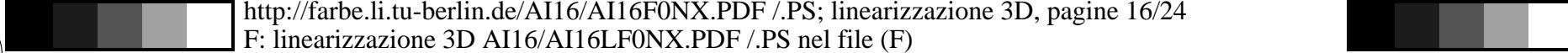
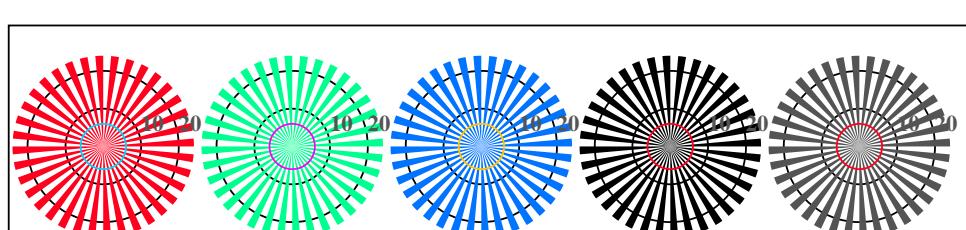


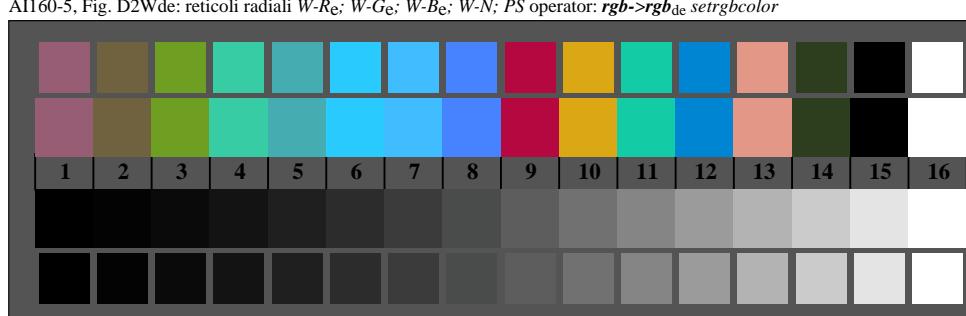
V L O Y M C
<http://farbe.li.tu-berlin.de/AI16/AI16F0NX.PDF/.PS>; linearizzazione 3D, pagine 16/24
 F: linearizzazione 3D AI16/AI16LF0NX.PDF/.PS nel file (F)



vedi file simili: <http://farbe.li.tu-berlin.de/AI16/AI16.HTML>
 informazioni tecniche: <http://farbe.li.tu-berlin.de/o http://farbe.li.tu-berlin.de/AE.HTML>

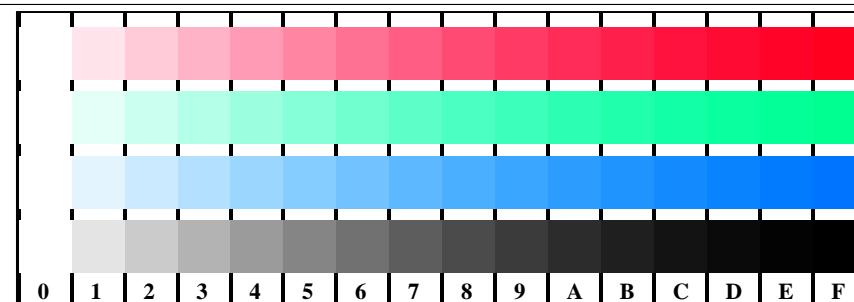


AI160-5, Fig. D2Wde: reticolli radiali W-Re; W-Ge; W-Be; W-N; PS operator: *rgb->rgb_{de} setrgbcolor*



AI160-7, Fig. D3Wde: 14 prova colori CIE i 2 + 16 grigio passi (sf); *rgb/cmy0->rgb_{de} setrgbcolor*

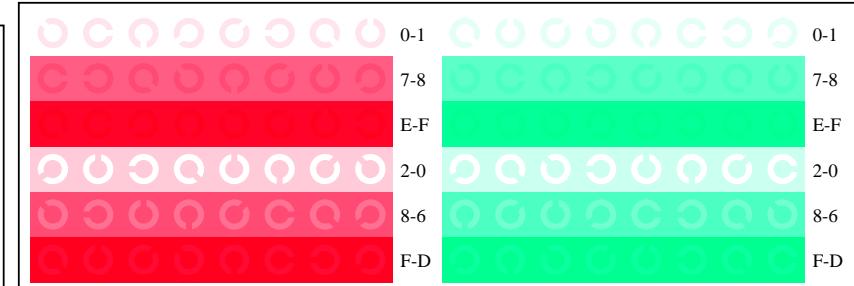
Grafico AI16 conformemente a grafico 4 a ISO/IEC 15775
 Tavola dei colori cromatici RGB



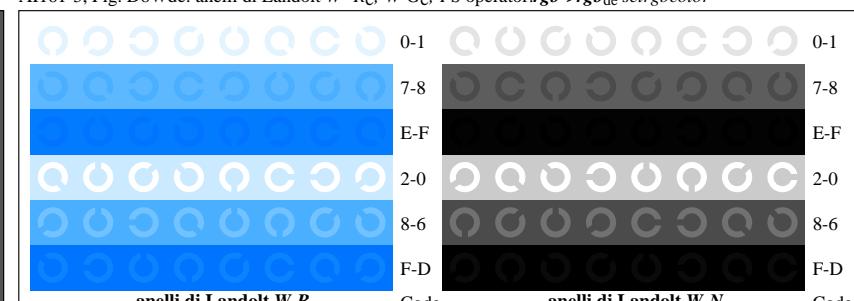
AI161-1, Fig. D4Wde: 16 equidistante passi W-Re; W-Ge; W-Be; W-N; *rgb/cmy0->rgb_{de} setrgbcolor*

+-..	C	O	O	O	O	lmno	O	O	O	O	pqr	O	O	O	O	tuvw	O	O	O	O		
xyz;	O	O	O	O	O	hijk	O	O	O	O	lmno	O	O	O	O	lmno	O	O	O	O		
tuvw	O	O	O	O	O	defg	O	O	O	O	hijk	O	O	O	O	hijk	O	O	O	O		
pqrs	O	O	O	O	O	!abc	O	O	O	O	+-..	O	O	O	O	+-..	O	O	O	O		
lmno	O	O	O	O	O	xyz;	O	O	O	O	xyz;	O	O	O	O	xyz;	O	O	O	O		
hijk	O	O	O	O	O	tuvw	O	O	O	O	tuvw	O	O	O	O	tuvw	O	O	O	O		
defg	O	O	O	O	O	pqrs	O	O	O	O	defg	O	O	O	O	defg	O	O	O	O		
!abc	O	O	O	O	O	!abc	O	O	O	O	!abc	O	O	O	O	!abc	O	O	O	O		
10	N	R _e	G _e	B _e	Z	10	N	R _e	G _e	B _e	Z	6	N	R _e	G _e	B _e	Z	4	N	R _e	G _e	B _e ,Z

AI161-3, Fig. D5Wde: codice i Landolt anelli N; R_e; G_e; B_e; Z; PS operator: *rgb->rgb_{de} setrgbcolor*



AI161-5, Fig. D6Wde: anelli di Landolt W-Re; W-Ge; PS operator: *rgb->rgb_{de} setrgbcolor*



AI161-7, Fig. D7Wde: anelli di Landolt W-B_e; W-N; PS operator: *rgb->rgb_{de} setrgbcolor*

Input: *rgb/cmy0/000n/w set...*
 Output: *->rgb_{de} setrgbcolor*