

Entrada i salida: Offset Reflective System ORS18a for relative CIELAB hue $h_{ab,a,rel} = h_{ab}/360 = 353/360 = 0.98$

Datos del dispositivo (d) o elemental (e) color:

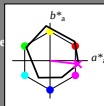
HIC^*_-

código de tono para los colores

esta página:

$H^*_- = B50R_-$

triángulo claridad T^*



ORS18a; datos adaptados CIELAB (a)						
name	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$	
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	

Los datos de color máximo (Ma):

$LabCh^*_- Ma$: 49 73 -9 74 353

$HIC^*_- Ma$: B50R_100_100_

$rgbic^*_- Ma$:

1.0 0.0 1.0 1.0 1.0

triángulo claridad T^*

%Gama

$u^*_{rel} = 92$

%Regularidad

$g^*_{H,rel} = 57$

$g^*_{C,rel} = 58$

ORS20a; datos adaptados CIELAB (a)						
H^*_-	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$	
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	

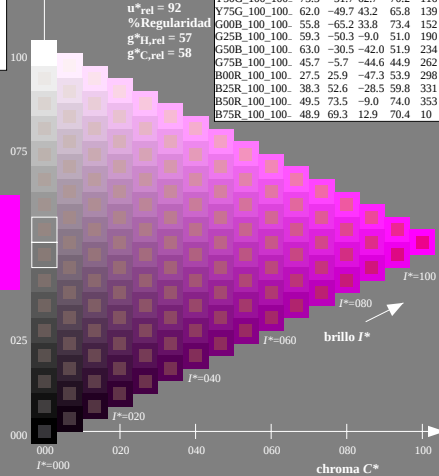
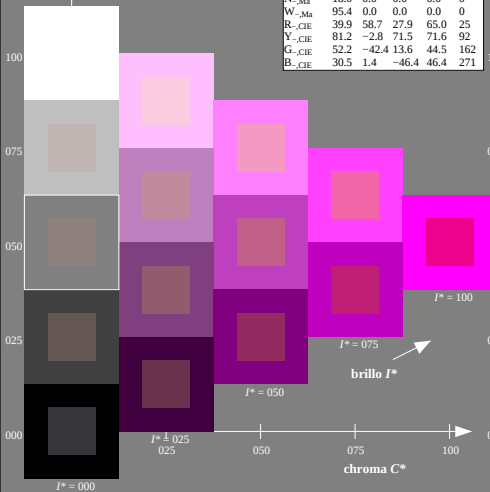


gráfico TUB-RS36; código de tono: $H^*_- = B50R_-$
gráfico según a DIN 33872, 3D=0, de=0, cmy0

entrada: $rgb/cmyk \rightarrow rgb/cmyk$
salida: ningún cambio

TUB matrícula: 20130201-RS36/RS36L0N1.TXT /PS
aplicación para la medida salida en la impresión offset

TUB material: code=rhaia