-gamut projector to display both graphical images and video images thus may result in a reduction in the quality of one type of image, or may result in a reduction of quality of both types of images. Therefore, multiple fixed-gamut projectors have sometimes been employed to achieve high-quality display of both still and video images. However, purchasing multiple fixed-gamut projectors is undesirable as such projectors may be expensive. Also, even with multiple fixed-gamut projectors, quality of mixed media images (e.g. graphical images and video images in the same presentation) may suffer.

SUMMARY

[0005] A display system is configured to produce a color image formed of a plurality of differently colored images and may include at least one light source that directs light along an optical path, and at least one filter having a given optical filter characteristic. The display system may be selectively operable in a first state in which the optical path does not pass through a first filter during production of the plurality of differently colored images to form a color image having a first optical characteristic, and in a second state in which the optical path passes through the first filter during production of the plurality of differently colored images to form a color image having a second optical characteristic different than the first optical characteristic.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] FIG. 1 is a block diagram showing a system for displaying images.

[0007] FIG. 2 is a block diagram showing another system for displaying images.

[0008] FIG. 3 is a block diagram showing yet another system for displaying images.

[0009] FIG. 4 is a schematic diagram showing still another system for displaying images.

[0010] FIG. 5 is a graph showing a relationship of brightness to chroma that may be used to display images based on a user preference.

[0011] FIG. 6 is a graph showing a relationship of brightness to chroma that may be used to display images based on ambient light intensity.

[0012] FIG. 7 is a graph showing a relationship of brightness to chroma that may be used to display images based on image content as determined by average pixel intensity.

[0013] FIG. 8 is a graph illustrating a non-linear, gamma correction function.

[0014] FIG. 9 is a diagram showing a linear matrix correction function.

[0015] FIG. 10 is a schematic view of a dynamic gamut display system.

[0016] FIG. 11 is a chart showing an example of energy applied to a light source of a display system.

[0017] FIG. 12 is a chart showing an example of the output of a color source that may be produced based upon the energy applied as shown in FIG. 11.

[0018] FIG. 13 is a chart showing an example of energy applied to a light source of a display system.

[0019] FIG. 14 is a chart showing an example of the output of a color source that may be produced based upon the energy applied as shown in FIG. 13.

[0020] FIG. 15 is a chart showing another example of energy applied to a light source of a display system.

[0021] FIG. 16 is a chart showing an example of the output of a color source that may be produced based upon the energy applied as shown in FIG. 15.

[0022] FIG. 17 is a somewhat schematic isometric view of a dynamic gamut display system.

[0023] FIG. 18 is a somewhat schematic top view of an embodiment of the dynamic gamut display system shown in FIG. 17.

[0024] FIG. 19 is a schematic view of another dynamic gamut display system.

[0025] FIG. 20 is a schematic view of dynamic gamut display system.

[0026] FIG. 21 is an isometric view of a dynamic gamut color wheel pair configured to display high brightness images.

[0027] FIG. 22 is an isometric view of the color wheel pair of FIG. 21, but configured to display high chroma images.

[0028] FIG. 23 is an isometric view of the color wheel pair of FIG. 21, but configured to display images with a gamut intermediate the gamuts of FIGS. 21 and 22.

[0029] FIG. 24 is a flowchart showing a method of displaying an image.

DETAILED DESCRIPTION

[0030] Referring initially to FIG. 1, a display system according to an embodiment of an invention is shown generally at 30. Display system 30 may be any suitable

system adapted to display an image formed of differently colored images, including, but not limited to, rear-projection display systems, front-projection display systems, and projectors without a built-in screen or other display surface. Such display systems may employ overhead projectors, active liquid crystal display (LCD) projection devices, including liquid crystal on silicon display (LCOS), other spatial light modulators, and micro-mirror-based projection devices. The images projected or displayed may include still images, such as graphics, text, charts, and photographs, and video images, whether computer-generated, such as video games and animations, received as broadcasted television signals, or generated by a charge-coupled device (CCD), such as a video camera. Thus, the present disclosure is not limited to use with any particular type of image, or source of image data. The image data or information may be received from an image information or data source **32**, over a corresponding data link, such as a graphics port, a universal serial bus (USB), an infrared connection, a super-video (S-video) port, component, composite, HDTV, or any communication link that communicates image information.

[0031] The image data may be communicated to an image display generator **34**, which may function as means for producing a plurality of differently colored images. Display generator **34** may display the images or project the images for display. The display generator may include light sources, color generation devices or other color sources, colored image sources, optics, spatial light modulators, focusing devices, controllers or processors.

[0032] Differently colored images may be directed along associated portions of an optical path. The display device may then project for display or display a composite color image formed of the differently colored images. The composite image may be formed of one or more differently colored images and may be the image perceived by the viewer. The differently colored images may be projected along a common optical path or on separate optical paths, and may be projected sequentially or concurrently.

[0033] A condition identifier **36** may identify one or more conditions related to the display of an image by the display system. As such, it may provide means for identifying an image display condition. The condition may be identified by the system based on information received, such as external or user-input information, received data, such as image data or information, or information obtained by the system, such as ambient light conditions, or the appearance of a displayed image. The display system may generate the differently colored images for display, having optical characteristics based on the identified display condition. The condition identifier may include input/output devices, sensors, detectors, transducers, switches, selectors, analyzers, processors or controllers.

[0034] A display system **40**, which may be an embodiment of the display system **30**, is shown in FIG. **2**. An image display generator **42** may include a processor or controller **44** coupled with a colored image generator **46** and a display device **48**. The colored image generator may also be considered to be an image source, as well as an apparatus to produce different colored images. Colored image generator **46** may include a colored light source(s) or color source **50**, that may include a light source **52** and a color generator **54**.

