

CIEBasedABC – Farbraum in PSL2

$OLV_n^* \rightarrow OLV_n \rightarrow XYZ_{\text{sollk},n}$

NEC-Bildschirm-Phosphore, NeXT

$O = \text{Decode } O^* = \{1.16 \text{ mul } 1.48 \text{ exp}\}$

$L = \text{Decode } L^* = \{1.15 \text{ mul } 1.47 \text{ exp}\}$

$V = \text{Decode } V^* = \{1.21 \text{ mul } 1.26 \text{ exp}\}$

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{pmatrix} 0,448 & 0,599 & 0,002 \\ 0,146 & 0,999 & -0,102 \\ -0,071 & 0,000 & 0,952 \end{pmatrix} \times \begin{pmatrix} O \\ L \\ V \end{pmatrix}$$