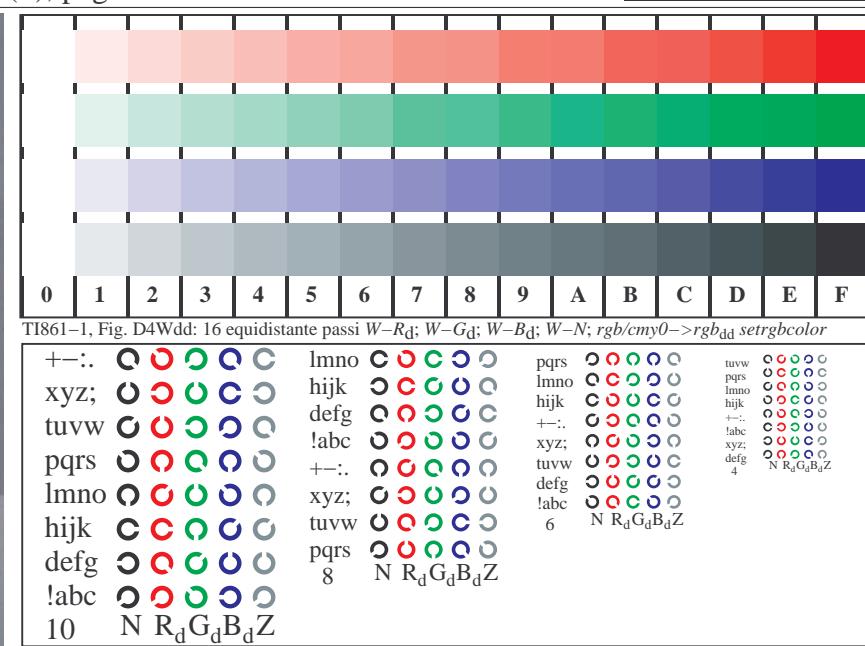
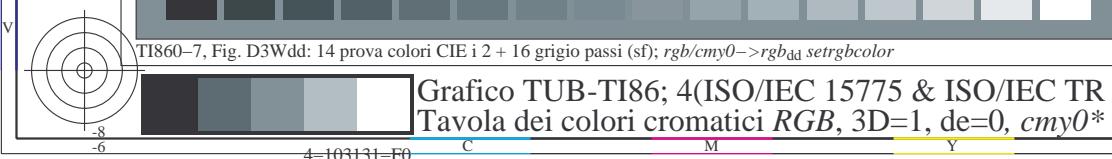
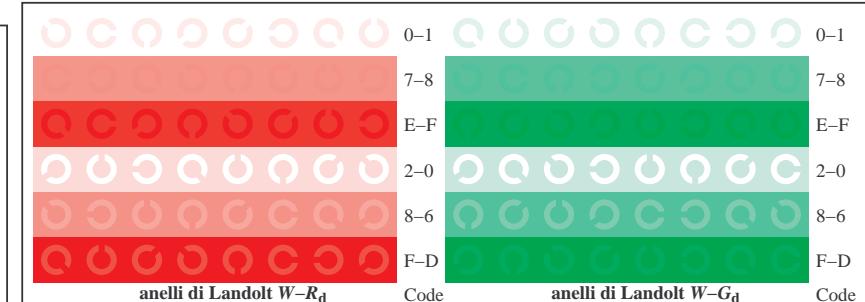
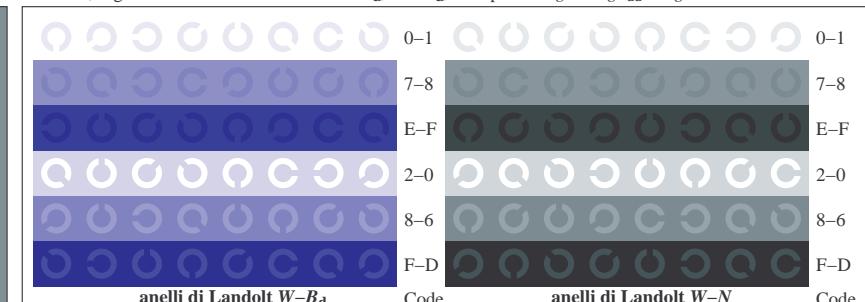


vedi file simili: <http://farbe.li.tu-berlin.de/TI86/TI86L0FP.PDF>; linearizzazione 3D

informazioni tecniche: <http://www.ps.bam.de> o <http://130.149.60.45/~farbm>

TI861-3, Fig. D5Wdd: codice i Landolt anelli N; R<sub>d</sub>; G<sub>d</sub>; B<sub>d</sub>; Z; PS operator  $rgb \rightarrow rgb_{dd}$  setrgbcolorTI861-5, Fig. D6Wdd: anelli di Landolt W-R<sub>d</sub>; W-G<sub>d</sub>; PS operator  $rgb \rightarrow rgb_{dd}$  setrgbcolorTI861-7, Fig. D7Wdd: anelli di Landolt W-B<sub>d</sub>; W-N; PS operator  $rgb \rightarrow rgb_{dd}$  setrgbcolor

Input:  $rgb/cmyk \rightarrow rgb_{dd}$   
Output: linearizzazione 3D a  $cmy0^*$