[0035] The light source may be any suitable illumination source(s) adapted to optically produce and direct light along

an optical path **56**, including single white light sources, such as mercury, plasma, incandescent, laser and xenon lamps, or multiple white or single color light sources, such as, laser diodes, light emitting diodes (LEDs), arrays of LED's, or other solid state sources or arrays of sources. The light source may include optics for controlling, focusing and directing the light along the optical path. Additionally, the color source may include one or more lamps or light-emitting devices, such as laser light sources, that emit colored light. The color generator may work on one or more of the following principles: interference, refraction, diffraction, absorption, reflection, or scatter. It may include items such as transmissive or reflective thin film interference filters, absorptive materials, refractive prisms, and diffractive optical surfaces that separate light into component colors or reduce portions of an available light spectrum.

[0036] Image generator **42** may include a light modulator **58** that modulates colored light received from color source **50**. The image generator may also directly emit colored light coded as an image, such as is provided by LCD-based display systems. The modulator encodes the colored light, typically on a pixel-by-pixel basis, to produce colored modulated light directed along optical path **56**.

[0037] Display device **48** directs the modulated light along the optical path for display. It may include lenses and other optical devices **59** that provide for focusing on a screen or other display surface **60**. Alternatively, the colored images may be directed for focusing and viewing on a user-provided display surface.

[0038] The light source(s), color generator, color source, light modulator, colored image generator, or image display generator may each variously include a processor or controller adapted to control the operation of the associated device, or a separate controller **44**, as shown, may be used. The controller may be configured to receive image information from an image data source **62** as well as an identified display condition received from a condition identifier shown generally at **64**. The image data may be converted into commands appropriate for driving the various associated components of the display system.

[0039] Condition identifier **64** may identify a display condition that relates to an image displayed, presently or at another time, by the display system, including a condition that is provided by a user or that affects how a user perceives an image. In this context, display conditions may include image type, image content, image source, appearance of the displayed image, user preference, or ambient light conditions. The term ambient light conditions refers not only to the brightness or color mix of the directly applied light, but to any source of light that a user perceives. Thus, it also includes perceived light emitted or reflected from the room and its contents, and the visual response to it, which also may be referred to as the surround. Any factor, information or condition that may be identified and related to the image produced may be identified. For example, condition identifier **64** may include an image content analyzer **66**, an ambient light sensor **68**, a gamut selection device **70** configured to receive a user, or other external input **72**, such as provided by a keypad, and a display appearance analyzer **74**, all of which may be coupled with controller **44**. It will be appreciated that these features are exemplary, and the disclosure is not limited to the use of these particular techniques

for determining, establishing, or otherwise identifying one or more image display conditions.

[0040] Display systems according to the disclosure may have many different forms. For example, a display system **80** as illustrated in FIG. 3 may include a computer **82** coupled with one or more input devices, shown generally at **84**, and image display hardware **86**. Hardware **86** may correspond to the hardware associated with an image display generator **34** or **42**. The computer may include a micro-processor **88**, a memory **90** for storing data and a computer program for operating the system and processing the data, and respective input/output devices **92** and **94**. As is well known, computers and processors generally may have any of a wide variety of structures or architectures. For instance, one processor may be used, as is illustrated. This processor may include functions related to a condition identifier as well as an image display generator. Alternatively, it may be divided into separate processors, memories and input/output devices associated with associated operative functions or hardware components.

[0041] Further, methods and processes described in this document may be computer driven, and corresponding algorithms may be programmed on such processors, which may be in the form of an ASIC. An algorithm may be generally conceived to be a self-consistent set of related steps leading to a desired result. When stored, the algorithms may be stored in any computer-readable medium. Accordingly, these methods and processes are not inherently related to any particular computer or other apparatus for performing the operations. The processor may be a general purpose machine or a machine specially constructed for the stated purpose. When comprised of separate machines, the separate machines may be directly connected or connected by a network, such as a local or wide area network.

[0042] In the example shown in FIG. 3, many of the condition identifying functions may be provided by computer **82**, such as image content analysis performed on image information received from an image data source **96**. External devices, shown generally at **84**, may provide unprocessed, processed or partially processed data. For instance, a user input device **98**, such as a key or switch, may be used to input a user's gamut selection. An ambient light sensor or transducer **100** may provide analog or digital information of an identified ambient light condition. A display transducer **102**, such as a charge-coupled device, may provide data on a displayed image. These devices may be attached to a housing for the computer or may be integrated into or on the image display hardware **86**, such as may be appropriate for a display transducer that receives information from a displayed image. They may also be separate from it and connected by a suitable communication link, as has been discussed.

[0043] Another embodiment, shown as a display system **110**, is illustrated in FIG. 4. As may be seen in the figure, image data **112** may be communicated to a system controller **114**, which as has been discussed, may take the form of a microprocessor, micro-controller, ASIC, etc.

[0044] Various techniques for communicating image data **112** exist. For example, image data **112** may be communicated to controller **114** via a graphics port, a universal serial bus (USB), an infrared connection, a super-video (S-video) port, or any of various communication links. Image data **112**

may be directly communicated to controller **114**, and thus may be termed raw image data.

[0045] System **110** may be configured to display images based on image display conditions. In this context, display condition refers to a condition, factor, feature or characteristic of an image, and may include, for example, image type, image content, image source, appearance of the displayed image, user preference and/or ambient light conditions. System **110** thus may include an image content analyzer **116**, an ambient light sensor **118**, a gamut selection device **120** and a display appearance analyzer **122**, coupled with controller **114**. It will be appreciated that these features are exemplary, and the disclosure is not limited to the use of these particular techniques for determining and/or establishing display conditions.

[0046] For system **110**, controller **114** is further coupled with light sources **124**, **126** and **128**. As is indicated in FIG. 4, the number of light sources may vary. For purposes of this discussion, system **110** will be described as being configured with a red light source **124**, a green light source **126** and a blue light source **128**. It will be appreciated that additional colors may be used, such as white, cyan, yellow and/or magenta, among others. It will also be appreciated that any of these colored light sources may correspond, respectively, to any of light sources **124**, **126** and **128**, or an array of sources.

