

<http://130.149.60.45/~farbmetrik/MS04/MS04L0FP.PDF> /.PS; comience salida
F: 3D-linealización MS04/MS04LS30FP.DAT en archivo (F), página 1/2

vea archivos semejantes: <http://130.149.60.45/~farbmetrik/MS04/MS04L0FP.PDF> /.PS
información técnica: <http://www.ps.bam.de> o <http://130.149.60.45/~farbmetrik>

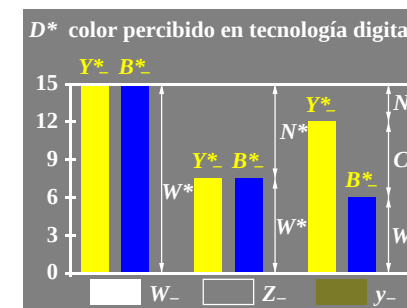
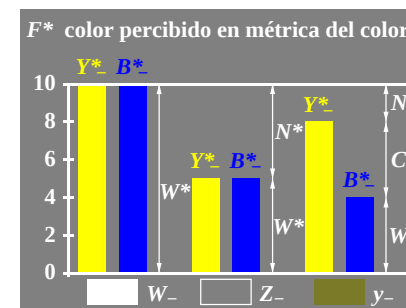
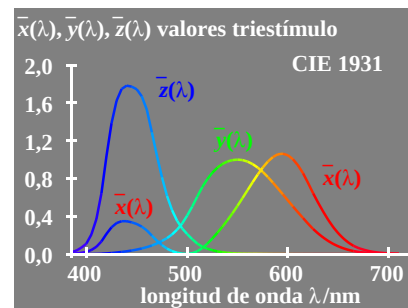
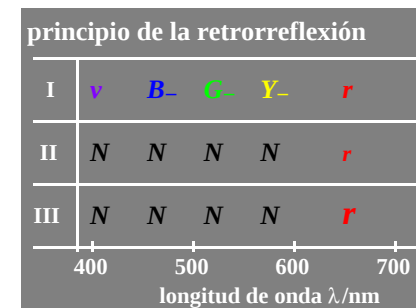
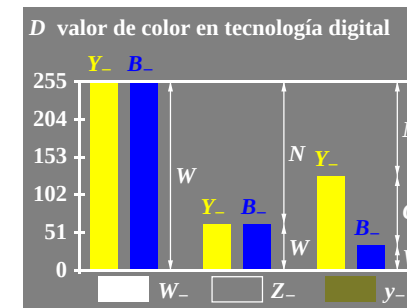
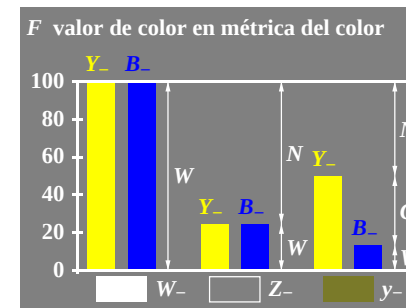
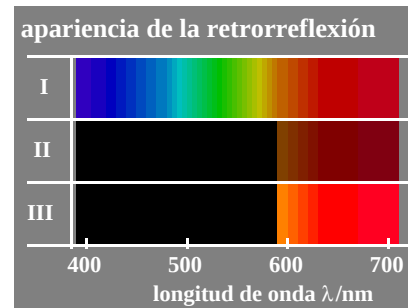
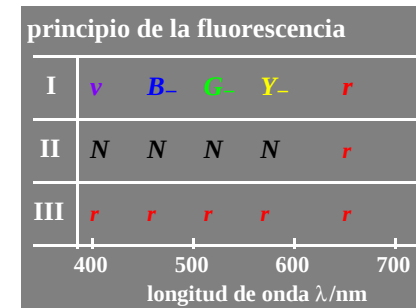
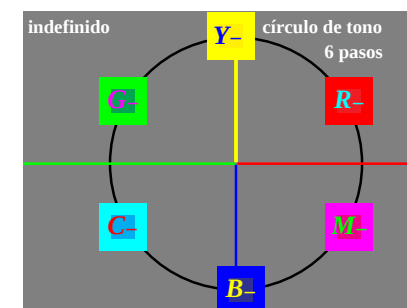
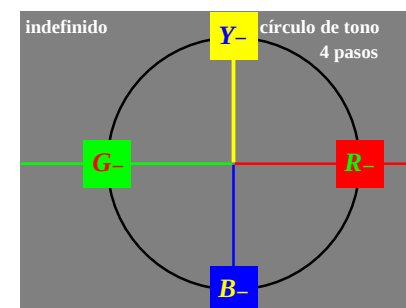
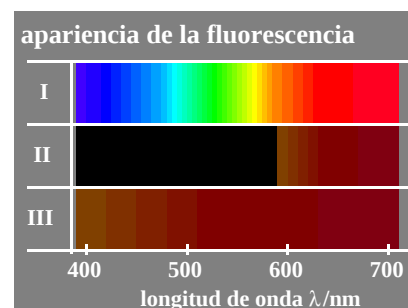
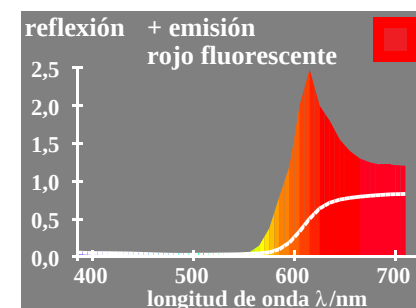
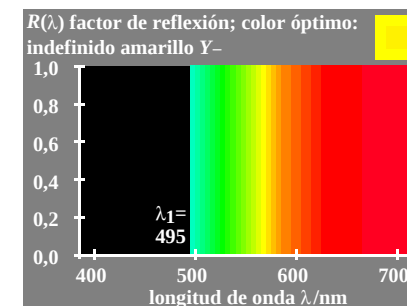
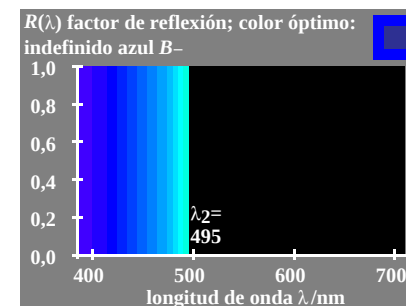
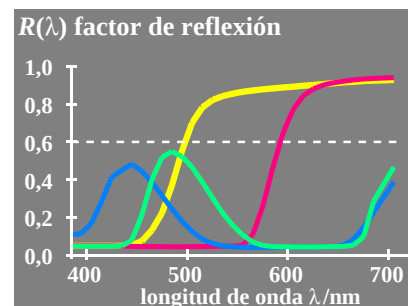
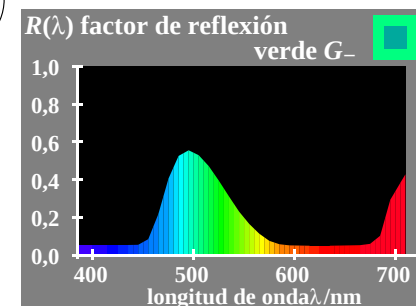


