

Immettere y uscita: Television Luminous System TLS00a for relative CIELAB hue $h_{ab,a,rel} = h_{ab}/360 = 328/360 = 0.91$

$H^*_d = B50R_d$

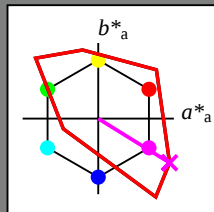
Dati del dispositivo (d) o colori elementari (e):

HIC^*_d

codice di tonalità per i colori questa pagina:

$H^*_d = B50R_d$

triangolo chiarezza T^*



TLS00a; dati atti CIELAB (a)

name	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$
R _{d,Ma}	50.4	76.9	64.5	100.4	40
Y _{d,Ma}	92.6	-20.7	90.7	93.0	102
G _{d,Ma}	83.6	-82.7	79.8	115.0	136
C _{d,Ma}	86.8	-46.1	-13.5	48.1	196
B _{d,Ma}	30.3	76.0	-103.5	128.5	306
M _{d,Ma}	57.2	94.3	-58.4	110.9	328
N _{d,Ma}	0.0	0.0	0.0	0.0	0
W _{d,Ma}	95.4	0.0	0.0	0.0	0
R _{d,CIE}	39.9	58.7	27.9	65.0	25
Y _{d,CIE}	81.2	-2.8	71.5	71.6	92
G _{d,CIE}	52.2	-42.4	13.6	44.5	162
B _{d,CIE}	30.5	1.4	-46.4	46.4	271

Il dati per il massimo colore (Ma):

$LabCh^*_d, Ma$: 57 94 -58 110 328

HIC^*_d, Ma : B50R_100_100_d

$rgbic^*_d, Ma$:

1.0 0.0 1.0 1.0 1.0

triangolo chiarezza T^*

%Gamma

$u^*_{rel} = 158$

%Regularità

$g^*_{H,rel} = 19$

$g^*_{C,rel} = 37$

TLS00a; dati atti CIELAB (a)

H^*_d	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$
R00Y_100_100 _d	50.4	76.9	64.5	100.4	40
R25Y_100_100 _d	53.7	67.6	65.8	94.4	44
R50Y_100_100 _d	63.6	41.3	71.0	82.2	59
R75Y_100_100 _d	78.2	7.8	80.6	81.0	84
Y00G_100_100 _d	92.6	-20.7	90.7	93.0	102
Y25G_100_100 _d	88.7	-43.3	86.2	96.5	116
Y50G_100_100 _d	85.7	-65.2	82.4	105.1	128
Y75G_100_100 _d	84.0	-78.7	80.4	112.5	134
G00B_100_100 _d	83.6	-82.7	79.8	115.0	136
G25B_100_100 _d	84.3	-73.7	44.9	86.4	148
G50B_100_100 _d	86.8	-46.1	-13.5	48.1	196
G75B_100_100 _d	51.7	18.3	-68.3	70.7	285
B00R_100_100 _d	30.3	76.0	-103.5	128.5	306
B25R_100_100 _d	38.5	79.8	-89.7	120.0	311
B50R_100_100 _d	57.2	94.3	-58.4	110.9	328
B75R_100_100 _d	52.0	81.1	4.1	81.2	2

vedere dei file simili: <http://130.149.60.45/~farbmetrik/RI30/RI30L0FP.PDF> /PS
informazioni tecniche: <http://www.ps.ban.de> o <http://130.149.60.45/~farbmetrik>

TUB iscrizione: 20130201-RI30/RI30L0FP.PDF /PS
la domanda per la misura di stampa di display, nessuna separazione

