

SMPTE STANDARD

Colorimetry of P3 Color Spaces



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Foreword

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Introduction

This section is entirely informative and does not form an integral part of this Engineering Document.

The P3 RGB color spaces were developed around use cases involving xenon lamps and micromirror devices in digital cinema projection and are used as working color spaces in some production workflows.

RGB color spaces are in part described by the color primary chromaticities, and the white point chromaticity. These quantities form the colorimetry of an RGB color space. Color space encodings further define the transfer function, quantization, and mapping to physical quantities such as luminance and the maximum and minimum code values. This document does not define color space encodings.

This document provides a set of metadata items to use when a single identifier is needed to represent the colorimetry of a P3 RGB color space.