Siehe ähnliche Dateien: http://www.ps.bam.de/ZG26/; www.ps.bam.de/ZG.HTM
Technische Information: http://www.ps.bam.de Version 2.1, io=1,1

BAM-Registrierung: 20070101-ZG26/10L/L26G00NP.PS/.PDF BAM-Material: Code=rha4ta
Anwendung für Messung von Drucker– oder Monitorsystemen

Sechseck-Farbmetrik basierend auf 3 Elementarfarben *RGB$_3$**

0 <= R^*_3, G^*_3, B^*_3, C^*_{RGB}, T^* <= 100 für Normgerät SRS00
Dreiecks-Koordinaten RGB^*_3 mit Bunttonwinkeln 30, 150, 270 Grad
X = RJGC'BM'

Buntheit $C^*_{RGB} = max(R^*_3, G^*_3, B^*_3) - min(R^*_3, G^*_3, B^*_3)$

Schwarzheit $N^*_{RGB} = 100 - max(R^*_3, G^*_3, B^*_3)$

Dreiecks-Helligkeit $T^*_{RGB} = 100 - N^*_{RGB} - 0{,}5\ C^*_{RGB}$

***RG*-Buntheit** $A^*_{RGB} = cos(30)R^*_3 + cos(150)G^*_3$

***JB*-Buntheit** $B^*_{RGB} = sin(30)R^*_3 + sin(150)G^*_3 + sin(270)B^*_3$

Bunttonwinkel $H^*_{RGB} = atan\ [\ B^*_{RGB}\ /\ A^*_{RGB}\ ]$

ZG260−1

Relative Sechseckmetrik basierend auf 3 Elementarfarben *rgb$_3$**

0 <= r^*_3, g^*_3, b^*_3, c^*_{RGB}, t^* <= 1 für Normgerät SRS00
Dreiecks-Koordinaten rgb^*_3 mit Bunttonwinkeln 30, 150, 270 Grad
X = RJGC'BM'

***Relative* Buntheit** $c^*_{RGB} = max(r^*_3, g^*_3, b^*_3) - min(r^*_3, g^*_3, b^*_3)$

***Relative* Schwarzheit** $n^*_{RGB} = 1 - max(r^*_3, g^*_3, b^*_3)$

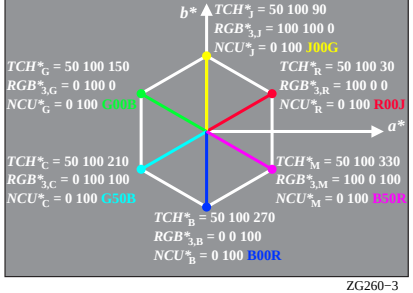
***Relative* Dreiecks-Helligkeit** $t^*_{RGB} = 1 - n^*_{RGB} - 0{,}5\ c^*_{RGB}$

***Relative* *rg*-Buntheit** $a^*_{RGB} = cos(30)r^*_3 + cos(150)g^*_3$

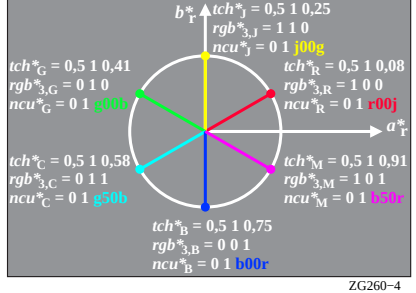
***Relative* *jb*-Buntheit** $b^*_{RGB} = sin(30)r^*_3 + sin(150)g^*_3 + sin(270)b^*_3$

Bunttonwinkel $h^*_{RGB} = atan\ [\ b^*_{RGB}\ /\ a^*_{RGB}\ ]$

ZG260−2



ZG260−3



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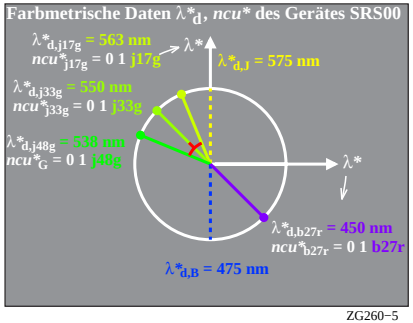

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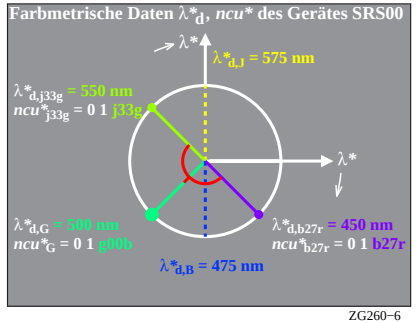