[0047] In this respect, light sources **124**, **126** and **128**, in turn, may be optically coupled, respectively, with optical elements **130**, **132** and **134** and beam combiners **136**, **138** and **140** along respective portions **141a**, **141b**, **141c** of an optical path **141**. In this regard, light **142**, **144** and **146** from light sources **124**, **126** and **128** is directed by respective optical elements **130**, **132** and **134** through beam combiners **136**, **138** and **140** to a spatial light modulator (SLM) **148**. SLM **148** is typically coupled with controller **114** so as to cooperate in selectively directing light **150**, through an optical element **152**. Light **150** may include a to-be-displayed image **154**, which corresponds with image data **112**. As is shown in FIG. 4, image **154** may be displayed on a screen **156**. SLM **148** may be a digital micro-mirror device (DMD), LCD, LCOS, or any other mechanism capable of selectively directing light to display image **154**.

[0048] As will be appreciated, SLM **148** may be configured to direct light **141** towards lens **152** on a pixel-by-pixel basis to form light **150**, which may include image **154**. Thus, as is discussed further below, controller **114** may sequence light sources **124**, **126** and **128** and may control SLM **148** so as to cooperate, in the foregoing described fashion, to display image **154** on screen **156** on a pixel by pixel basis.

[0049] For system **110**, image content analyzer **116** may be configured to receive image data **112**, in order to examine the image data to formulate image content information. Image content analyzer **116** may then communicate the image content information to controller **114**. Such image content information may, for example, include one or more of (a) the number of unique colors included in the image data, (b) the frequency, or a histogram, of unique colors, (c) pixel intensity, such as an average pixel intensity of the image data, and (d) changes in image data from one display frame to the next.

[0050] Image content may be determined in a number of ways. By way of example, image content may be determined

as a result of the source of the image content. In this regard, an image is communicated to display system **110** through a video graphics array (VGA) input port (not shown), this may indicate that the image is a graphical image such as a still photograph or graph, and a high-brightness gamut may be selected. Alternatively, an image communicated to display system **110** through a super-video (S-video) port (not shown), may indicate that the image is a video image such as broadcast television or video game, and a high-chroma gamut may be selected. In another example, image content itself may be examined to determine if video or graphical images are to be displayed. As will be appreciated, image content analyzer **116** may be implemented, for example, as machine-readable instructions included in a software program or may be implemented using pipeline processing.

[0051] Ambient light sensor **118** may also be coupled with controller **114**. Sensor **118** may be configured to detect ambient light in an environment where system **110** is being used to display images. In this regard, sensor **118** may be a charge-coupled device (CCD) sensor, or any other sensor capable of detecting light, including a photovoltaic device. Information regarding such ambient light character, such as hue, saturation, luminance, color temperature, chromaticity, and power spectral density may be communicated from sensor **118** to controller **114**. In response to such ambient light information, controller **114** may modify the sequence of light sources **124**, **126** and **128** and the operation of SLM **148** to adjust display of image **154**. Such techniques are discussed in more detail below.

[0052] Gamut selection device **120** may also be coupled with controller **114**. In this regard, gamut selection device **120** may be configured to provide for user selection of a display gamut. In this context, gamut refers to the spectral power distribution of a range of colors the device is capable of producing. Information communicated from gamut selection device **120** to controller **114** may result in the controller modifying the sequence of light sources **124**, **126** and **128** and operation of SLM **148** when displaying image **154**, such as increasing or reducing the amount of white light or one or more of the colored lights generated during a display frame. A higher setting on gamut selection device **120** may result in a brighter image **154** as opposed to a lower setting, or as compared to display of image **154** based solely on image data **112**. Alternatively or additionally, gamut selection device **120** may alter the color temperature of the gamut, or some other attribute of the gamut. Techniques for modifying gamut based on information communicated from gamut selection device **120** are discussed further below. Other gamut altering techniques, such as are described with respect to other embodiments, including the selective use of filters or the variation in the energy applied to the light sources, may also be used.

[0053] Display appearance analyzer **122** may also be coupled with controller **114**. Display appearance analyzer **122** may be configured to review display image **154** in order to formulate appearance information, such as the information obtained with regard to the raw image data. Such appearance information thus must be obtained by a CCD sensor or other device suitable for obtaining information about the displayed image may be communicated to controller **114** for use in improving the displayed image.

[0054] As was previously indicated, controller **114** may sequence light sources **124**, **126** and **128** when displaying

image **154**. For instance the red, green and blue light sources may be turned on, or the light may be allowed to pass through a light valve for a selected duration once per display frame. Accordingly, timing pulses may be applied to the light sources. Red light source **124** may be turned on at the initiation of such a display frame. Red light source **124** may remain on for time duration t_R . Green light source **126** may then be turned on for time duration t_G , followed by blue light source **128** being turned on for time duration t_B . Time durations t_R , t_G and t_B may be approximately equivalent, non-overlapping time periods, though the disclosure is not so limited, and other timing relationships are possible. For example, if image **154** has a relatively low red content relative to its green and/or blue content, red light source **124** may be on for a shorter period of time than green light source **126** or blue light source **128** during a given display frame. Alternatively, if the red light source has a lower luminance than the other light sources, it may be on for a longer period of time.

[0055] It will be appreciated that although a frame width of $\frac{1}{60}$ second is used as an example here, the display system may provide for variation in frame width from one frame to another, for example, due to variations in the image data. This typically would result in proportional changes in the time durations of the different light sources.

[0056] The three light sources, one source, or three RGB arrays of sources may also be turned on or an aperture opened twice during a frame. This sequence may repeat for successive display frames. Such a sequence may reduce sequential color artifacts relative to the first example in which the light sources are on once during a frame. Sequential color artifacts, it will be appreciated, may include rainbow colored shadows that may trail moving objects in video images, or flickering that results from one color appearing brighter than another color.

[0057] Other timing sequences are possible, such as the colors appearing three or more times per second or the colors appearing with different frequencies, such as two green pulses for a red pulse. Also, nonuniform pulse widths may be used within a single frame, such as where a light source comes on three times a display frame with one of the three time periods being approximately half of the other two. The specific timing relationship may be based on display conditions such as gamut selection, ambient light, image content, and display appearance as were previously discussed. Controller **114** thus may modify the sequence of the light sources to implement an appropriate RGB timing relationship based on display conditions. In this respect, the time duration a light source is on in a given display frame may be based on display conditions. For example, if an image to be displayed has a relatively high red content, as compared to the image's green and blue content, red light source **124** may be on for a longer relative time during display of such an image.

