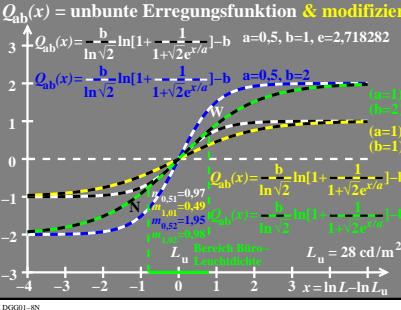
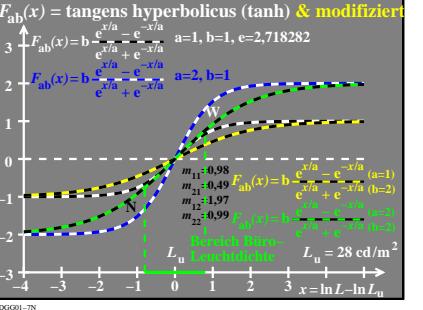
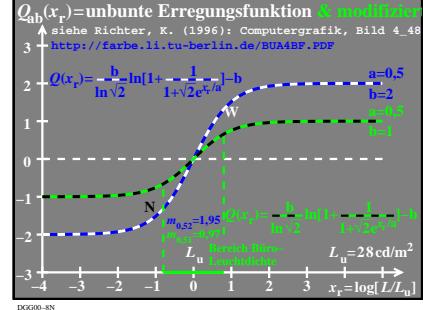
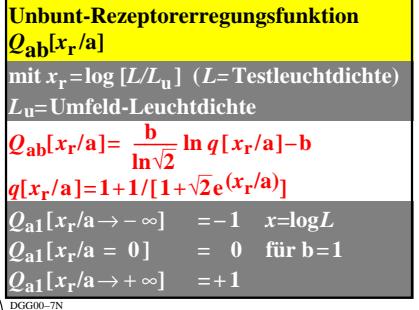
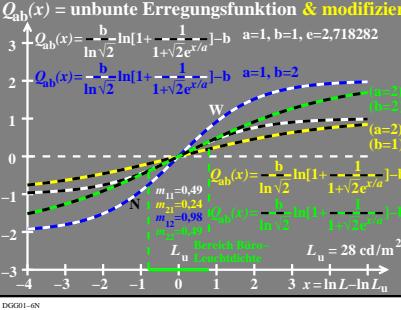
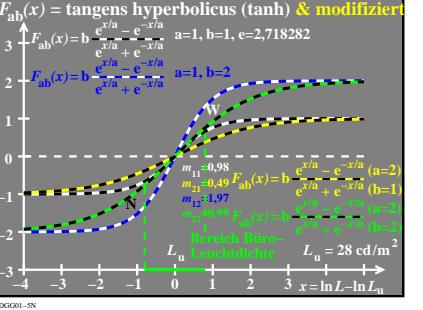
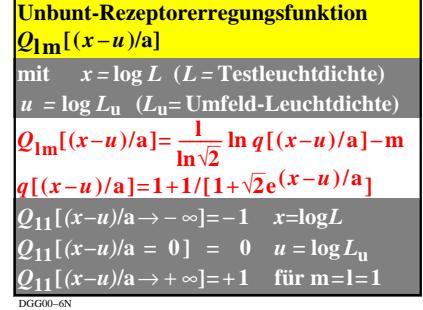
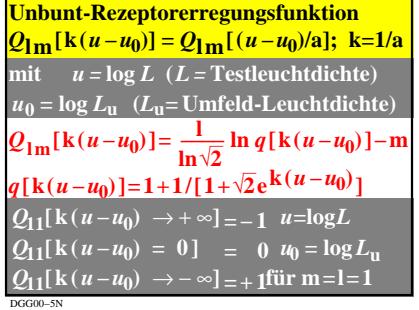
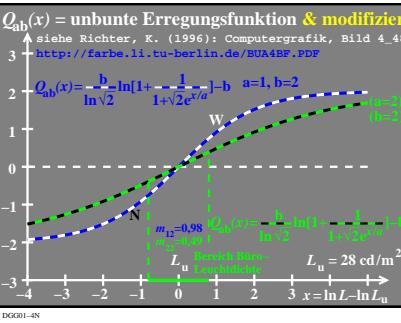
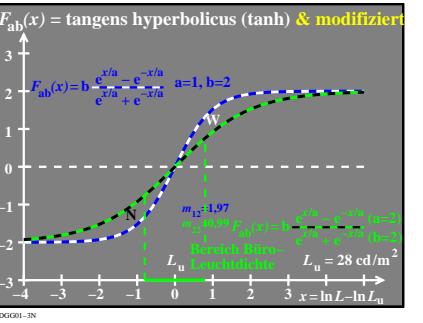
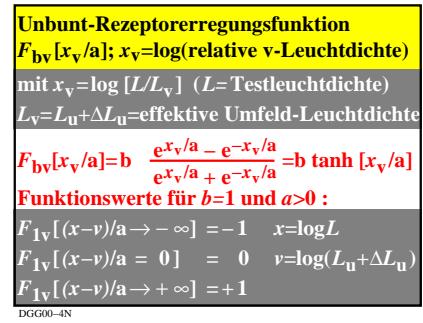
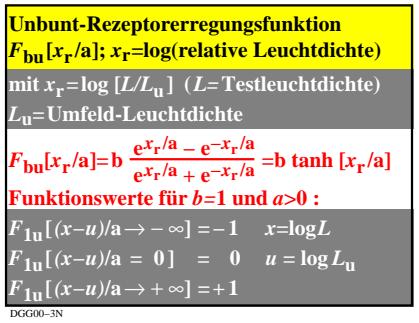
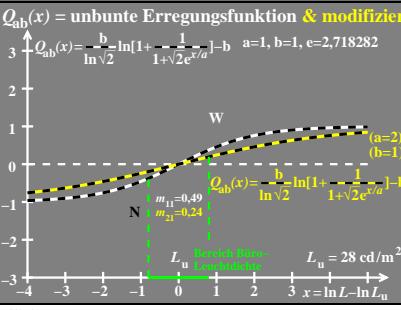
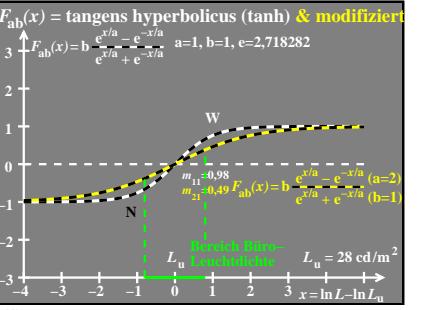
