

vedere dei file simili: <http://130.149.60.45/~farbmetrik/QI33/QI33.HTM>
informazioni tecniche: <http://www.ps.bam.de> o <http://130.149.60.45/~farbmetrik>

Immettere y uscita: Offset Reflective System ORS18a for relative CIELAB hue $h_{ab,a,rel} = h_{ab}/360 = 96/360 = 0.26$

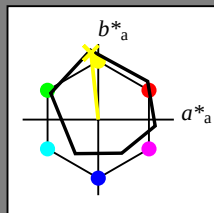
Dati del dispositivo (d) o colori elementari (e):

HIC*

codice di tonalità per i colori questa pagina:

H*₋ = Y00G-

triangolo chiarezza T*



ORS18a; dati atti CIELAB (a)

name	L*=L*a	a*	b*	C* _{ab,a}	h* _{ab,a}
R ₋ ,Ma	47.9	65.3	50.5	82.6	37
Y ₋ ,Ma	90.3	-10.2	91.7	92.3	96
G ₋ ,Ma	50.9	-62.8	34.9	71.9	150
C ₋ ,Ma	58.6	-30.3	-45.0	54.2	236
B ₋ ,Ma	25.7	31.0	-44.4	54.2	305
M ₋ ,Ma	48.1	75.2	-8.3	75.7	353
N ₋ ,Ma	18.0	0.0	0.0	0.0	0
W ₋ ,Ma	95.4	0.0	0.0	0.0	0
R ₋ ,CIE	39.9	58.7	27.9	65.0	25
Y ₋ ,CIE	81.2	-2.8	71.5	71.6	92
G ₋ ,CIE	52.2	-42.4	13.6	44.5	162
B ₋ ,CIE	30.5	1.4	-46.4	46.4	271

Il dati per il massimo colore (Ma):

LabCh*₋,Ma: 90 -9 88 88 96

HIC*₋,Ma: Y00G_100_100-

rgbic*₋,Ma:

