

### Single Bulb Screen

In this screen, students investigate color perception and color subtraction.

**SEE** the color perceived

**REMOVE** the filter

**ADJUST** the color of the bulb

**EXPLORE** monochromatic or white light

**VIEW** beam or photons

**ADJUST** the bandwidth of the filter

Color Vision

Single Bulb RGB Bulbs

PhET

### RGB Bulbs Screen

Students can explore color addition with red, green, and blue light.

**PAUSE** and step through the motion of the photons

**OBSERVE** the brain and optic nerve

**MIX** red, green, and blue photons

Color Vision

Single Bulb RGB Bulbs

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## Model Simplifications

- Each pixel photon represents many photons in the model. At times, color may still be perceived even when a pixel photon does not precisely hit the eye because the underlying model assumes there is a beam of photons present.
- Some photons will appear purple due to the algorithm used to map colors to RGB. However, purple is not attributable to a single pure wavelength, but rather a mixture. All purple photons present in the simulation should be assumed to be violet.
- The light source in the Single Bulb screen is modeled like a tunable laser, and the filters are modeled as optical bandpass filters. The goal of these filters is to get students to realize that a filter is subtractive not additive.

## Suggestions for Use

### Challenge Prompts

- Describe what happens to white light when it passes through a filter. Are filters additive or subtractive?
- Explain what happens when the filter and bulb have similar colors. Is the light filtered out completely, or does some of it get through?
- How is white light created? Is white a color? Explain.
- What are the secondary colors of light? Explain how they are created.
- Use the RGB sliders to produce orange, purple, brown, and gray. How much red, green, and blue is needed to produce each of these colors?

See all published activities for Color Vision [here](#).

For more tips on using PhET sims with your students, see [Tips for Using PhET](#).