Gráfico TUB-MS04; la gráfica de Ordenador y colorimetry
Imagine la serie MS04, 3D=1, de=0

entrada: rgb/cmyk → rgb/cmyk
salida: ningún cambio

<http://130.149.60.45/~farbmetrik/MS04/MS04L0FP.PDF> /.PS; 3D-linealización
F: 3D-linealización MS04/MS04LS30FP.DAT en archivo (F), página 2/2

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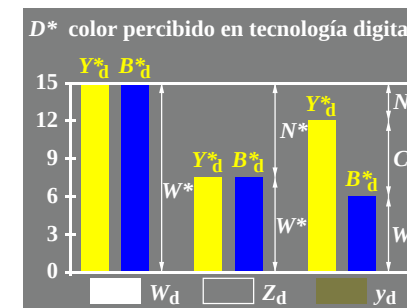
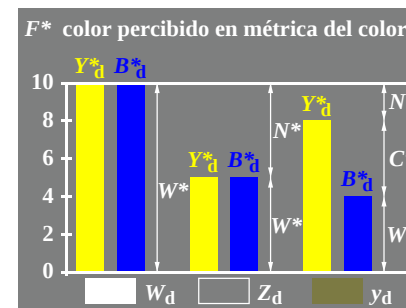
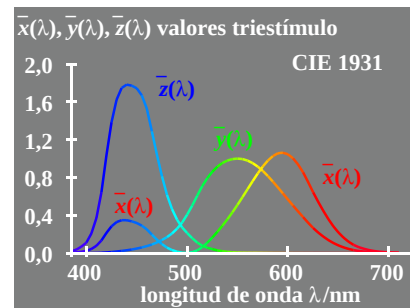
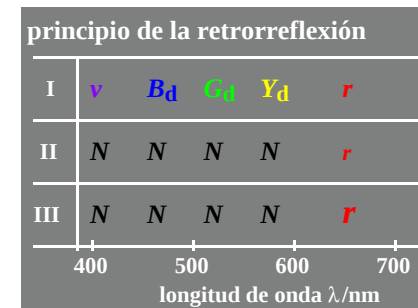
