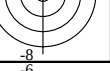
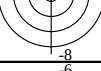
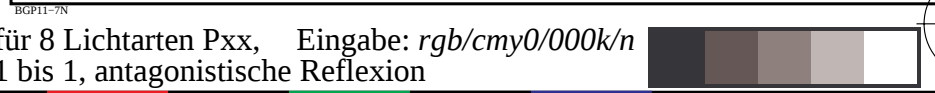
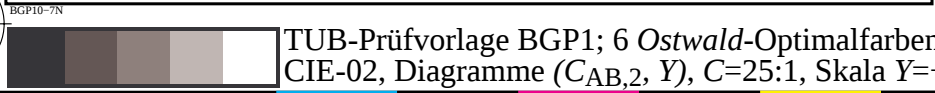
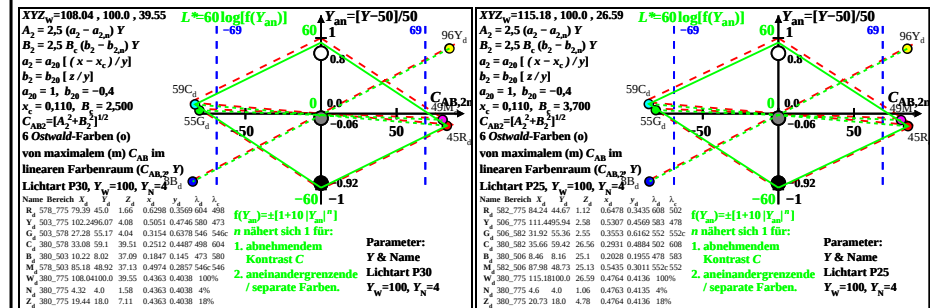
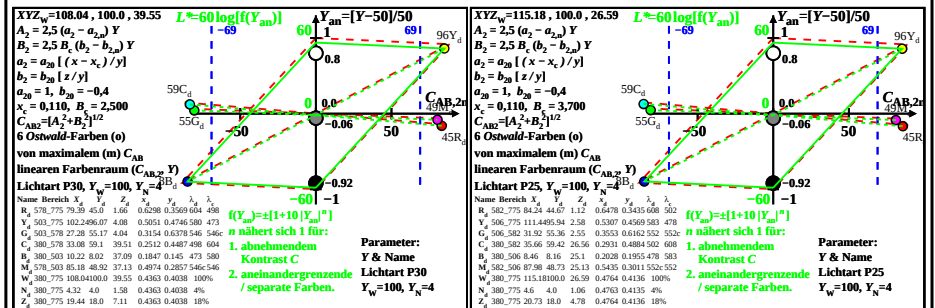
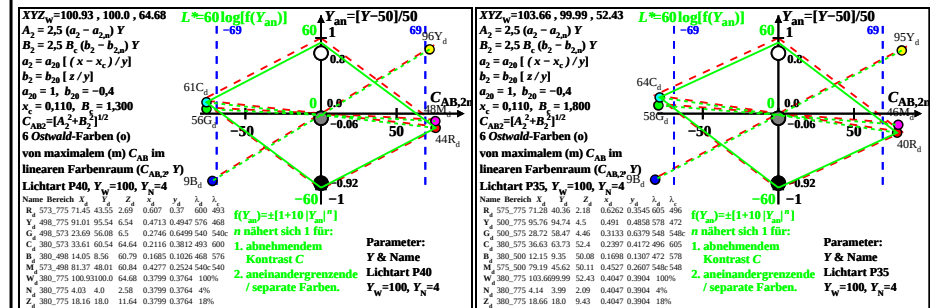
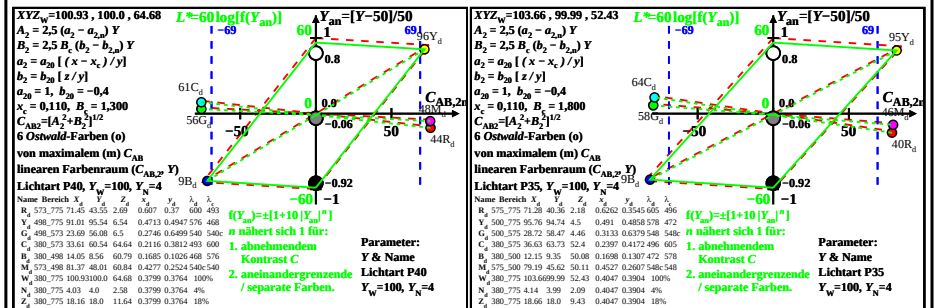
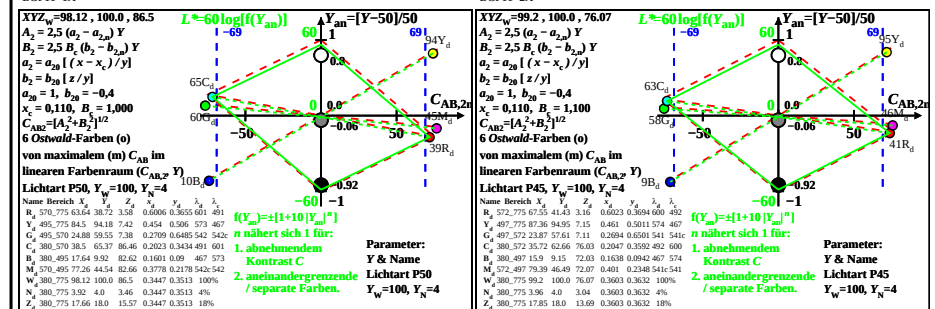
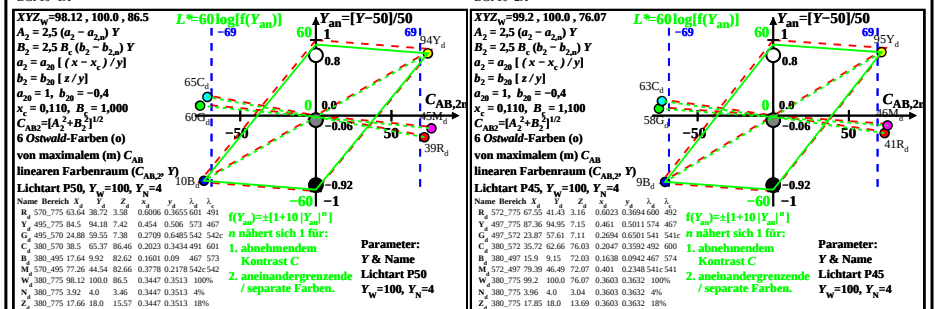
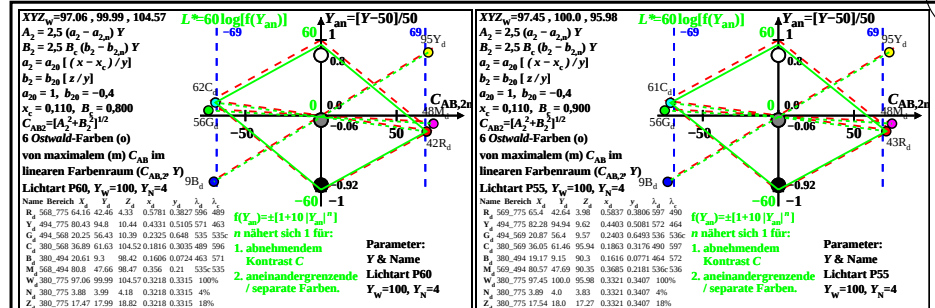
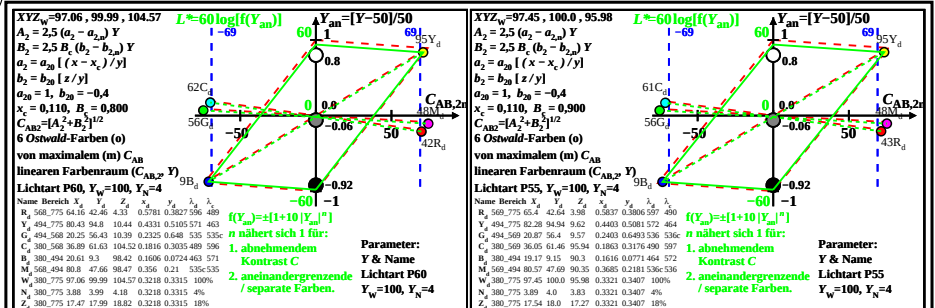


Siehe ähnliche Dateien: <http://farbe.li.tu-berlin.de/BGP1/BGP1.HTM>
Technische Information: <http://farbe.li.tu-berlin.de> oder <http://farbe.li.tu-berlin.de/>



<http://farbe.li.tu-berlin.de/BGP1/BGP1L0NA.TXT> /PS; nur Vektorgrafik VG; Start-Ausgabe
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S), Seite 1/1

TUB-Registrierung: 20220301-BGP1/BGP1L0NA.TXT /PS
Anwendung für Beurteilung und Messung von Display- oder Druck-Ausgabe
TUB-Material: Code=rha4ta



TUB-Prüfvorlage BGP1; 6 Ostwald-Optimalfarben für 8 Lichtarten Pxx, Eingabe: rgb/cmy0/000kn
CIE-02, Diagramme (C_{AB,2} Y), C=25:1, Skala Y=-1 bis 1, antagonistische Reflexion