



Figure 1. Images of the virtual outdoor model of VCL. A path leads the user to the colour laboratory.

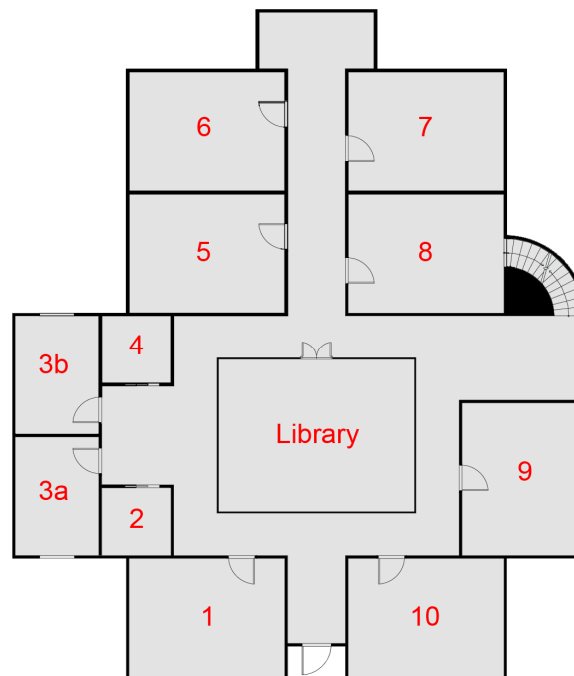


Figure 2. Plan over the Colour Laboratory:

1. *The Checkered Room* demonstrates how different choices of illumination affect the colour experience and gives examples of simultaneous contrast and reflection effects.
2. *The Striped Room* demonstrates how different wall patterns affect the spatial experience.

- 3 a, b. *The North and South Rooms* demonstrate how daylight from different compass directions affects the colour experience.
4. *The Blue-Red Room* shows research results on the psychological and physiological importance of colouring.
5. *The Floor Room* demonstrates how different floor-colours affect the wall-colour.
6. *The Katz Room* demonstrates the various behaviours of colour.
7. Vacant
8. Vacant
9. *The RGB Room* demonstrates patterns and images in extreme lighting conditions.
10. *The Blue-Yellow Room* demonstrates how the placements of two given colours affect and change the character of the room.
- The Library* contains literature, links and further information.

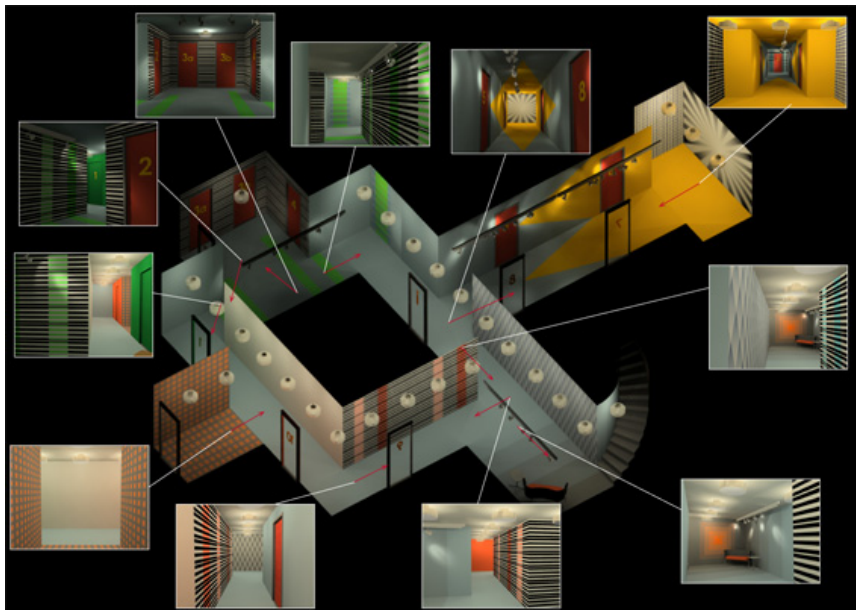


Figure 3. Overview of the corridor-system inside the colour laboratory, which demonstrates two-dimensional colour phenomena.

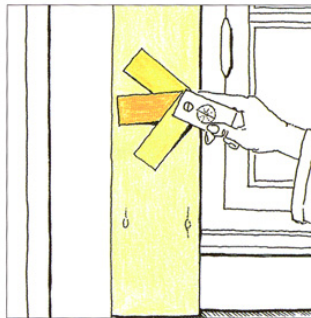


Figure 4. Inherent colour is measured through direct comparison with standardized colour samples.

After Fridell Anter 2000.

