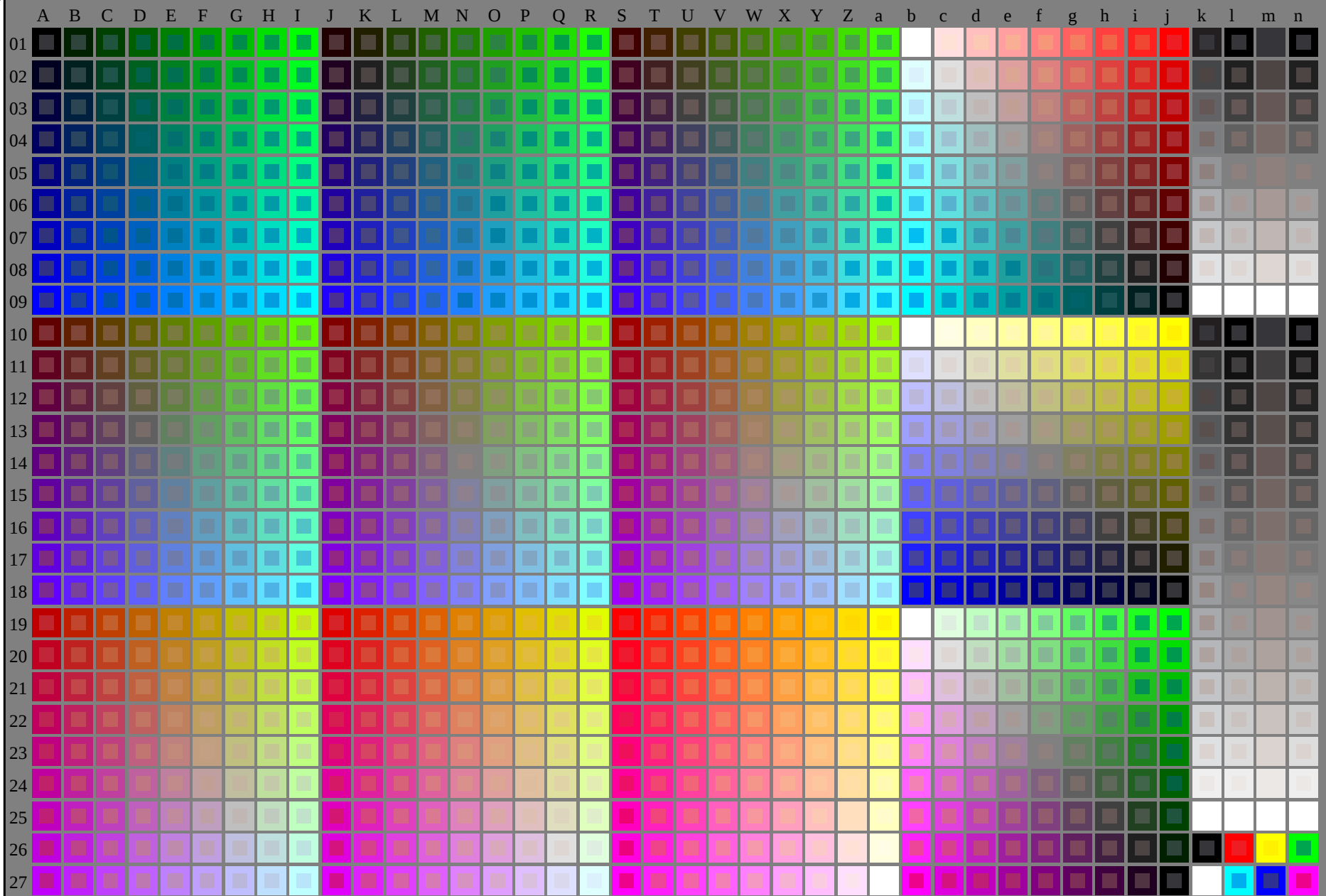


se lignende filer: <http://130.149.60.45/~farbmetrik/RN68/RN68.HTM>
teknisk informasjon: <http://www.ps.bam.de> eller <http://130.149.60.45/~farbmetrik>



TUB registrering: 20150701-RN68/RN68L0FP.PDF /.PS
anvendelse for måling av display output

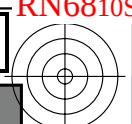
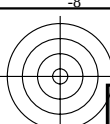
TUB-material: code=rh4ta