1.0 1.0 0.0 1.0 1.0

triangolo chiarezza T*

%Gamma

u*_{rel} = 92

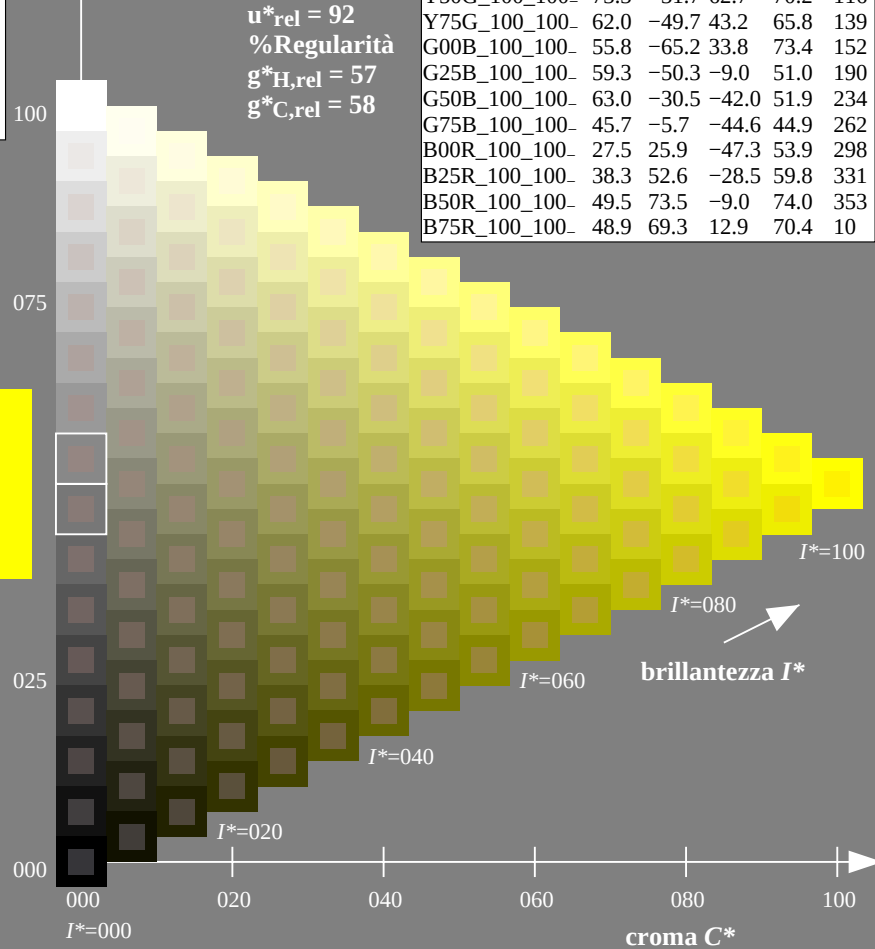
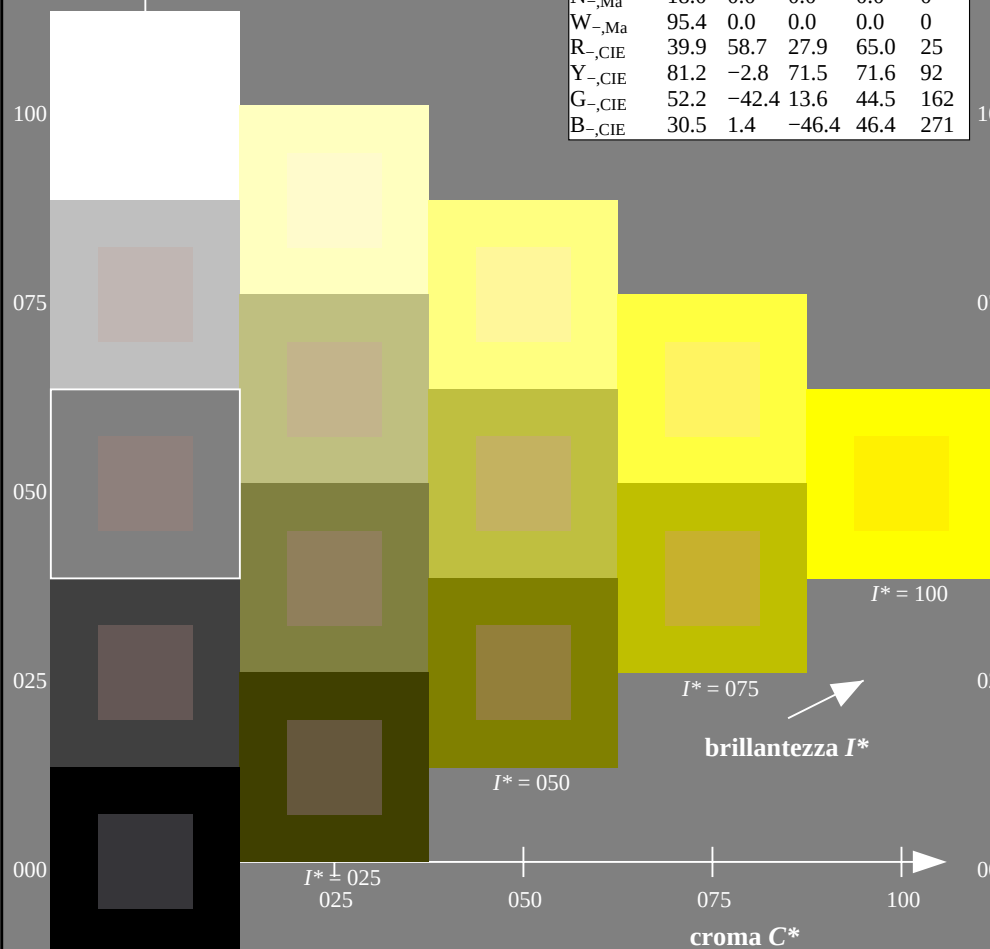
%Regularità

g*_{H,rel} = 57

g*_{C,rel} = 58

ORS20a; dati atti CIELAB (a)

H* ₋	L*=L*a	a*	b*	C* _{ab,a}	h* _{ab,a}
R00Y_100_100-	48.4	66.1	40.2	77.3	31
R25Y_100_100-	56.8	48.0	50.5	69.6	46
R50Y_100_100-	68.6	25.0	63.9	68.6	68
R75Y_100_100-	80.6	4.8	77.2	77.3	86
Y00G_100_100-	90.2	-9.6	88.2	88.7	96
Y25G_100_100-	83.2	-18.4	79.9	81.9	102
Y50G_100_100-	73.3	-31.7	62.7	70.2	116
Y75G_100_100-	62.0	-49.7	43.2	65.8	139
G00B_100_100-	55.8	-65.2	33.8	73.4	152
G25B_100_100-	59.3	-50.3	-9.0	51.0	190
G50B_100_100-	63.0	-30.5	-42.0	51.9	234
G75B_100_100-	45.7	-5.7	-44.6	44.9	262
B00R_100_100-	27.5	25.9	-47.3	53.9	298
B25R_100_100-	38.3	52.6	-28.5	59.8	331
B50R_100_100-	49.5	73.5	-9.0	74.0	353
B75R_100_100-	48.9	69.3	12.9	70.4	10



TUB iscrizione: 20130201-QI33/QI33L0NP.PDF /.PS
la domanda per la misura uscita nella stampa di offset

TUB materiale: code=rh4ta

grafico TUB-QI33; codice di tinte: H*₋=Y00G-
grafico conformemente a DIN 33872, 3D=0, de=0, cmyk

immettere: rgb/cmyk -> rgb/cmyk
uscita: nessun cambiamento