



Ressources P2E

This page contains a database of hyperspectral images.

Most existing hyperspectral database are mainly outdoor scenes with limited field-of-view (FOV), or pictures of specific objects. Our will is to make available, to the lighting and color community, a database of high spatial and spectral resolution images with large FOV.

Natural and man-made built environments available in the database were acquired using a VNIR4 SPECIM (sCMOS-50-V10E model) hyperspectral camera attached to a SPECIM rotating scanner. A 18.5mm lens (f/2.4 fixed aperture) was mounted on the camera which is equipped with a sCMOS sensor (14.2mm width, x-y spatial resolution is 2160*1080 pixels).

The resulting vertical FOV is 42° (the horizontal FOV depends on the rotation of the camera). The camera spectral range is 400-1000nm. Its spectral resolution FWHM is 2.9nm (30microm slit). Spectral sampling varies between 0.63 and 5.07nm

according to the binning. The signal-to-noise ratio (peak) is 170:1 (no binning).

For reducing file size, data were acquired with a 2-by-2 binning resulting in a vertical spatial resolution of 1080 pixels and 480 spectral bands with a width between 1.22nm (at 394.6nm) and 1.34nm (at 1007.00nm). Dark noise correction and radiometric calibration were done in AizaTools Version 4.3 vs2008 producing two ENVI files: a binary file (.dat), and a header file (.hdr) containing the metadata associated with the binary file. The Matlab multibandread command can then be used to load ENVI files and produce hyperspectral cubes (radiances are in $\mu\text{W}/\text{cm}^2\cdot\text{sr}$ per nm).



/// Hyperspectral Database

>> Lab scenes



LIGHTBOOTH_001

LED lighting @2700K, 3000K, 4000K, 5000K, 6500K

Original capture: 3214-by-1080 pixels



LIGHTBOOTH_002

LED lighting @5400K, incandescent lighting @5050K and 2550K

Original capture: 2078-by-1080 pixels

>> Urban scenes



URBAN_001

Original capture: 1948-by-1080 pixels



URBAN_002

Original capture: 1652-by-1080 pixels



URBAN_003

Original capture: 2152-by-1080 pixels



URBAN_004

Original capture: 3177-by-1080 pixels

>> Outdoor



OUTDOOR_001

Original capture: 3162-by-1080 pixels



OUTDOOR_002

Original capture: 3636-by-1080 pixels



OUTDOOR_003

Original capture: 3377-by-1080 pixels



OUTDOOR_004

Original capture: 3074-by-1080 pixels



OUTDOOR_005

Original capture: 2729-by-1080 pixels

>>Flowers



FLOWERS_001

Original capture: 2598-by-1080 pixels

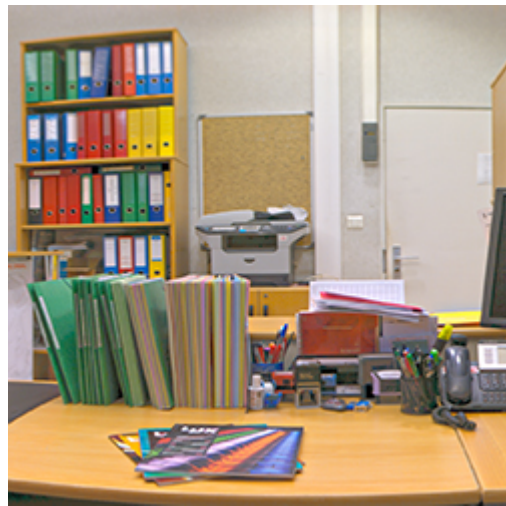
>> Indoor scenes



INDOOR_001

Mixed lighting (fluo+daylight)

Original capture: 1256-by-1080 pixels



INDOOR_002

Mixed lighting (fluo+daylight), artificial lighting (fluo)

Original capture: 2572-by-1080 pixels

CONTACT

For more information, contact Sophie Jost (sophie.jost@entpe.fr).

To access the database, send an email to Sophie Jost (sophie.jost@entpe.fr) in specifying the image(s) and if applicable the light source(s) you want to download.

If you use images from our database, please cite this publication: Cauwerts C. & Jost S. (2019). Color rendering of window glass: analysis of landscape content with hyperspectral imaging. Proceedings of the International Colour Association (AIC) Conference 2019, Buenos Aires, Argentina, October 14-17.