

16stufige Grauskalierung zwischen L^*_N und L^*_W für 3 Reflexionen des Umgebungslichts

L^*	keine Umgebungsreflexion $Y_N=0, L^*_N=0$						Umgebungsreflexion $Y_N=2,5, L^*_N=18$						Umgebungsreflexion $Y_N=40, L^*_N=70$								
	Helligkeitsdifferenz $\Delta L^*=6,3$						Helligkeitsdifferenz $\Delta L^*=5,1$						Helligkeitsdifferenz $\Delta L^*=1,7$								
	n0.	w^*	w^*_r	L^*_{it}	Y_{it}	Y_N	n0.	w^*	w^*_r	L^*_{it}	Y_{it}	Y_N	n0.	w^*	w^*_r	L^*_{it}	Y_{it}	Y_N			
100	○	16	1.0	1.0	95.4	88.5	0.0	○	16	1.0	1.0	95.4	88.5	2.5	○	16	1.0	1.0	95.4	88.5	40.3
	●	15	0.933	0.933	89.0	74.2	0.0	●	15	0.945	0.933	90.2	76.8	2.5	●	15	0.945	0.933	90.2	76.8	40.3
	●	14	0.866	0.866	82.6	61.5	0.0	●	14	0.891	0.866	85.0	66.1	2.5	●	14	0.891	0.866	85.0	66.2	40.3
80	●	13	0.8	0.8	76.3	50.4	0.0	●	13	0.837	0.799	79.9	56.5	2.5	●	13	0.837	0.799	79.9	56.6	40.3
	●	12	0.733	0.733	69.9	40.6	0.0	●	12	0.783	0.733	74.7	47.9	2.5	●	12	0.783	0.733	74.7	47.9	40.3
	●	11	0.666	0.666	63.6	32.3	0.0	●	11	0.729	0.666	69.6	40.1	2.5	●	11	0.729	0.666	69.6	40.1	40.3
	●	10	0.6	0.6	57.2	25.1	0.0	●	10	0.675	0.599	64.4	33.3	2.5	●	10	0.675	0.599	64.4	33.3	40.3
	●	9	0.533	0.533	50.8	19.1	0.0	●	9	0.621	0.533	59.2	27.3	2.5	●	9	0.621	0.533	59.2	27.3	40.3
	●	8	0.466	0.466	44.5	14.2	0.0	●	8	0.567	0.466	54.1	22.0	2.5	●	8	0.567	0.466	54.1	22.0	40.3
40	●	7	0.4	0.4	38.1	10.1	0.0	●	7	0.513	0.4	48.9	17.5	2.5	●	7	0.513	0.4	48.9	17.5	40.3
	●	6	0.333	0.333	31.8	6.9	0.0	●	6	0.459	0.333	43.8	13.7	2.5	●	6	0.459	0.333	43.8	13.7	40.3
	●	5	0.266	0.266	25.4	4.5	0.0	●	5	0.405	0.266	38.6	10.4	2.5	●	5	0.405	0.266	38.6	10.4	40.3
	●	4	0.2	0.2	19.0	2.7	0.0	●	4	0.351	0.199	33.4	7.7	2.5	●	4	0.351	0.199	33.4	7.7	40.3
	●	3	0.133	0.133	12.7	1.5	0.0	●	3	0.296	0.133	28.3	5.5	2.5	●	3	0.296	0.133	28.3	5.5	40.3
20	●	2	0.066	0.066	6.3	0.7	0.0	●	2	0.242	0.066	23.1	3.8	2.5	●	2	0.242	0.066	23.1	3.8	40.3
	●	1	0.0	0.0	0.0	0.0	0.0	●	1	0.188	0.0	18.0	2.5	2.5	●	1	0.188	0.0	18.0	2.5	40.3
0																					

ISO/CIE 11664-4: L^*_{it} = angestrebte CIELAB-Helligkeit der Ausgabe

IEC 61966-2-1: w^*_{sRGB} ist ungefähr proportional zu L^*

$$w^*_{sRGB} = L^*/95,4; \quad w^*_r = [L^* - L^*_N] / [L^*_W - L^*_N]$$

Y_{it} = angestrebter Normfarbwert mit Ausgabe-Linearisierung