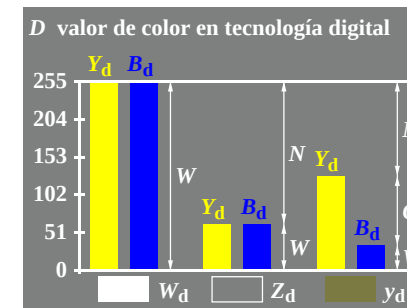
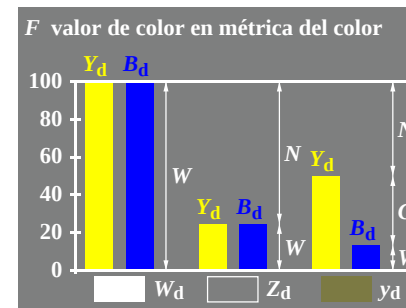
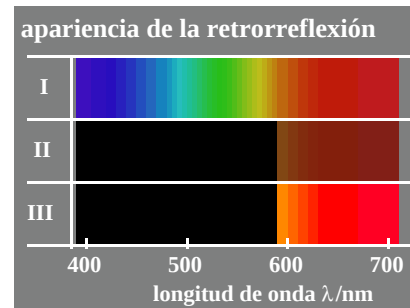
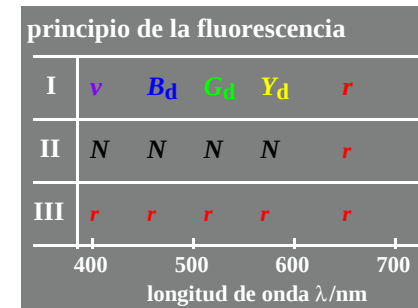
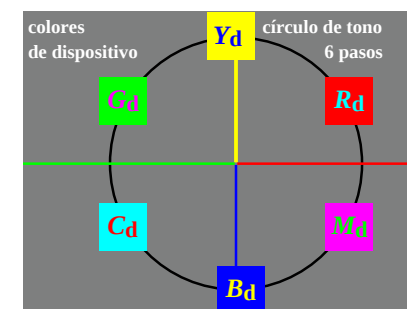
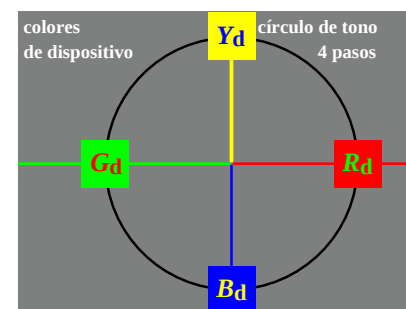
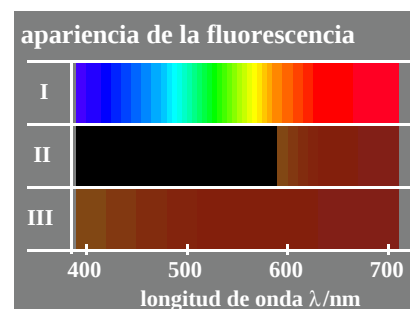
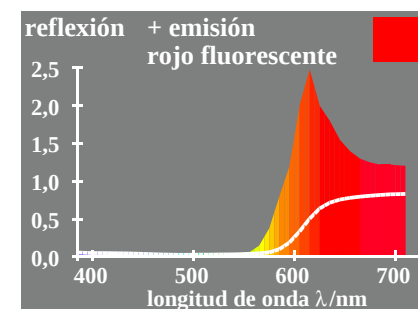
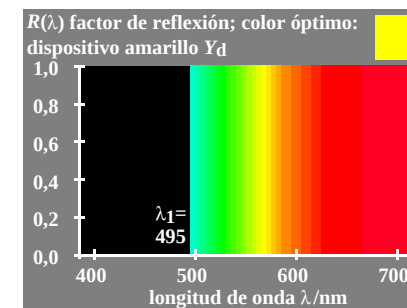
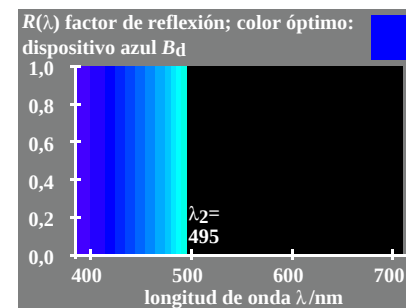
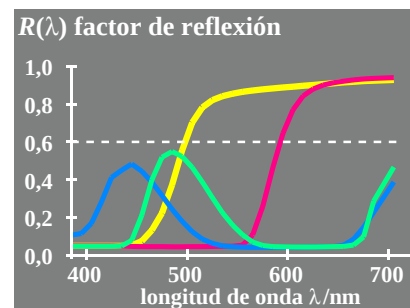
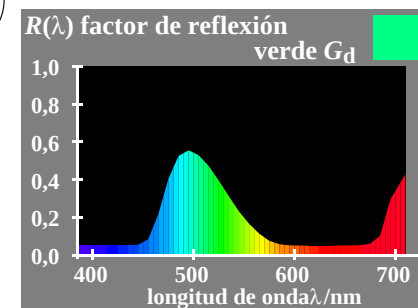


