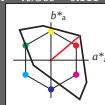


Eingabe: Farbmatisches Fernseh-Licht-System TLS00

für Buntton $h^* = lab^*h = 40/360 = 0.111$
 lab^*ch und lab^*nch

D65: Buntton O
LCH*Ma: 51 100 40
olv*Ma: 1.0 0.0 0.0

Dreiecks-Helligkeit t^*



%Umfang
 $u^*_{rel} = 158$
%Regulartät
 $g^*_{H,rel} = 20$
 $g^*_{C,rel} = 37$

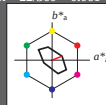
TLS00; adaptierte CIELAB-Daten					
$L^* = L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$	
OMa 50.5	76.92	64.55	100.42	40	
YMa 92.66	-20.69	90.75	93.08	103	
LMa 83.63	-82.75	79.9	115.04	136	
CMa 86.88	-46.16	-13.55	48.12	196	
VMa 30.39	76.06	-103.59	128.52	306	
MMa 57.3	94.35	-58.41	110.97	328	
NMa 0.01	0.0	0.0	0.0	0	
WMa 95.41	0.0	0.0	0.0	0	
RCIE 39.92	58.74	27.99	65.07	25	
JCIE 81.26	-2.88	71.56	71.62	92	
GCIE 52.23	-42.41	13.6	44.55	162	
BCIE 30.57	1.41	-46.46	46.49	272	

Ausgabe: Farbmatisches Fernseh-Licht-System TLS70

für Buntton $h^* = lab^*h = 22/360 = 0.061$
 lab^*ch und lab^*nch

D65: Buntton O
LCH*Ma: 76 28 22
olv*Ma: 1.0 0.0 0.0

Dreiecks-Helligkeit t^*



%Umfang
 $u^*_{rel} = 16$
%Regulartät
 $g^*_{H,rel} = 34$
 $g^*_{C,rel} = 51$

TLS70; adaptierte CIELAB-Daten					
$L^* = L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$	
OMa 76.43	26.27	10.57	28.32	22	
YMa 93.93	-10.76	34.63	36.27	107	
LMa 89.32	-35.8	27.64	45.24	142	
CMa 90.93	-21.95	-7.07	23.07	198	
VMa 72.1	15.76	-35.63	38.97	294	
MMa 78.5	37.52	-25.23	45.22	326	
NMa 69.7	0.0	0.0	0.0	0	
WMa 95.41	0.0	0.0	0.0	0	
RCIE 39.92	58.74	27.99	65.07	25	
JCIE 81.26	-2.88	71.56	71.62	92	
GCIE 52.23	-42.41	13.6	44.55	162	
BCIE 30.57	1.41	-46.46	46.49	272	

relative Inform. Technology (IT)					
olvi3*	1.0	1.0	1.0	(1.0)	
cmyn3*	0.0	0.0	0.0	(0.0)	
olvi4*	1.0	1.0	1.0	1.0	
cmyn4*	0.0	0.0	0.0	0.0	

standard and adapted CIELAB					
LAB*LAB	95.41	0.0	0.0		
LAB*LABa	95.41	0.0	0.0		
LAB*TCHe	99.99	0.0	0.0		

relative CIELAB lab*					
lab*lab	1.0	0.0	0.0		
lab*ch	1.0	0.0	0.0		
lab*nch	0.0	0.0	0.0		

relative Natural Colour (NC)					
lab*lrj	1.0	0.0	0.0		
lab*trc	1.0	0.0	0.0		
lab*ncE	0.0	0.0	0.0		

relative Inform. Technology (IT)					
olvi3*	0.5	0.5	0.5	(1.0)	
cmyn3*	0.5	0.5	0.5	(0.0)	
olvi4*	1.0	1.0	1.0	0.5	
cmyn4*	0.0	0.0	0.0	0.5	

standard and adapted CIELAB					
LAB*LAB	82.56	0.0	0.0		
LAB*LABa	82.56	0.0	0.0		
LAB*TCHe	50.0	0.0	0.0		

