

source-medium-detector model

constructing
the
ray model
to
predict beams

introducing
the
three-colour
theory of vision

seeing and not-seeing luminous things

brightness and
spreading

ray model for
shadows

ray model for
refraction

ray model for
prisms

seeing
non-luminous
things

for specular
reflection

for diffuse
reflection

for
pinhole
eyes

seeing
in
colour

the eye's response
to
different frequencies

colour addition
and
colour multiplication

light dispersed
into
colours
by a prism

a spread of
frequencies

spectral colour

the idea of a
spectrum