Gráfico TUB-MS04; la gráfica de Ordenador y colorimetry
Imagine la serie MS04, 3D=1, de=0, sRGB*

entrada: rgb/cmyk → rgb_{dd}
salida: 3D-linealización a rgb^*_{dd}

<http://130.149.60.45/~farbmetrik/MS04/MS04L0FP.PDF> /PS; comience salida
F: 3D-linealización MS04/MS04LS30FP.DAT en archivo (F), página 1/2

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TUB matrícula: 20130201-MS04/MS04L0FP.PDF /PS
aplicación para la medida de display output

TUB material: code=rha4ta

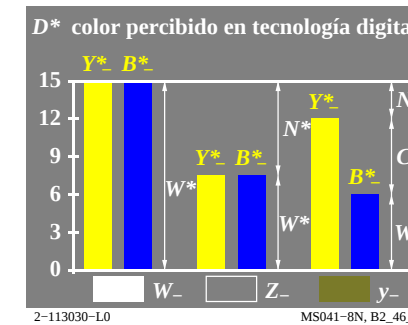
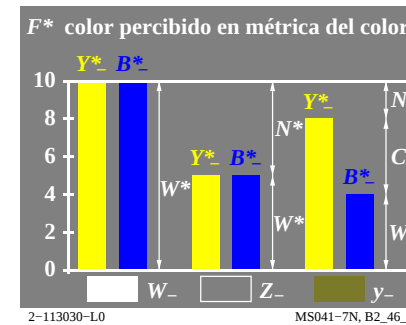