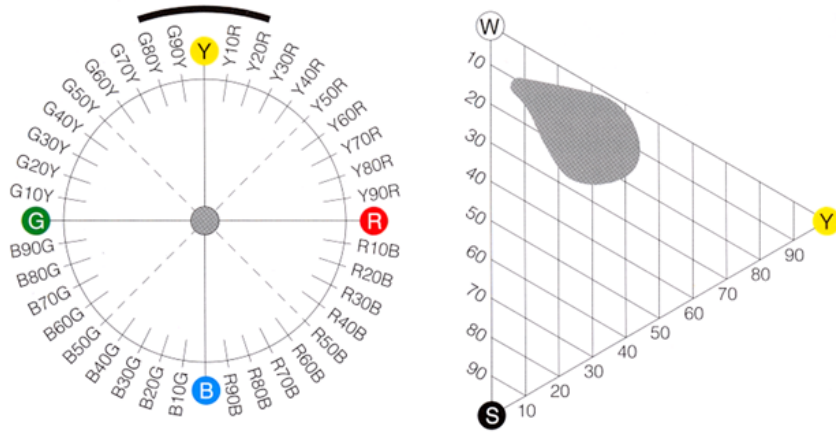


Figure 5. The NCS colour circle and colour triangle show how the identity colour can vary for one and the same inherent colour. After Billger 1999.

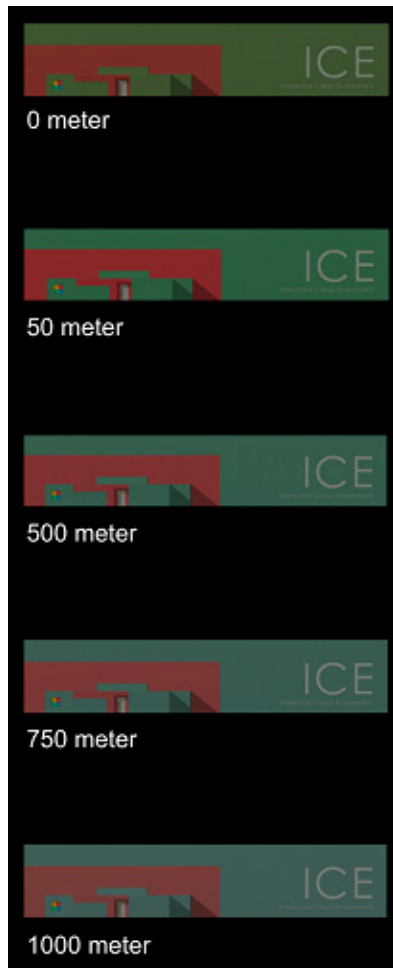


Figure 6. Changes in colour appearance of the façade of the laboratory according to viewing distance.

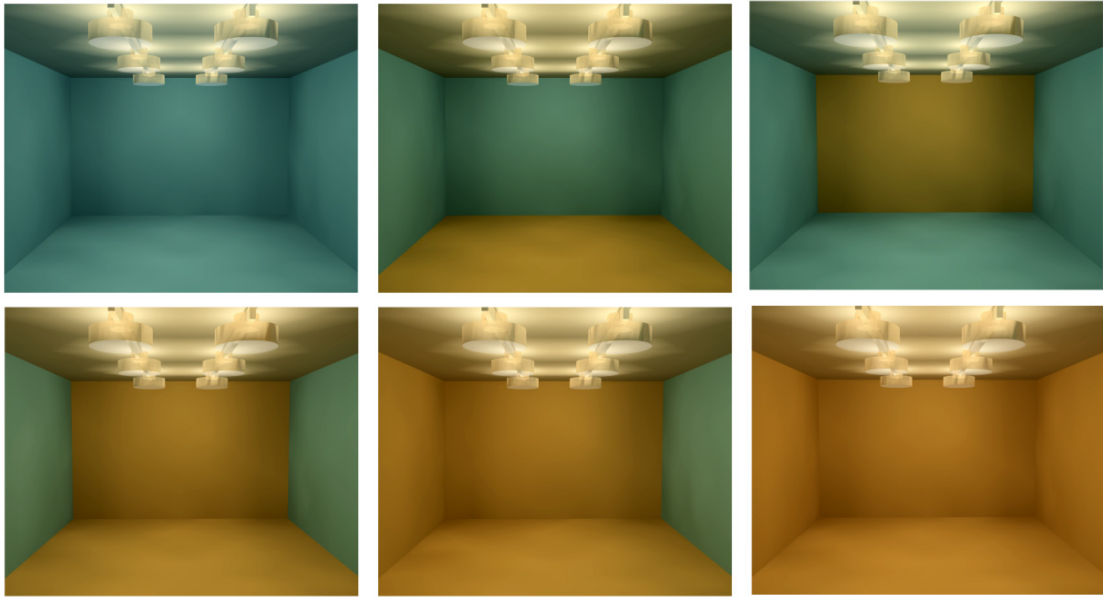


Figure 7. Varying appearance of the blue and yellow colour in each setting, depending on placement and amount of surfaces painted in each colour.