RN680-7N_RGB 5-103034-L0

rgb (A_j + k26_n27), 000n (k), w (l), nnn0 (m), www (n), 3D = 1

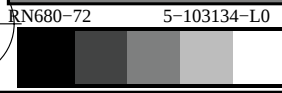
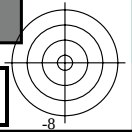
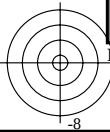
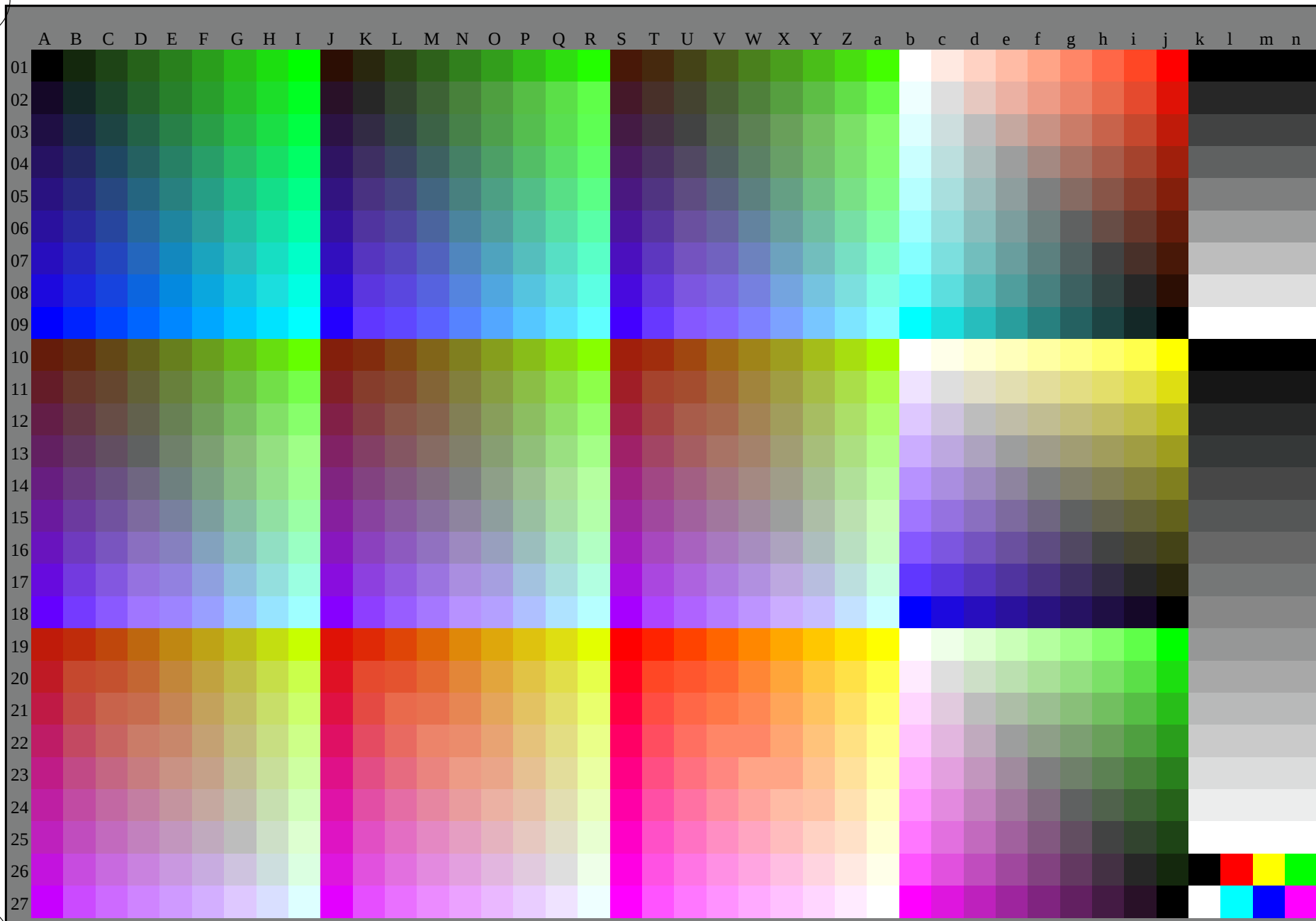
TUB-prøveplansje RN68; 1080 standard farger, cf=1
prøveplansje infølge DIN 33872

input: rgb/cmyk -> rgb/cmyk
output: ingen ending



se lignende filer: <http://130.149.60.45/~farbmetrik/RN68/RN68.HTM>
teknisk informasjon: <http://www.ps.bam.de> eller <http://130.149.60.45/~farbmetrik>

TUB registrering: 20150701-RN68/RN68L0FP.PDF /.PS TUB-material: code=rh4ta
anvendelse for måling av display output, ingen separasjon rgb* (RGB)