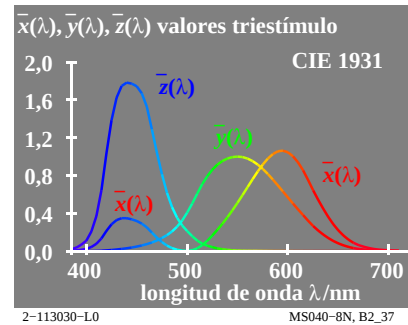
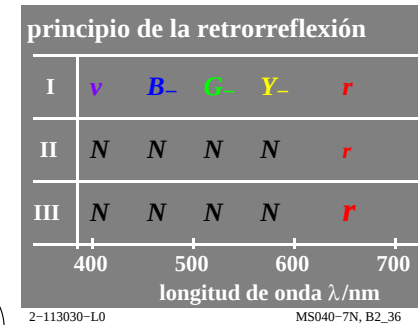
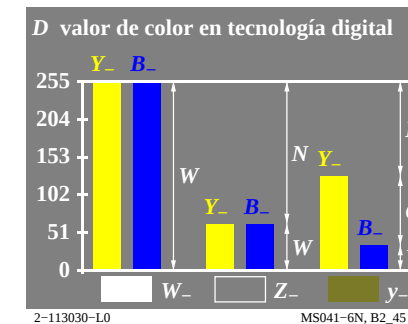
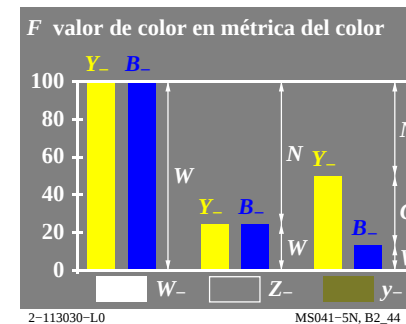
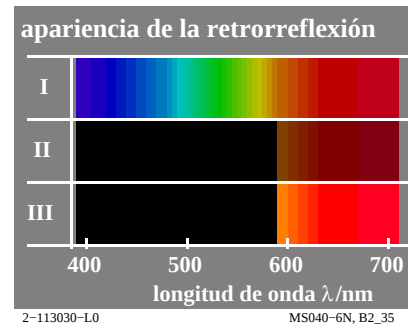
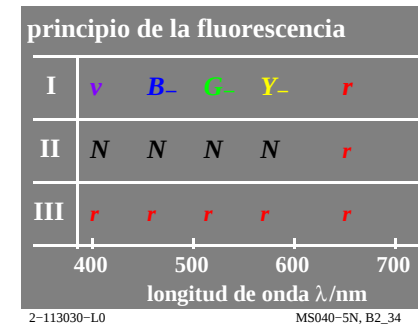
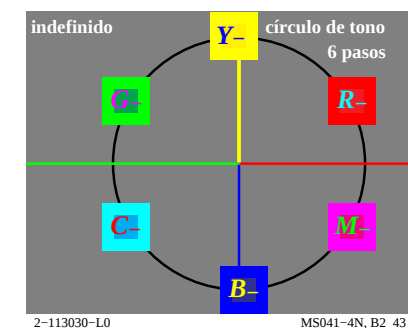
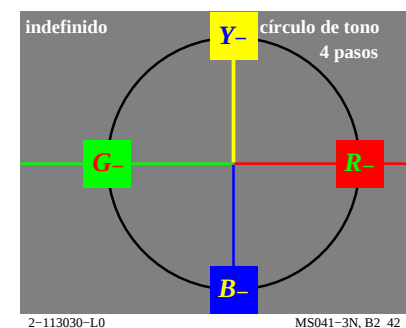
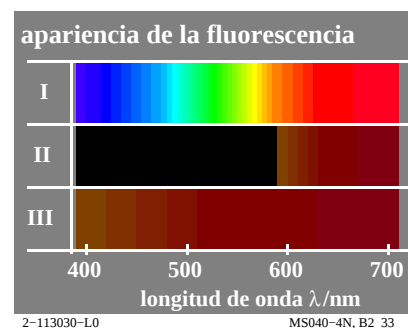
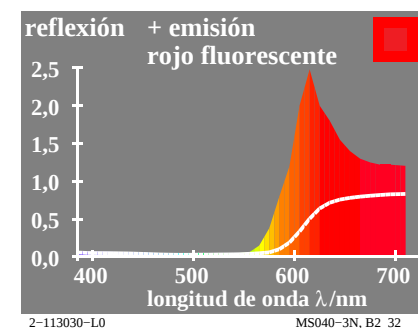
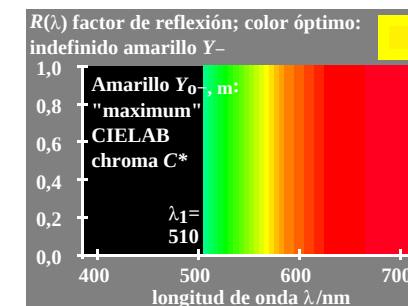
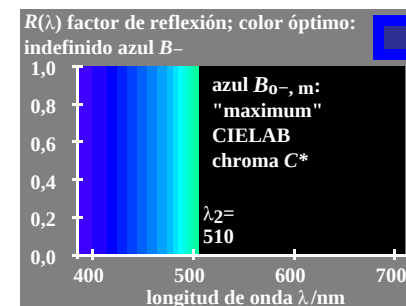
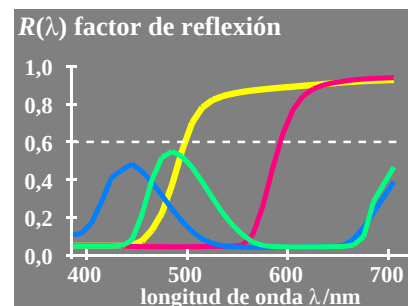
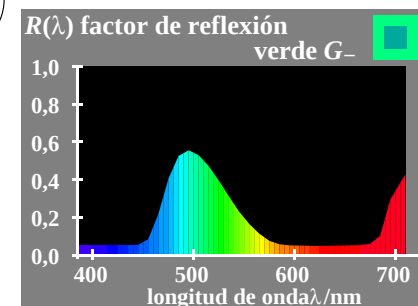


