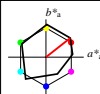


Eingabe: Farbmetrisches Offset-Reflektiv-System ORS18

für Buntton $h^* = lab^*h = 38/360 = 0.106$
 lab^*ch und lab^*nch

A: Buntton O
 LCH*Ma: 48 82 38
 olv*Ma: 1.0 0.0 0.0

Dreiecks-Helligkeit l^*



%Umfang
 $u^*_{rel} = 96$
 %Regularität
 $g^*_{C,rel} = -385$
 $g^*_{C,rel} = 62$

ORS18; adaptierte CIELAB-Daten

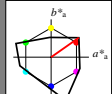
	$L^* = L^*_a$	a^*_a	b^*_a	C^*_{aba}	h^*_{aba}
O _{Ma}	47.94	64.42	50.58	81.9	38
Y _{Ma}	92.62	2.41	86.36	86.39	88
L _{Ma}	50.9	-63.82	35.02	72.81	151
C _{Ma}	51.25	-53.68	-57.69	78.82	227
V _{Ma}	25.72	30.34	-44.37	53.76	304
M _{Ma}	56.25	70.59	7.57	70.99	6
N _{Ma}	18.11	0.0	0.0	0.0	0
W _{Ma}	95.6	0.0	0.0	0.0	0
R _{CEI}	47.79	60.85	41.08	73.41	34
J _{CEI}	83.82	6.52	66.9	67.22	84
G _{CEI}	49.0	-36.83	2.78	36.95	176
B _{CEI}	25.14	-18.35	-56.22	59.15	252

Ausgabe: Farbmetrisches Fernseh-Licht-System TLS00

für Buntton $h^* = lab^*h = 35/360 = 0.097$
 lab^*ch und lab^*nch

A: Buntton O
 LCH*Ma: 66 90 35
 olv*Ma: 1.0 0.0 0.0

Dreiecks-Helligkeit l^*



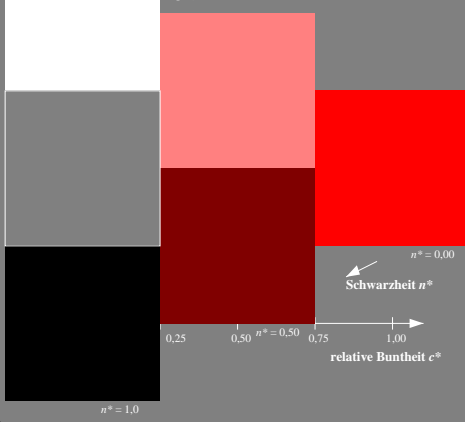
%Umfang
 $u^*_{rel} = 141$
 %Regularität
 $g^*_{C,rel} = 39$
 $g^*_{C,rel} = 43$

TLS00; adaptierte CIELAB-Daten

	$L^* = L^*_a$	a^*_a	b^*_a	C^*_{aba}	h^*_{aba}
O _{Ma}	65.56	73.34	51.39	89.55	35
Y _{Ma}	94.78	-3.49	52.24	52.36	94
L _{Ma}	77.48	-92.97	36.0	99.71	159
C _{Ma}	78.36	-82.69	-22.74	85.77	195
V _{Ma}	12.55	38.81	-114.81	121.2	289
M _{Ma}	66.71	76.08	-29.8	81.71	339
N _{Ma}	0.01	0.0	0.0	0.0	0
W _{Ma}	95.41	0.0	0.0	0.0	0
R _{CEI}	47.79	61.74	42.56	74.99	35
J _{CEI}	83.82	7.06	70.78	71.13	84
G _{CEI}	49.0	-35.95	4.34	36.22	173
B _{CEI}	25.14	-17.24	-56.24	58.84	253

Siehe ähnliche Dateien: <http://www.ps.bam.de/RGB00/>
 Technische Information: <http://www.ps.bam.de> Version 2.1, io=1,1