[0058] Additionally, white light may be added to a frame when a higher brightness is desired, as compared to the brightness provided for only the individual component colors. Such a situation may include an environment where ambient light may detract from viewability of image **154** without increasing the brightness. White light may be provided by a white light source. When only component colors are used, white light is provided by concurrently combining

light of the component colors. In the example shown, white light may be produced during a time period t_w as the sum of red, green and blue light. This situation may increase the brightness of image 154 when displayed.

[0059] Yet another alternative is the addition of yellow light to an image. In this example, red light source 124 and green light source 126 may be on simultaneously for a time t_y , so as to produce yellow light, the sum of red and green light. It will be appreciated, that in this particular situation, green light source 126 may be on individually (producing green light) for a relatively shorter duration of time than red light source 124 or blue light source 128 during the frame. Such a situation may be beneficial where an image being displayed has a high yellow content. In other words, display system 110 may modify the gamut produced for displaying images frame by frame, based on display conditions, as were previously described. It will be appreciated, of course, that the color sequences described in any of the aforementioned examples may be repeated one or more times during a frame.

[0060] Referring now to FIG. 5, with further reference to FIG. 4, a graph showing an exemplary relative timing relationship based on an input signal to controller 114 from gamut selection device 120 for displaying image 154 is shown generally at 160. For graph 160, the x-axis represents a continuous range of gamut selection values. It could also correspond to an identified ambient light, displayed image, or image content condition, or image source type. The y-axis of graph 160 represents the percent of frame time the different types of light are produced in a given display frame. For this embodiment; red, green and blue light may be generated for equivalent time durations, or percentages of a given display frame.

[0061] The percent of time that white light is produced during a given display frame with respect to red, green and blue light, as indicated by line 162, varies linearly with the value given the identified condition, which in this example is referred to as a user input 164. In this respect, when user input 164 is 1, white light is not generated, or represents zero percent of the frame, while red, green and blue light are each generated for one-third (33.33%) of a given display frame. Comparing line 162 and line 166 of graph 160 demonstrates the relative percentage of frame time 168 that white light, red light, green light and blue light are generated for this embodiment. In this respect, a lower user input corresponds with a lower percentage of frame time 168 during which white light is generated.

[0062] As shown in FIG. 5, at the highest (10) user setting 164, the percent of frame time 168 during which white light is generated may be approximately the same as the percentages during which red, green and blue light is generated, or one-quarter (25%) of a given display frame. It will be appreciated that these relationships are exemplary and other percentages and timing relationships are possible. For example, the percent of frame time relationships may be non-linear; red, green and blue light percentages may be varied individually; or further limits on percent of frame time during which white light is produced may be implemented.

[0063] Referring now to FIG. 6, a graph, indicated generally at 170, illustrates an exemplary timing relationship based on an ambient light character, such as intensity 176. In this respect, line 172 in FIG. 6 indicates a percentage of

white light, relative to line 174, which indicates a percentage of red, green and blue light. At ambient light intensities below threshold T1, no white light is produced (0% of a given frame) while red, green and blue light are each produced for one-third (33.33%) of a given display frame.

[0064] As with FIG. 5, the relationship of percent of frame time 178 during which the different types of light are generated is demonstrated by comparing lines 172 and 174 in graph 170. As can be seen from graph 170, the percent of time that white light is generated during a given display frame with respect to red, green and blue light, may vary linearly as ambient light intensity varies between threshold T1 and threshold T2. At ambient light intensities at or above threshold T2, red, green, white and blue light may each be generated for one-quarter (25%) of a given display frame, as indicated by FIG. 6.

[0065] Referring now to FIG. 7, a graph illustrating an exemplary timing relationship based on average pixel intensity is indicated generally at 180. In this respect, line 182 in FIG. 7 indicates a percentage of white light generated in a given display frame, relative to line 184, which indicates a percentage of red, green and blue light generated in that display frame. At lower average pixel intensities 186, below threshold T1, no white light (0% of the display frame) may be produced, while red, green and blue light may each be produced for one-third (33.33%) of the display frame.

[0066] As with FIGS. 5 and 6, the relationship of percent of frame time (188 in FIG. 7) during which the different types of light are generated is demonstrated by comparing lines 182 and 184 in graph 180. As can be seen from graph 180, the percent of time that white light is generated during a given display frame with respect to red, green and blue light, may vary linearly as average pixel intensity varies between threshold T1 and threshold T2. At average pixel intensities at or above threshold T2, red, green, white and blue light may each be generated for one-quarter (25%) of a given display frame, as indicated by FIG. 7. As with FIGS. 5 and 6, it will be appreciated that the relationships illustrated in FIG. 7 are exemplary and other percent of frame time 188 relationships may exist.

[0067] Image data 112 may be processed to reduce variation in display of an associated image across various display systems. In this respect, FIG. 8 is a graph showing a gamma correction relationship indicated generally at 190. Such a relationship may be used to modify image data to reduce the amount of variation in the appearance of an image from one type of display system to another. In this respect, the relationship shown in graph 190 is a family of curves for equation 192, $y=x^\gamma$. This relationship, with a specific value of γ (gamma), may be applied to red, green and blue components of colors for an image to be displayed. Alternatively, correction with individual values of gamma may be applied to the individual components. In this respect, x may represent a nominal red intensity for a specific pixel in an input image. y would then typically represent the nominal gamma corrected red intensity of the projected pixel.

[0068] As may be seen in FIG. 8, line 194 corresponds to the situation where gamma is equal to one. In this case, gamma correction would not be made. As is also shown in FIG. 8, the group of curves indicated by 196 corresponds to correction factor relationships where gamma is less than one. Conversely the group of curves indicated by 198

corresponds to correction factor relationships where gamma is greater than one. Accordingly, data may be input into controller 114 indicating the value of gamma to apply to input image data for the given projector, or for a given set of changes made to the system gamut, such as due to the change of a filter in the optical path or the application of a correction factor applied based on an identified image display condition.