Gráfico TUB-MS04; la gráfica de Ordenador y colorimetry
Imagine la serie MS04, 3D=1, de=1

entrada: rgb/cmyk → rgb/cmyk
salida: ningún cambio

<http://130.149.60.45/~farbmetrik/MS04/MS04L0FP.PDF> /.PS; 3D-linealización
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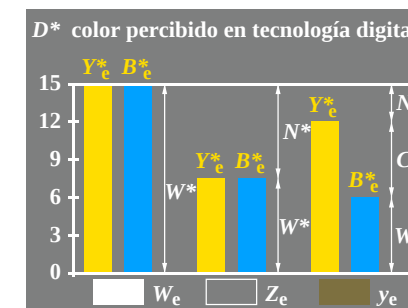
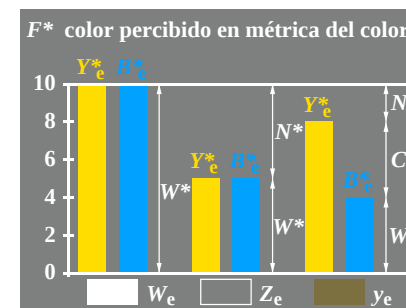
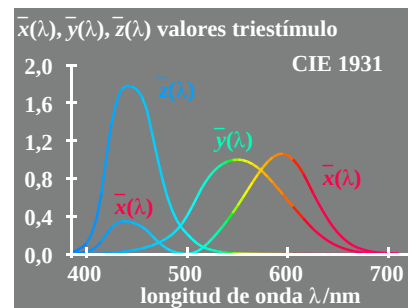
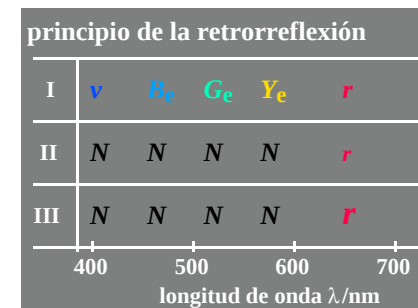
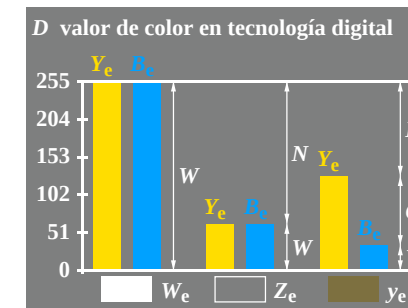
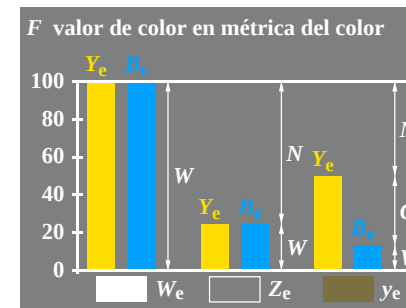
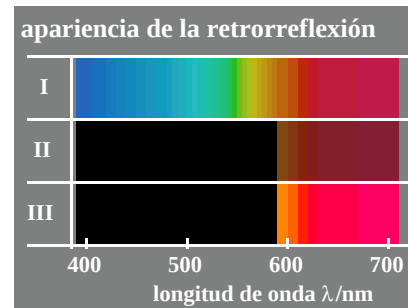