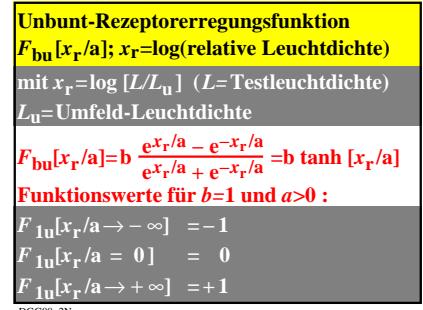
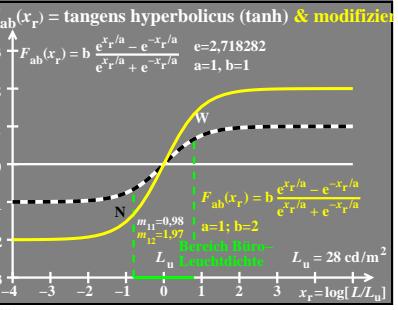


<http://farbe.li.tu-berlin.de/DGG0/DGG0L0NA.TXT /PS>; nur Vektorgrafik VG; Start-Ausgabe  
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S)



Siehe ähnliche Dateien: <http://farbe.li.tu-berlin.de/DGG0/DGG0L0NA.TXT /PS>  
Technische Information: <http://farbe.li.tu-berlin.de> oder <http://color.li.tu-berlin.de>



TUB-Prüfvorlage DGG0; Modell für 2 visuelle Erregungsfunktionen  $F_{ab}(x_r)$  und  $Q_{ab}(x_r)$  Eingabe:  $rgb$   
Ausgabe:  $rgb$