[0069] Each color may have a different gamma curve, and the curve may not be a smooth curve. Additionally, the slope may change signs one or more times. FIG. 9 illustrates a linear color matrixing relationship that is indicated generally at 200. Equations 202 represent linear relationships for accomplishing a conversion between a first set of red, green and blue components of an original color, R_O , G_O , and B_O respectively. Correction factors may be applied to these color components to calculate a new red value. In this respect, "new-red" may be determined by applying a red-red color correction factor C_{RR} to R_O , a red-green correction factor C_{RG} to G_O , and a red-blue correction factor C_{RB} to B_O . Likewise, similar correction factors, as are indicated in equations 202, may be applied to determine "new-green" G_N and "new-blue" B_N .

[0070] Equations 202 may be implemented in a linear matrix relationship 204. In this respect, an "original" color vector 206 may be multiplied by a correction factor matrix 208, which may include the correction factors of equations 202, to produce a "new" color vector 210. It will be appreciated that image data may be modified via various correction factors, color matrices, exponential relationships and look-up tables. For example, not all correction factors may be applied in certain circumstances. The color matrixing relationship used may depend on, at least, display conditions, such as display appearance, the display system used to display the images, and image type. Look-up tables may preserve computational resources. Other factors exist, and the invention is not limited to these specific conditions.

[0071] FIG. 10 illustrates, at 220, a display system employing a color filter in the form of a single color wheel 222. As indicated, the depicted display system may further employ a light source 224 configured to direct light 226 along an optical path 228 toward color wheel 222. Examples of color wheels are described below with reference to FIGS. 17 and 21-23. In the depicted display system, light from the light source impinges on a separate condensing lens 230 and then on color wheel 222. Alternatively, a light source having an elliptical reflector with no lens 230 may also be used. An elliptical reflector has two foci, one at the fire ball and one at the integrating rod. It will be appreciated, however, that light source 224 may instead include optics such as lens 230. It also will be appreciated that light source 224 may take the form of a high-pressure mercury lamp, but the present disclosure is not so-limited.

[0072] Color wheel 222 may be mounted on a shaft 232 which, in turn, may be operated on by a motor or some other drive mechanism (not shown) capable of rotating the color wheel rapidly, typically on the order of several thousand revolutions per minute (rpm). Color wheel 222 defines three color regions, a red region, a green region, and a blue region, which pass through the optical path as the color wheel rotates so as to sequentially filter light from the light source.

[0073] As indicated, as it passes through the color wheel, incident light 226 is filtered, producing colored light 234.

Reflective filters may also be used, in which case the light would reflect off of the color regions. With either embodiment, the optical path impinges the filter. Colored light 234 may then be passed through an integrator rod 236 that homogenizes the colored light and directs such homogenized colored light toward an illumination lens 238. Illumination lens 238, in turn, may direct the homogenized colored light onto a spatial light modulator (SLM) 240, such as a digital micro-mirror device, an LCD, an LCOS, a spatial light modulator, or a digital light processor. Use and operation of such SLMs is known, and will not be discussed in detail here. Spatial light modulator 240 converts the colored light from color wheel 222 into modulated colored light 242 comprising differently colored images. The colored light will be seen to pass through a projection lens 244, and then along optical axis 228 on to a display surface 246 for display of an image. A viewer 248 then views the displayed image also along the optical path.

[0074] Display system 220, as described to this point, may produce a displayed image having a gamut determined by the features of the system, such as the received image information, the spectral color distribution of the light source, the filter characteristics of the various filters in the color wheel, the optics, spatial light modulator, screen, and any processing performed on the image information. As has been discussed, based on image display information identified by an image display condition identifier 250, a controller 252 may change the gamut, also referred to as color balance or color characteristics, of the image in various ways, a few of which have been and will be described.

[0075] In the exemplary system shown in FIG. 10, controller 252 may change the gamut, and thereby, the operating state of the display system, by inserting, removing or replacing one or more filters anywhere in optical path 228. In particular, system 220 may include a support 254 supporting a plurality of filters, such as filters 256 and 258. These filters may also be referred to as means for filtering light. A carrier 260 under the control of controller 252, may select and place the filters in the optical path, as represented by filter 258, and in carrier 260, as represented by filter 256. The filters may each be moved between a first position, as represented by filter 256, in which the optical path does not pass through the filter, e.g., the filter is positioned on the carrier, and a second position, as represented by filter 258, in which the optical path does pass through the filter. Accordingly, the carrier may function as means for moving the filters between the first and second positions.

[0076] Alternatively, the filters may be manipulated by a handle 261, lever or other device that provides for manual movement of the individual filters relative to the optical path. In such an instance, system 220 may also provide for changing the way that images are produced in response to the position of the one or more filters. That is, a sensor 263 may detect the position of each filter relative to the optical path 228, such as by detecting indicia marked on the filters, or by a position detector 265 mounted onto support 254. The detector and sensor thereby function as a condition identifier and may be referred to as means for producing an indication of the operating state of the display system. When a change in the position of one or more filters is detected, controller 252 may alter the way the image is produced. For example, controller 252 may alter the way that modulator 240 modulates the color images, may alter the way that light source

224 produces light, as described below, or may change the filter wheel used, as also described below.

[0077] None, one or more filters may be placed in the optical path, as is indicated by a second filter **262** shown in dashed lines. These filters may have a variety of filtering characteristics to modify selectively the light spectrum in different ways. The gamut of an image is changed according to the combined effect of all filters moved into and out of the optical path.

[0078] It will be appreciated then that a variety of gamut changes may be obtained that corresponds to the different combinations of the various filters in the optical path. This capability may be achieved regardless of where in the optical path that the filters are placed. For instance, filters may be a part of the light source structure, as represented by dashed line **264**. The filters may further be placed between functional structures in the optical path, as illustrated by dashed lines **266**, **268** and **270**. A further filter position could also be between screen **246** and viewer **248**, as represented by dashed line **272**. Additionally, any of the optical features, such as lenses or filter wheels, could include filtering coatings or elements, although this may require interchanging a plurality of such features in the optical path. Further, combinations of interchangeable filters dispersed at different filter stations along the optical path also may be provided.