relative Inform. Technology (IT)					
olvi3*	1.0	0.5	0.5	(1.0)	
cmyn3*	0.0	0.5	0.5	(0.0)	
olvi4*	1.0	0.5	0.5	1.0	
cmyn4*	0.0	0.5	0.5	0.0	

standard and adapted CIELAB					
LAB*LAB	85.92	13.13	5.28		
LAB*LABa	85.92	13.13	5.28		
LAB*TCHe	75.0	14.16	21.92		

relative CIELAB lab*					
lab*lab	0.631	0.464	0.187		
lab*ch	0.75	0.5	0.061		
lab*nch	0.0	0.5	0.061		

relative Natural Colour (NC)					
lab*lrj	0.631	0.499	-0.024		
lab*trc	0.75	0.5	0.992		
lab*ncE	0.0	0.5	0.999		

relative Inform. Technology (IT)					
olvi3*	0.5	0.0	0.0	(1.0)	
cmyn3*	0.5	1.0	1.0	(0.0)	
olvi4*	1.0	0.5	0.5	0.5	
cmyn4*	0.0	0.5	0.5	0.5	

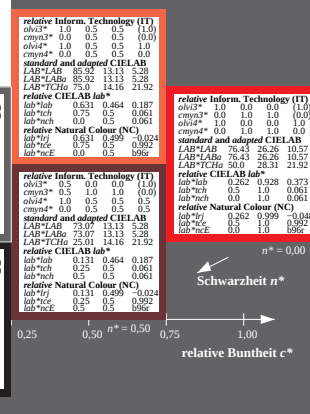
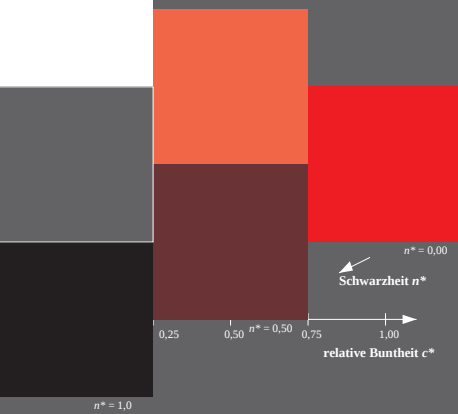
standard and adapted CIELAB					
LAB*LAB	73.07	13.13	5.28		
LAB*LABa	73.07	13.13	5.28		
LAB*TCHe	25.01	14.16	21.92		

relative Inform. Technology (IT)					
olvi3*	1.0	0.0	0.0	(1.0)	
cmyn3*	0.0	1.0	1.0	(0.0)	
olvi4*	1.0	0.0	0.0	1.0	
cmyn4*	0.0	1.0	1.0	0.0	

standard and adapted CIELAB					
LAB*LAB	76.43	26.26	10.57		
LAB*LABa	76.43	26.26	10.57		
LAB*TCHe	50.0	28.31	21.92		

relative CIELAB lab*					
lab*lab	0.262	0.928	0.373		
lab*ch	0.5	1.0	0.061		
lab*nch	0.0	1.0	0.061		

relative Natural Colour (NC)					
lab*lrj	0.262	0.999	-0.048		
lab*trc	0.5	1.0	0.992		
lab*ncE	0.0	1.0	0.999		



Siehe ähnliche Dateien: <http://www.ps.bam.de/OG03/>
Technische Information: <http://www.ps.bam.de> Version 2.1, io=0.0, CIELAB

BAM-Registrierung: 20060101-OG03/10S/S03G00F1.PS/.TXT BAM-Material-Code=thada
Anwendung für Beurteilung und Messung von Drucker- oder Monitorssystemen
OG03/10S/S03G00F1, Seite 11, Seite 1

OG030-7, 3 stufige Reihen für konstanten CIELAB Buntton 40/360 = 0.111 (links)

3 stufige Reihen für konstanten CIELAB Buntton 22/360 = 0.061 (rechts)

BAM-Prüfvorlage OG03; Farbmatrik-Systeme TLS00 & TLS70 input: $cmv0^* setcmkcolor$
D65: 3stufige Farbreihen und Koordinatendaten für 10 Bunttöne output: $cmv0^* / 000n^* setcmkcolor$