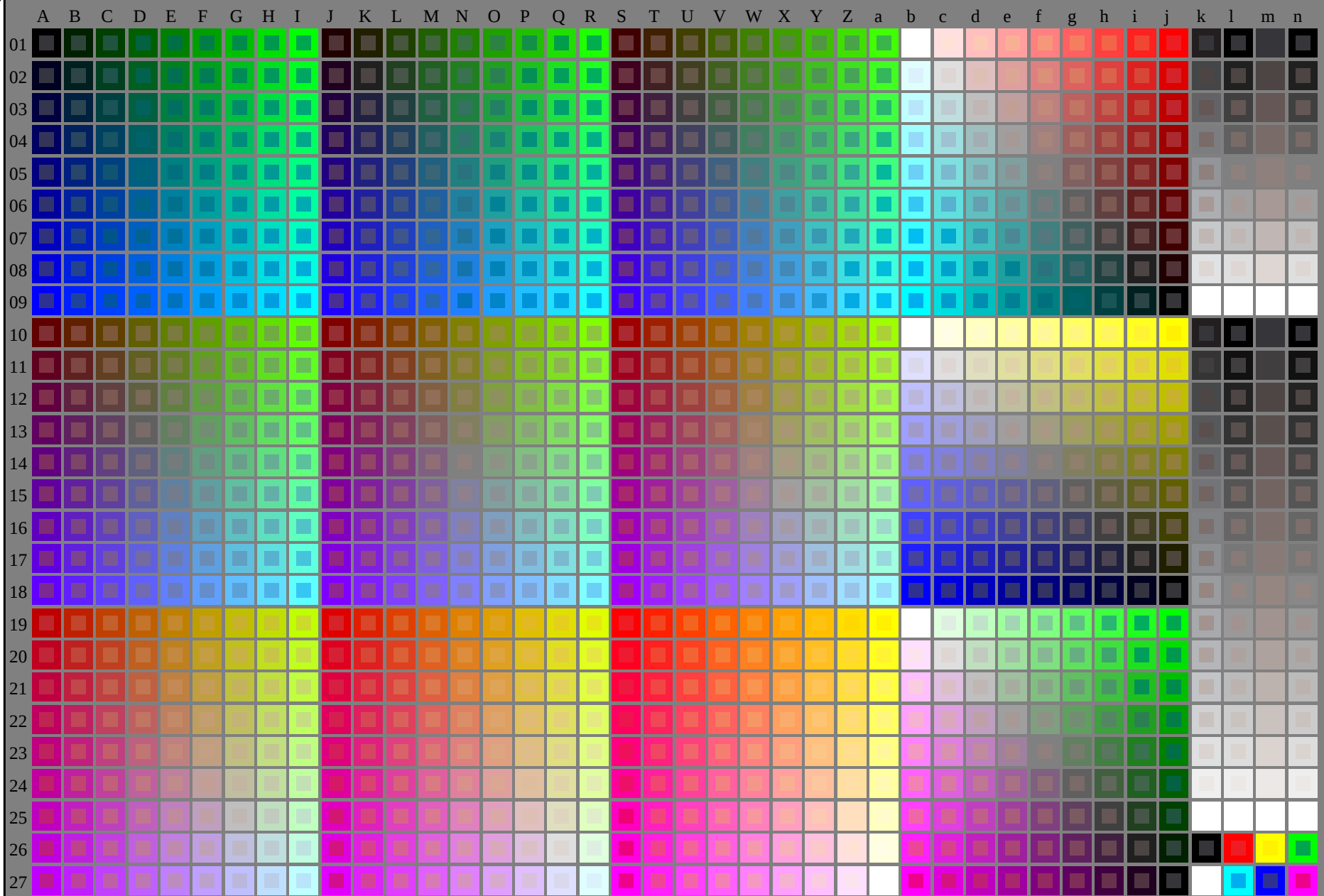


TUB-prøveplansje RN68; 1080 standard farger, $cf=1$
prøveplansje infølge DIN 33872, 3D=1, $de=0$, rgb^*

input: $rgb/cmyk \rightarrow rgb_{dd}$
output: 3D-linearisering til rgb^*_{dd}



se lignende filer: <http://130.149.60.45/~farbmetrik/RN68/RN68.HTM>
teknisk informasjon: <http://www.ps.bam.de> eller <http://130.149.60.45/~farbmetrik>