[0079] Interchangeable filters may also be used in display systems in which the optical path has branches, such as system **110** illustrated in FIG. 4. When a filter is placed into or removed from a portion or branch of an optical path associated with a component color source, such as any of color sources **124**, **126** and **128** shown in that figure, the effect of the filter change relates only to the effect of the light impinging the filter. The transmission characteristics of the respective filters are selected accordingly. Reflective filters may also be used.

[0080] Referring again to FIG. 10, light source **224** in combination with lens **230** and color wheel **222** comprise a color source **274**. Color source **274** in combination with integrator rod **236**, any adjustment filters, such as filter **258**, lens **238** and spatial light modulator **240** form a colored image source **276**. Light source **224**, and correspondingly color source **274** and colored image source **276**, may produce light having a saturation, intensity or luminance corresponding to the level of illuminating energy applied. Such energy may be applied by a power supply **278** that may be responsive to a control signal from controller **252** representative of a selected power level.

[0081] An example of one pattern of energy applied to light source **224** is illustrated by a graph **280** in FIG. 11. This graph is a plot of energy applied versus time. For simplicity, the level of energy is shown for an isolated, single frame only. This discussion may be applied to all frames or to select frames, as appropriate in a given application. A series of pulses **282**, **284**, **286** and **288** have a common level of energy applied, as represented by the constant horizontal line. In this example, these pulses may have corresponding durations, such as duration **290** and are associated with the production of red, green, blue and white light, as indicated, during a frame. The pulse durations correspond to the rotational angle for each filter. The filter angles may not be equal 90 degree segments each, but they will add up to 360 degrees, of course.

[0082] Given the application of energy of equal levels, color source **274** or colored image source **276** may produce light having the relative levels represented by waveform **292** in FIG. 12 formed of respective pulses **294**, **296**, **298** and **300**. The results shown indicate that the effective saturation or luminance is lowest for red and progressively increases, with white having the highest luminance. By adjusting the level of energy applied to the light source for the different colors as well as the duration of each color, compensation can be provided for the variance in the light source from a uniform color distribution. The level of energy applied during the production of the different colors can further be adjusted to produce a desired gamut change. For instance, if a more uniform color distribution is desired as well as a brighter gamut, overall, the energy level sequence shown generally at **302** in FIG. 13 may be used. A pulse **304** of energy during the red period may be higher than that of a pulse **306** applied during the green period. The level of energy may be least during production of the blue color, as represented by a pulse **308**.

[0083] A white pulse **310** having a total duration D_w may be divided into component durations D_1 , D_2 and D_3 . The level L_1 applied during durations D_1 and D_3 may be substantially the same, while the level L_2 applied during duration D_2 may be higher or lower, as appropriate. A relatively narrow pulse of increased energy level, such as the pulse **312** represented by the level L_2 during duration D_2 , may be useful for extending the life of certain light sources. By applying such a pulse during the white duration D_w of a frame, it may be used to increase the luminance of a resulting image.

[0084] The resulting color levels produced by a color source or colored image source may then be as shown by waveform **314** in FIG. 14. Waveform **314** includes respective red, green, blue and white pulses **316**, **318**, **320** and **322**. White pulse **322** includes a narrow pulse **324** resulting from pulse **312**. With such a result, the levels of intensity may increase from lowest to highest in the order green, blue, red and white. A composite image formed of colored images having these intensities may be viewed as having relatively even color luminance and the image overall would be relatively bright. For colors produced with substantially equal intensity, the human eye may perceive the green light to have the highest luminance and the red light the lowest luminance. In this case, by giving the green light the lowest intensity and red light the highest intensity, these colors tend to appear to have similar luminance.

[0085] The gamut of an image may thus be modified by changing the level of the energy applied to a light source during production of different colors. The gamut may also be changed by applying one or more positive or negative narrow pulses to one or more of the different colors. Additionally, a higher chroma gamut may be produced by reducing in time or energy level, or even by eliminating entirely, the white light duration. A further example of this is illustrated by waveform **330** in FIG. 15. FIG. 15 illustrates an example that may be similar to that shown in FIG. 13 except that a narrow pulse **332** of energy may be applied to the light source during the duration D_R that the color red is produced. This may produce a color red having increased luminance or saturation, as illustrated by narrow pulse waveform **334** in FIG. 16. A color produced with a positive narrow pulse of energy may accordingly appear to have increased saturation

or luminance. As represented by a narrow pulse 338, shown in dashed lines, occurring during the duration D_B that blue is produced, a narrow pulse may have a reduced energy level, resulting in a reduced saturation or luminance for that color. Further, pulse 338 is shown to occur at the beginning of duration D_B . Such a pulse may occur any time in the overall duration during which a color is produced.

[0086] As has been discussed, display systems may be considered to have a fixed gamut. In this regard, only a single range of colors (gamut) may be produced by such systems. Since high-brightness gamuts may not be particularly well suited for displaying video images, and high-chroma gamuts may not be particularly well suited for displaying graphical images, consumers have sometimes purchased separate display systems to achieve the best quality for both types of images. However, such display systems may be expensive, making purchase of multiple display systems undesirable.

[0087] Referring now to FIG. 17, a somewhat schematic isometric view of a dynamic gamut display system according to an embodiment of the present invention is indicated generally at 350. As indicated, display system 350 includes an illumination or light source 352 configured to produce and direct light 354 along an optical path 356 (indicated by the dash-dot line). Dynamic gamut display system 350 may further include a condensing lens 358, an integrator rod 360, an illumination lens 362, a spatial light modulator 364 and a projection lens 366.

[0088] Incident light 354 impinges a sequential color filter or color wheel 368 containing color filters, to produce colored light 370. The respective different colors are directed along a common associated portion 356a of optical path 356. Colored light 370, in turn, may pass through integration rod 360, which homogenizes the colored light and directs such homogenized colored light toward illumination lens 362. Illumination lens 362 may then direct the homogenized colored light onto spatial light modulator 364, which produces colored light 372 modulated to form differently colored images directed along associated optical path portion 356b. Modulated colored light 372 may then pass through projection lens 366, and then on to a display surface 374 to display an image such as that shown at 376.