BAM-Registrierung: 20060101-RG00/L00G00N1.PS./TXT
 Anwendung für Beurteilung und Messung von Drucker- oder Monitorsystemen
 BAM-Material-Code=thada



relative Inform. Technology (IT)

olv3*	1.0	1.0	1.0	(1.0)
olv2*	0.0	0.0	0.0	(0.0)
olv1*	1.0	1.0	1.0	(1.0)
olv4*	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*TCHa	99.99	0.01	-

relative CIELAB lab*

lab*lab	1.0	0.0	0.0
lab*ch	1.0	0.0	-
lab*nch	0.0	0.0	-

relative Natural Colour (NC)

lab*lrj	1.0	0.0	0.0
lab*lce	1.0	0.0	-
lab*nce	0.0	0.0	-

relative Inform. Technology (IT)

olv3*	0.5	0.5	0.5	(1.0)
olv2*	0.5	0.5	0.5	(1.0)
olv1*	1.0	1.0	1.0	(0.5)
olv4*	0.0	0.0	0.0	(0.5)

standard and adapted CIELAB

LAB*LAB	47.72	0.0	0.0
LAB*LABa	47.72	0.0	0.0
LAB*TCHa	50.0	0.01	-

relative CIELAB lab*

lab*lab	0.5	0.0	0.0
lab*ch	0.5	0.0	0.0
lab*nch	0.5	0.0	-

relative Natural Colour (NC)

lab*lrj	0.5	0.0	0.0
lab*lce	0.5	0.0	-
lab*nce	0.5	0.0	-

relative Inform. Technology (IT)

olv3*	1.0	0.5	0.5	(1.0)
olv2*	0.0	0.5	0.5	(0.0)
olv1*	1.0	0.5	1.0	(1.0)
olv4*	0.0	0.5	0.5	(0.0)

standard and adapted CIELAB

LAB*LAB	30.48	36.66	25.69
LAB*LABa	30.48	36.66	25.69
LAB*TCHa	75.0	44.77	35.02

relative CIELAB lab*

lab*lab	0.843	0.409	0.287
lab*ch	0.75	0.5	0.097
lab*nch	0.5	0.5	0.097
lab*lrj	0.843	0.5	0.007
lab*lce	0.75	0.5	0.002
lab*nce	0.0	0.5	0.001

relative Inform. Technology (IT)

olv3*	0.5	0.0	0.0	(1.0)
olv2*	0.5	1.0	1.0	(0.0)
olv1*	1.0	0.5	0.5	(0.5)
olv4*	0.0	0.5	0.5	(0.5)

standard and adapted CIELAB

LAB*LAB	32.79	36.66	25.69
LAB*LABa	32.79	36.66	25.69
LAB*TCHa	25.01	34.77	35.02

relative CIELAB lab*

lab*lab	0.344	0.409	0.287
lab*ch	0.25	0.5	0.097
lab*nch	0.5	0.5	0.097
lab*lrj	0.344	0.5	0.007
lab*lce	0.25	0.5	0.002
lab*nce	0.5	0.5	0.001

relative Inform. Technology (IT)

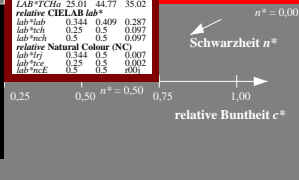
olv3*	1.0	0.0	0.0	(1.0)
olv2*	0.0	1.0	1.0	(0.0)
olv1*	1.0	0.0	0.0	(1.0)
olv4*	0.0	1.0	1.0	(0.0)

standard and adapted CIELAB

LAB*LAB	65.56	73.33	51.38
LAB*LABa	65.56	73.33	51.38
LAB*TCHa	50.0	89.53	35.02

relative CIELAB lab*

lab*lab	0.687	0.819	0.574
lab*ch	0.5	1.0	0.097
lab*nch	0.0	1.0	0.097
lab*lrj	0.687	1.0	0.014
lab*lce	0.5	1.0	0.002
lab*nce	0.0	1.0	0.001



RG000-7, 3-stufige Reihen für konstanten CIELAB Buntton 38/360 = 0.106 (links)

3-stufige Reihen für konstanten CIELAB Buntton 35/360 = 0.097 (rechts)

BAM-Prüfvorlage RG00; Farbmetrik-Systeme ORS18 & TLS00 input: olv* setrgbcolor

A: 3stufige Farbreihen und Koordinatendaten für 10 Bunttöne output: no change compared to input