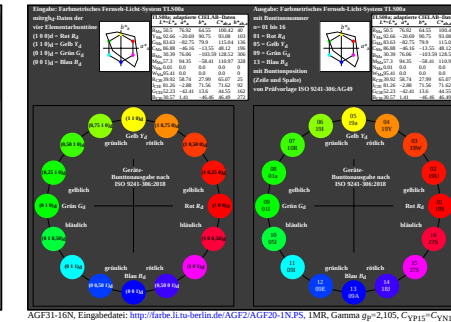
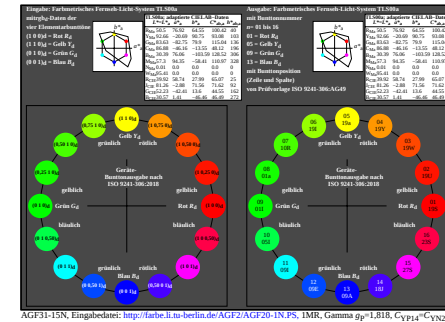
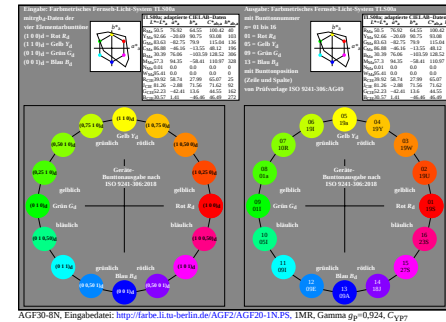
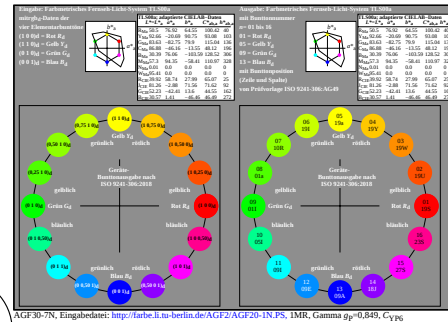
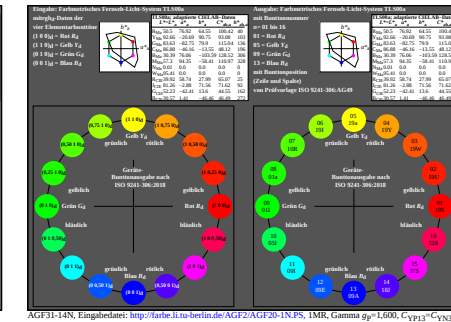
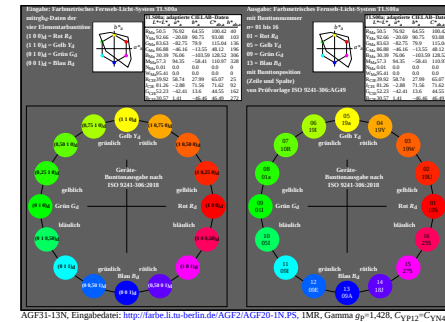
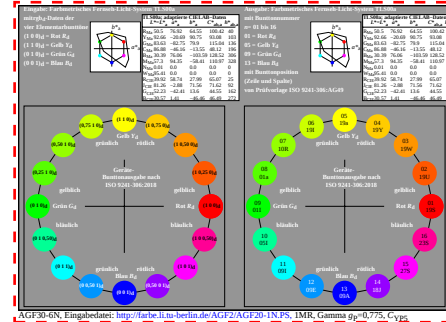
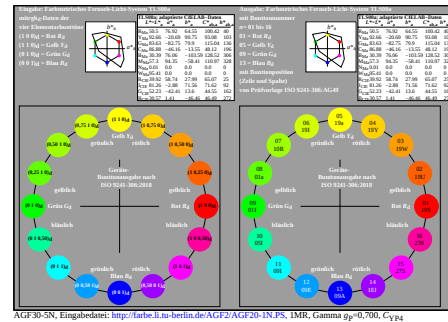
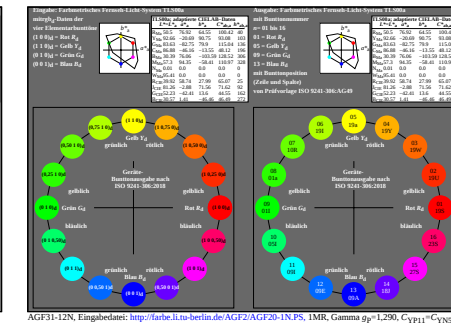
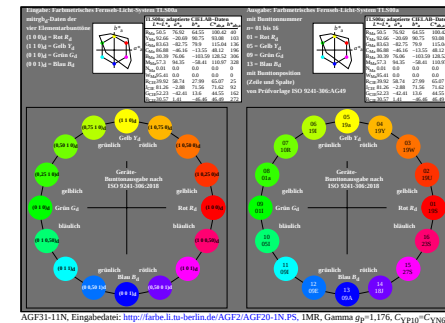
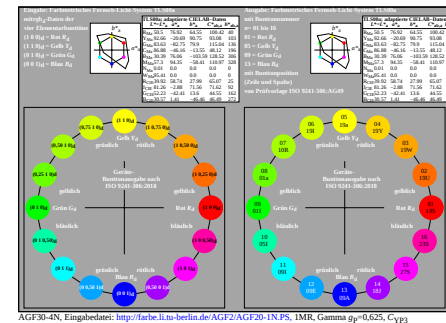
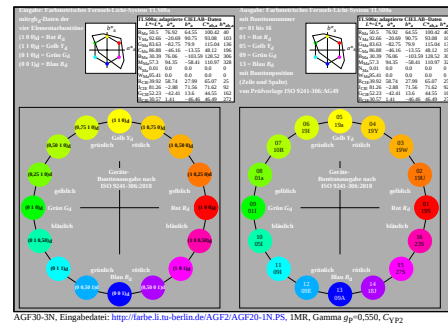
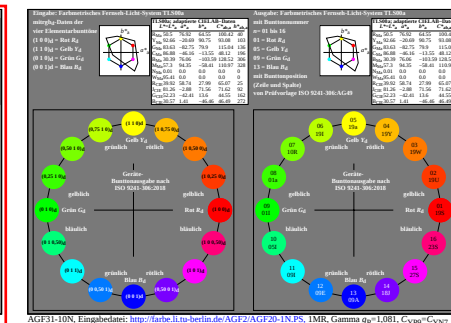
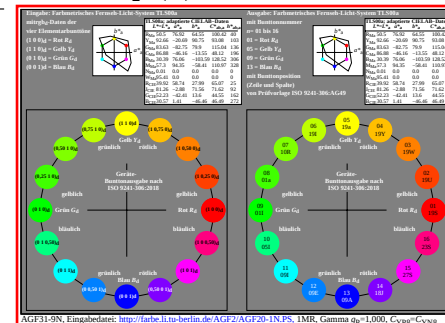
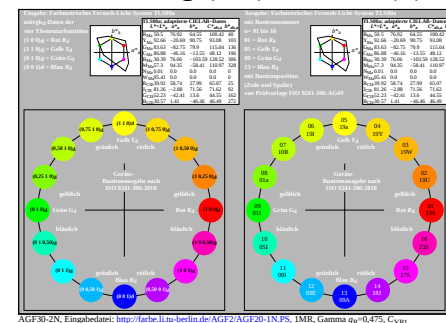
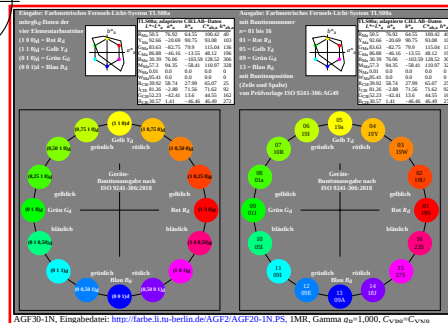


http://farbe.li.tu-berlin.de/AGF3/AGF3L0NA.TXT /PS; nur Vektorgrafik VG; Start-Ausgabe  
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S), Seite 1/1

Siehe ähnliche Dateien: <http://farbe.li.tu-berlin.de/AGF3/AGF3.HTM>  
Technische Information: <http://farbe.li.tu-berlin.de> oder <http://130.149.60.45/~farbmetrik>

TUB-Registrierung: 20200201-AGF3/AGF3L0NA.TXT/.PS TUB-Material: Code=rha4ta  
- Anwendung für Beurteilung und Messung von Display- oder Druck-Ausgabe



TUB-Prüfvorlage AGF3; 16-teiliger Bunttonkreis,  $rgb_d$ , Code      Eingabe:  $rgb/cmy0 \rightarrow rgb$  (1MR)  
1 VG[0-1], 15 VG Gamma-Transfer, ähnlich ISO 9241-306:AG39 Ausgabe: Änderung Gamma  $q_p$

TUB-Material: Code=rha4ta