[0089] As indicated, display system 350 includes first sequential color wheel 368, which may be of a high-chroma configuration. Color wheel 368 may define a red filter region 378, a green filter region 380 and a blue filter region 382. The depicted color wheel typically is used to produce video images due to its high relative chroma (color intensity and saturation). In this regard, color wheel 368 may be characterized as producing a “high-chroma gamut.”

[0090] Display system 350 also includes a second sequential color wheel 384, which may be of a high-brightness configuration, producing a sequence of colors similar to that illustrated in FIGS. 11-16. Color wheel 384 thus may be seen to define a red region 386, a green region 388, a blue region 390 and a white region 392. White region 392 may be substantially clear so as to provide for passage of white light through it. Color wheel 384 typically may be used to produce graphical images due to its brighter white point relative to color wheel 368. Chroma, it will be appreciated, may be traded off for brightness in the gamut produced by

color wheel 384 relative to color wheel 368. Thus, color wheel 384 may be characterized as producing a “higher-brightness gamut.”

[0091] Each of color wheels 368 and 384 may be moved in to and out of the optical path so as to selectively cooperate in sequentially filtering light 354. Thus, display system 350 may produce a dynamic gamut, either a high-chroma gamut using color wheel 368 for displaying video images or a high-brightness gamut using color wheel 384 for displaying graphical images. The gamut thus may be selected based on image content. Similarly, the gamut may be selected based on physical environment (e.g. ambient lighting), user preferences, etc. Although first color wheel 368 and second color wheel 384 take the form of rotating wheels, other techniques of producing sequentially colored light or aligning color filters sequentially with the optical path may be provided. For instance, three colored light sources may be used, as has been described with reference to system 110 shown in FIG. 4. A display system such as system 350 may thus allow the display gamut to be changed based on the content of an image currently being displayed.

[0092] FIGS. 18, 19 and 20 illustrate three display systems 400, 410 and 420, respectively, similar to system 350 shown in FIG. 17. Features that may be the same as those included in system 350 have the same reference numbers. These features include an illumination source 352, a condensing lens 358, sequential color wheels 368 and 384, an integrator rod 360, an illumination lens 362, a spatial light modulator 364, a projection lens 366, and light traveling along an optical path 356.

[0093] Referring now particularly to FIG. 18, display system 400 may include a carriage 402 on which color wheels 368 and 384 may be rotationally mounted. Carriage 402 may be configured to selectively place either color wheel 368 or color wheel 384 in optical path 356. Display system 400 thus provides for alternate placement of the two color wheels in the optical path. As will be seen, this may be accomplished by either moving the optical path, moving the color wheel, or both. As such, the display system of FIG. 18 is operable in two states with regard to color wheels. In one state the optical path passes through one color wheel, and thereby the filters contained on that color wheel. In the other state, the optical path passes through the other color wheel and thereby the filters contained on the other color wheel.

[0094] Carriage 402 may be manually controlled, or automatically controlled based on image content or other identified display condition, as previously described. Accordingly, color wheel 368 is shown disposed within the optical path along which light from illumination source 352 is directed. The same color wheel is shown in dot-dash lines as it may be disposed when carriage 402 is moved such that color wheel 384 is disposed in the optical path. Various techniques for aligning selectively color wheels 368 and 384 in the optical path exist. For example, a mechanical shuttle may be used or, alternatively, a rotational mechanism, or some other transport mechanism may be used.

[0095] Referring to FIG. 19, display system 410, as opposed to display system 400, may employ sequential color wheels 368, 384, which are mounted for rotation, at predetermined locations relative to illumination source 352. Accordingly, display system 410 may employ an optical path director 412 which selectively alters the optical path of

light 354 from illumination source 352. This optical path director may include mirrors 413, 414, 415 and 416, which may themselves be moved in to or out of the optical path, as represented by mirrors 415 and 416 shown in dashed lines, so as to selectively direct light toward a desired one of the color wheels. Alternatively, prisms or other optical devices may be used.

[0096] For display system 410, incident light 354 from light source 352 may be conveyed through condensing lens 358. Mirror 415 may then alter the path 356 of light 354, directing it to color wheel 384, rather than through color wheel 368. Mirror 413 may then direct light 354 through color wheel 384 to produce colored light 370. Colored light 370 may then be directed, by mirror 414, to mirror 416, which may, in turn, direct the colored light to integrator rod 360. Upon removing mirrors 415 and 416 from the optical path, light may be directed through color wheel 368. For instance, mirrors 415 and 416 may be mounted on a carrier 417. Further, carrier 417 may be moved manually by a user manipulating a handle 418, a lever or other element. The optical path of light from light source 352 thus may be selectively altered depending on the content of an image to be displayed (e.g. graphical or video image), as has been previously discussed. Alternatively, the optical path of light may be manually altered and the position of the mirrors may then be detected, such as was described with reference to the filters in system 220 described with reference to FIG. 10. Based on the detection of the position of the mirrors as a display condition, other changes may be made in system 410, as has been described.

[0097] FIG. 20 is a schematic view of dynamic gamut display system 420 according to yet another embodiment of the invention. Color wheels 426 and 428 may take the form of color wheels mounted within the display system such that the directed light passes through both color wheels in succession. The two color wheels may be controlled independently. Typically, a first one of the color wheels may be rotated while the other color wheel is maintained in a fixed position. In the present embodiment, where the color filters are color wheels, the color wheels are coaxially rotationally mounted on an axle 422. Alternatively, the color wheels may be configured such that the color wheels rotate together in a fixed angular orientation with respect to each other. Further, color wheel 426 may be fixed in optical path 356 and color wheel 428 may be selectively removable from the optical path, as illustrated by color wheel 428 in dashed lines.