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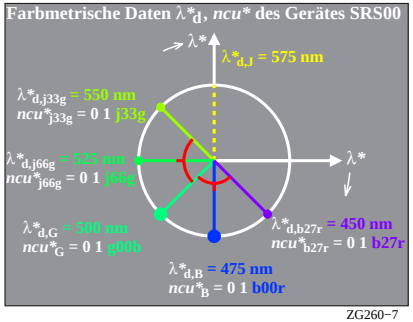

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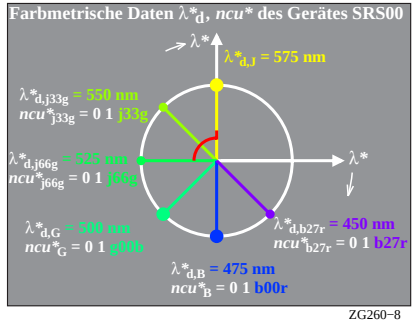

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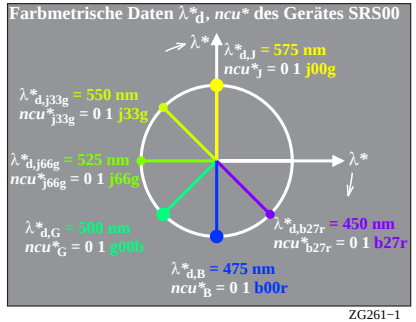

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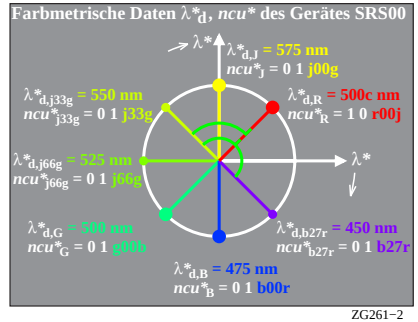

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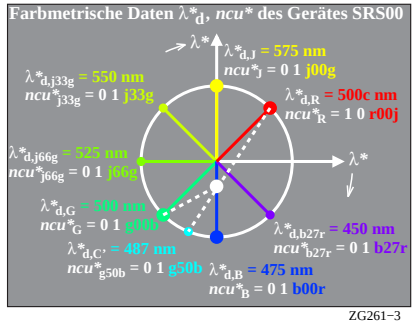

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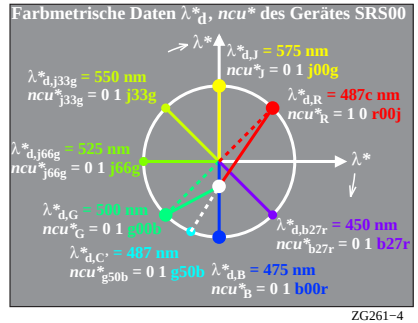

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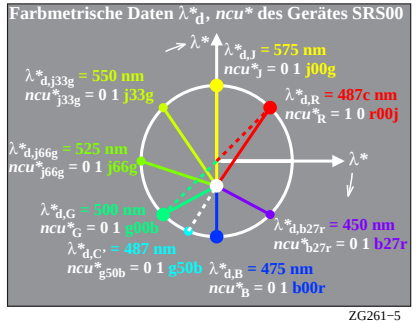

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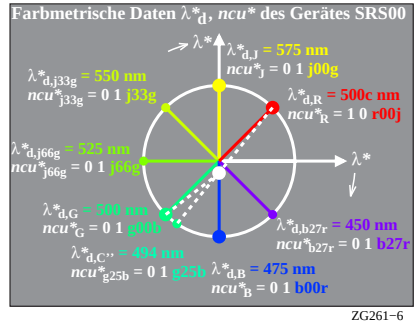

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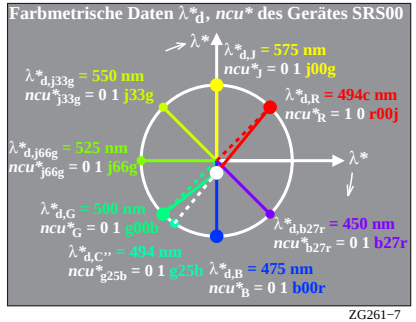

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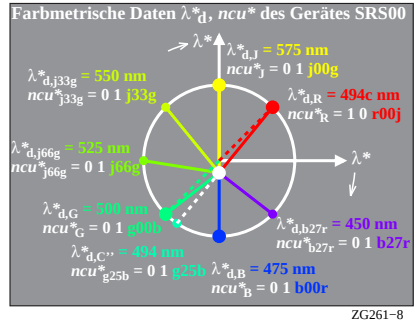

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