Multispectral imaging



Rock art is often very obvious and interesting



Other times less so



Concept

- A normal photograph is throwing away a huge amount of information.
- The energy across a range of wavelengths is being (weighted summed) into just 3 numbers, single R,G,B values.
- Can imagine materials that reflect strongly in different wavelengths but appear to be the same colour.



- Most SLR cameras use a Bayer filter, each RGB filter has it's own response curve.
- Also applies to the human eye which has cones that respond to different wavelength bands.



CMOS sensor with standard RGB Bayer filters Image cube (x,y,λ)



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Hand print, West Angeles rock shelter.

"Continuous" wavelength multispectral cameras

- Generally a line scan camera + a diffraction grating, or similar wavelength splitting device.
- See also "pushbroom" multispectral cameras.
- Increasingly being used in the mining industry with mineral signature databases.



Low cost alternative

- Capture narrow wavelength ranges.
- For this initial experiment used 8 interference bandpass filters across the visible range.
 350nm to 700nm.
- Filter banks 50nm apart and 20nm wide.



8 interference bandpass filters



Image cube (x,y,λ)



Example



400nm



450nm







550nm



600nm

650nm

- Might imagine multiplying 500nm and 550nm and subtracting 650nm.
- Note that here we are interested in identification, much of multispectral imaging is more about quantitative analysis.





Future work

- Demonstrated the potential with two of three images from the West Angeles rock shelters.
- Next test will be 16 filters and a more convenient means of changing filters.
- Develop algorithms to optimally combine slices to identify features.
- Employ higher dynamic range B/W camera.
 Avoid multiplicative response curves of Bayer filter.