TUB materiale: code=rh4ta

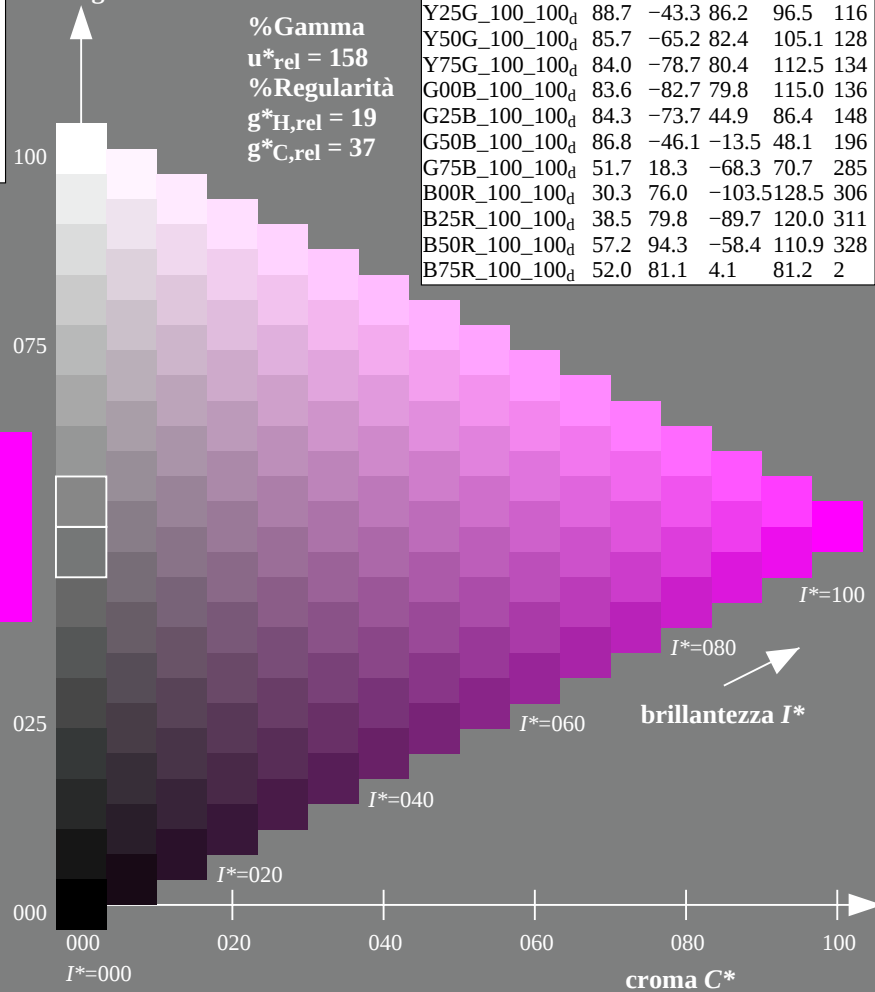
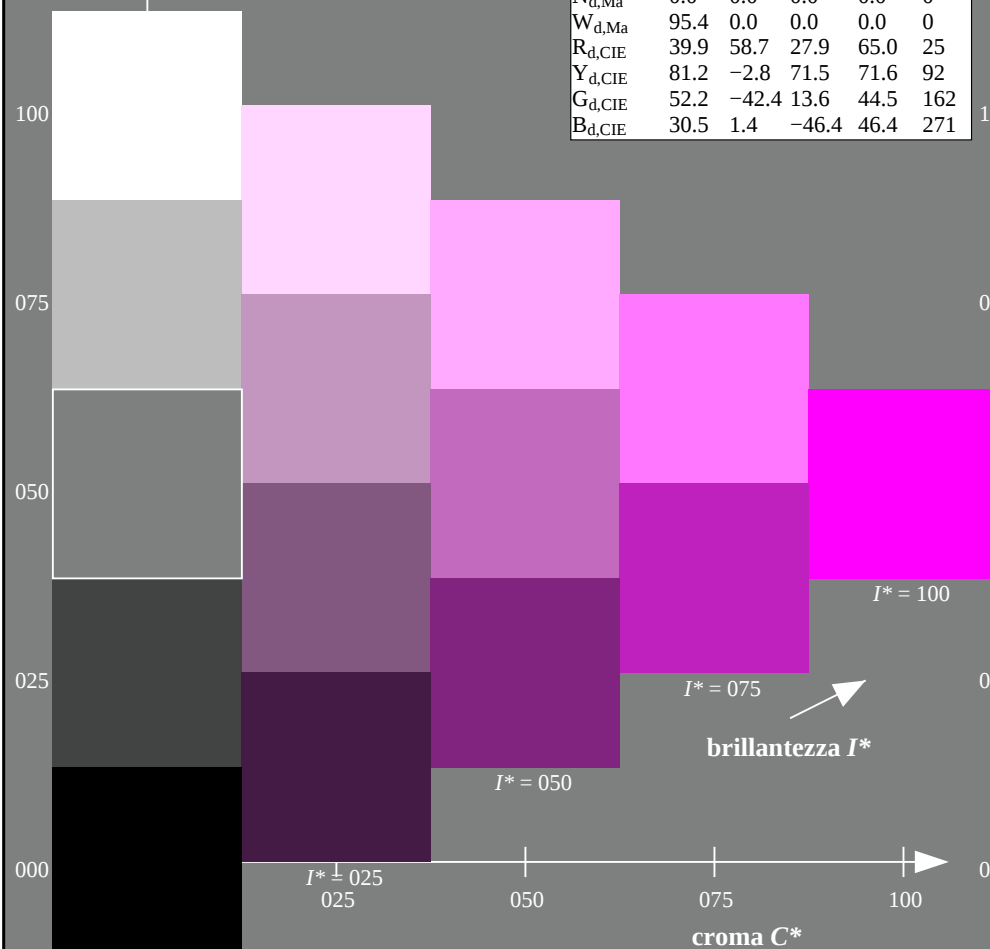


grafico TUB-RI30; codice di tinte: $H^*_d=B50R_d$
grafico conformemente a DIN 33872, 3D=1, de=0, sRGB*

immettere: $rgb/cmyk \rightarrow rgb_{dd}$
uscita: 3D-linearizzazzone a rgb^*_{dd}