[0098] Various configurations of color regions may be used on color wheels 426 and 428. For instance, a color wheel may define four color regions of generally equivalent size, a red region, a green region, a blue region and a white region as illustrated for color wheel 384 in FIG. 17. The white region may be made smaller than the other regions, or the regions may have different sizes. One color wheel may remain stationary while the other rotates. That is, incident light thus may pass through a white region of one color wheel, and sequentially pass through colored regions of the other color wheel as that wheel rotates. If the two color wheels have differently sized white regions, then by rotating the color wheel with the smaller white region may be used to produce a higher chroma gamut. The reverse condition in which the color wheel with the larger white region is rotated, may then produce a comparatively higher brightness gamut.

[0099] The color wheels may include indicia along their perimeters, such as on a face or edge to accommodate accurate positioning of the color wheels. Any other indicia or rotational position sensing configuration may be provided to permit operation of the color wheels as described.

[0100] Referring specifically to FIGS. 21-23, an alternative configuration of color wheels is depicted as color wheels 426 and 428. As is shown in FIG. 21, color wheels 426 and 428 are similar, typically including six color regions of approximately equivalent size. A color wheel thus includes a red region 430, a green region 432, a blue region 434 and three white regions 436.

[0101] As indicated in FIG. 21, white regions 436 of color wheels 426 and 428 may be angularly aligned using sensors 438 and 440, respectively, along with indicia 442. Once the desired angular relationship is achieved, the color wheels may be fixed relative to one another, and then rotated together to collectively define a sequential color filter. In this configuration, a relatively high-brightness gamut may be produced, as compared even to the high-brightness gamut produced with color wheel 384 as illustrated in FIG. 17. A higher brightness (white point) may be achieved with the configuration illustrated in FIG. 21, because approximately one-half of the surface area of aligned color wheels 426 and 428 is white, as compared with one-quarter of the surface area of color wheel 384. This may compensate for the reduced luminance of the colors, since the light must pass through two colored filter segments.

[0102] In FIG. 22, white regions 436 of color wheel 428 are aligned respectively with red region 430, green region 432 and blue region 434 of color wheel 426. The converse is also true. Again, sensors 438 and 440 may determine the angular orientation of color wheels 426 and 428, respectively. The color wheels may then be angularly locked relative to one another, and rotated together. In this configuration, the color wheels collectively define a sequential color filter configured to produce a high-chroma gamut. Such a gamut may be comparable to the high-chroma gamut produced with color wheel 368, as no white or color regions remain unaligned with a corresponding red, green or blue color regions on the other color wheel. The resulting produced color sequence is red-green-blue.

[0103] These color wheels may also be aligned so that the same color is not produced consecutively by the two color wheels. For instance if color wheel 428, as viewed, is rotated counter-clockwise 120 degrees, the colored light will have the sequence blue-green-red-blue-green-red. Such sequence may have reduced sequential color artifacts due to the increased frequency of the different colors.

[0104] FIG. 23 depicts color wheels 426 and 428 in an alignment intermediate to the configurations depicted in FIGS. 21 and 22. In this regard, white regions 436 of one color wheel are oriented so as to only partially overlap with the white regions of the other color wheel. It will be appreciated that the amount of overlap may be varied, which may allow a large number of gamuts with a wide range of chroma and brightness characteristics to be produced. As was previously discussed, sensors 438 and 440 may be used to establish a desired angular relationship between the color wheels for producing a desired gamut. Such a configuration may allow for small modifications in chroma or brightness based on image content, ambient light or a variety of other factors.

[0105] Referring now to FIG. 24, a flowchart illustrating a method for displaying an image is indicated generally at 450. As is shown in FIG. 24, method 450 may include receiving image information at 452. A display condition, such as image content, display appearance, a gamut selection or an ambient light condition, may be identified at 454. A plurality of differently colored images based on the identified display condition then may be produced at 456. The differently colored images may be directed along an optical path at 458. The differently colored images may then be displayed at 460. Such a method may use any of the foregoing described approaches, however, the method is not limited to these approaches, as other techniques are possible.

[0106] While the present disclosure has been provided with reference to the foregoing embodiments, those skilled in the art will understand that many variations may be made therein without departing from the spirit and scope of the following claims. The description should be understood to include all novel and non-obvious combinations of elements described herein, and claims may be presented in this or a later application to any novel and non-obvious combination of these elements. The foregoing embodiments are illustrative, and no single feature or element is essential to all possible combinations that may be claimed in this or a later application. Where the claims recite “a” or “a first” element or the equivalent thereof, such claims should be understood to include incorporation of one or more such elements, neither requiring nor excluding two or more such elements.

1-16. (canceled)

17. A display system comprising:

- a light source configured to direct light along an optical path;
- a color wheel having a plurality of color filter regions, the color wheel being configured to sequentially pass the color filter regions through the optical path and produce sequentially colored light;
- a light modulator impinged by the sequentially colored light and configured to modulate the colored light in a manner to produce corresponding sequentially colored images;

optics directing the sequentially colored lights along the optical path;

at least one filter having a given optical filter characteristic; and

a carrier configured to support at least one of the at least one filter and an element configured to change the direction of the optical path, the carrier being movable between a first position in which the optical path does not pass through a first filter and a second position in which the optical path passes through the first filter.

18. The display system of claim 17 further comprising a plurality of filters supported on a carrier configured to provide independent movement of each filter into and out of the optical path.

19. A display system usable with a filter having a given optical filter characteristic and configured to be placed in an optical path, the display system configured to direct light along an optical path, and to produce, in response to an indication of the relative positions of the filter and the optical path, a color image formed of a plurality of differently colored images that are modulated in a first manner when the filter is in the optical path, and that are modulated in a second manner different than the first manner when the filter is not in the optical path.

20. A filter usable with a display system configured to direct light along an optical path, and to produce, on response to an indication of the relative positions of a filter having a given optical filter characteristic and the optical path, a displayed color image formed of a plurality of differently colored images that are modulated in a first manner when the filter is in the optical path, and that are modulated in a second manner when the filter is not in the optical path, the second manner being different than the first manner, the filter having the given optical filter characteristic and configured to be placed in the optical path,

21-50. (canceled)

* * * * *