RN680-7N_RGB 5-113034-L0

rgb (A_j + k26_n27), 000n (k), w (l), nnn0 (m), www (n), 3D = 1

TUB-prøveplansje RN68; 1080 standard farger, cf=1
prøveplansje infølge DIN 33872

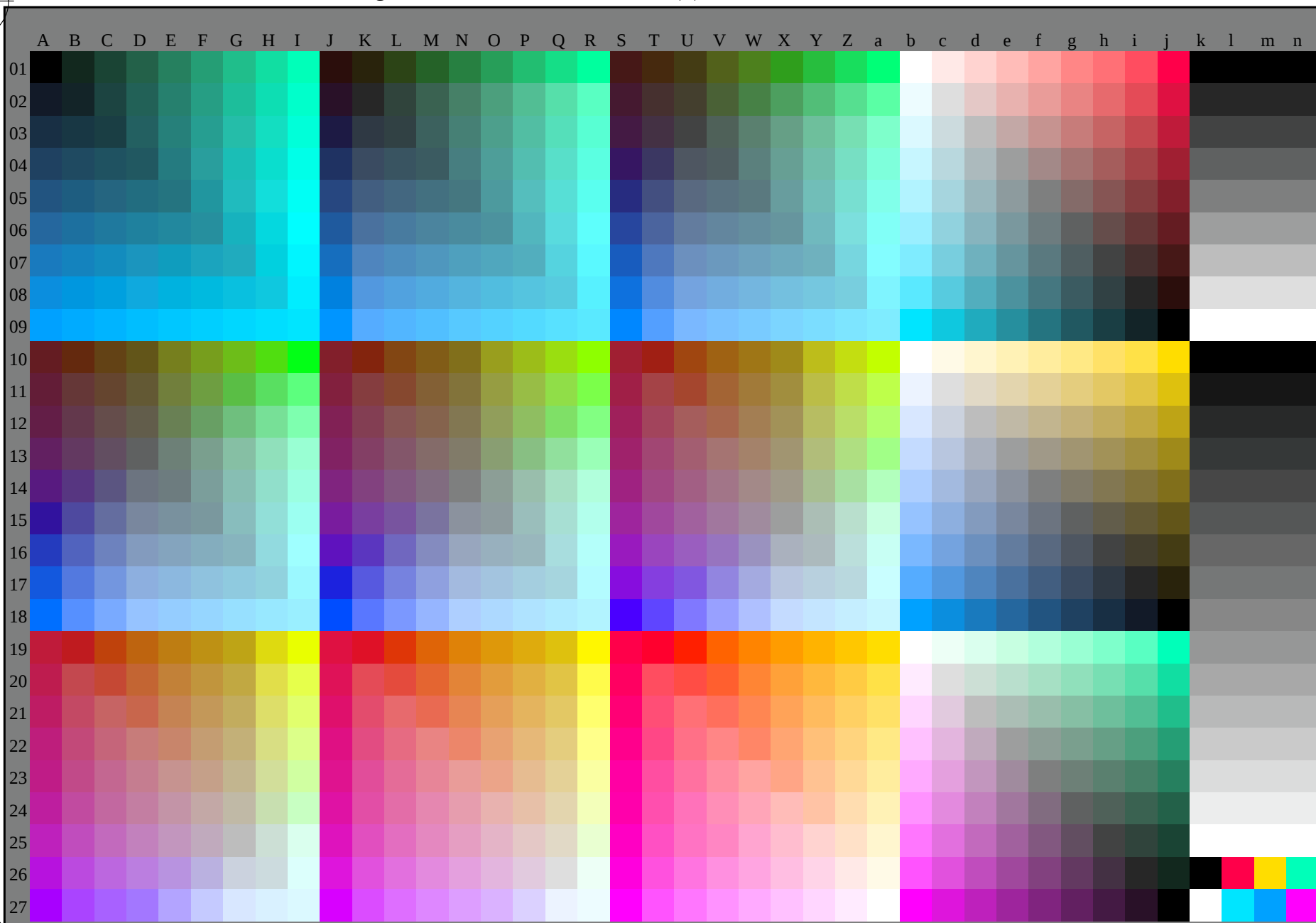
input: rgb/cmyk -> rgb/cmyk
output: ingen ending

TUB registrering: 20150701-RN68/RN68L0FP.PDF /.PS
anvendelse for måling av display output

TUB-material: code=rh4ta

se lignende filer: <http://130.149.60.45/~farbmetrik/RN68/RN68.HTM>
teknisk informasjon: <http://www.ps.bam.de> eller <http://130.149.60.45/~farbmetrik>

TUB registrering: 20150701-RN68/RN68L0FP.PDF /.PS TUB-material: code=rha4ta
anvendelse for måling av display output, ingen separasjon rgb* (RGB)



RN680-73 5-113134-L0

TUB-prøveplansje RN68; 1080 standard farger, $cf=1$
prøveplansje infølge DIN 33872, 3D=1, $de=1$, rgb^*

input: $rgb/cmyk \rightarrow rgb_{de}$
output: 3D-linearisering til rgb^*_{de}

5-113134-F0