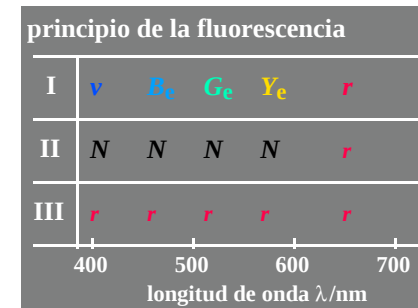
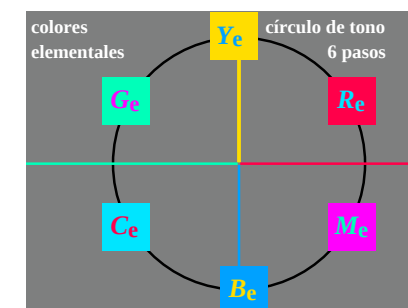
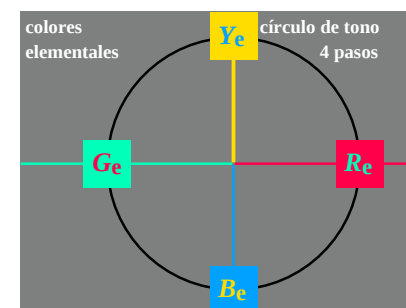
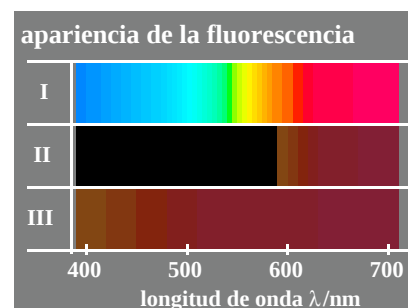
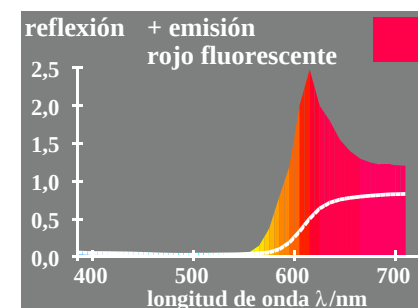
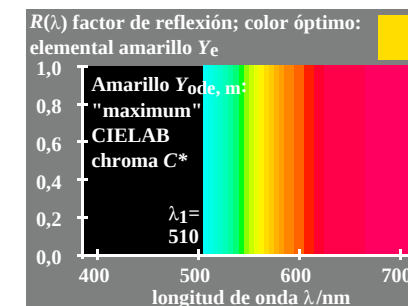
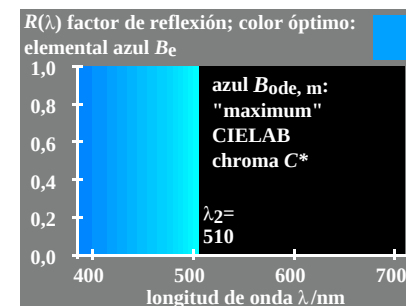
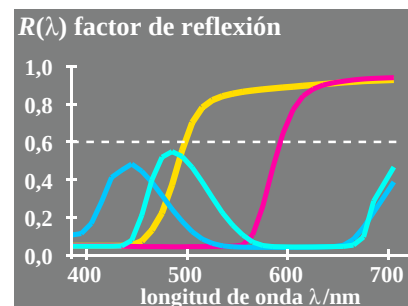
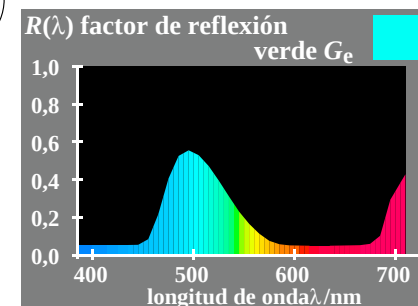


Gráfico TUB-MS04; la gráfica de Ordenador y colorimetry
Imagine la serie MS04, 3D=1, de=1, sRGB*

entrada: $rgb/cmyk \rightarrow rgb_{de}$
salida: 3D-linealización a rgb_{de}^*