

**Farbmetrische Daten von Maximalfarben *M* eines Gerätesystems**

| farbme-<br>trischer<br>Name      | Familie                                   | Familien-<br>mitglied                                                                                                                                                  | Koordinatenart                    | Koordinate<br>(vergleiche CIELAB<br>$L^*, C^*_{ab}, h^*_{ab}, a^*, b^*$ )                                                      | Koordinaten-<br>name                                                                                                       |
|----------------------------------|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|--------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| <i>Norm-</i><br>CIELAB           | <b><i>LAB</i><sup>*</sup></b>             | <b><i>LAB</i><sup>*</sup><i>LCH</i><sup>*</sup><sub>M</sub></b><br>oder<br><b><i>LAB</i><sup>*</sup><i>LAB</i><sup>*</sup><sub>M</sub></b>                             | zylindrisch<br>oder<br>kartesisch | $L^*_M = LAB^*L^*_M$<br>$C^*_M = LAB^*C^*_{ab,M}$<br>$H^*_M = LAB^*h^*_{ab,M}$<br>$A^*_M = LAB^*a^*_M$<br>$B^*_M = LAB^*b^*_M$ | Helligkeit<br>Buntheit<br>Bunttonwinkel<br>Rot-Grün-Buntheit<br>Gelb-Blau-Buntheit                                         |
| <i>adaptiertes</i><br>CIELAB (a) | <b><i>LAB</i><sup>*</sup><sub>a</sub></b> | <b><i>LAB</i><sup>*</sup><sub>a</sub><i>LCH</i><sup>*</sup><sub>a,M</sub></b><br>oder<br><b><i>LAB</i><sup>*</sup><sub>a</sub><i>LAB</i><sup>*</sup><sub>a,M</sub></b> | zylindrisch<br>oder<br>kartesisch | $L^*_{a,M} = LAB^*_aL^*_{a,M}$<br>$C^*_{a,M} = LAB^*_aC^*_{a,M}$<br>$H^*_{a,M} = LAB^*_aH^*_{a,M}$                             | adaptierte Helligkeit ( = $L^*_M$ )<br>adaptierte Buntheit<br>adaptierter Bunttonwinkel<br>( $0 \leq H^*_{a,M} \leq 360$ ) |
| <i>relatives</i><br>CIELAB (r)   | <b><i>lab</i><sup>*</sup></b>             | <b><i>lab</i><sup>*</sup><i>lch</i><sup>*</sup><sub>M</sub></b><br>oder<br><b><i>lab</i><sup>*</sup><i>lab</i><sup>*</sup><sub>M</sub></b>                             | zylindrisch<br>oder<br>kartesisch | $l^*_M = lab^*l^*_M$<br>$c^*_M = lab^*c^*_M$<br>$h^*_M = lab^*h^*_M$                                                           | relative Helligkeit<br>relative Buntheit<br>relativer Buntton<br>( $0,00 \leq h^*_M \leq 1,00$ )                           |