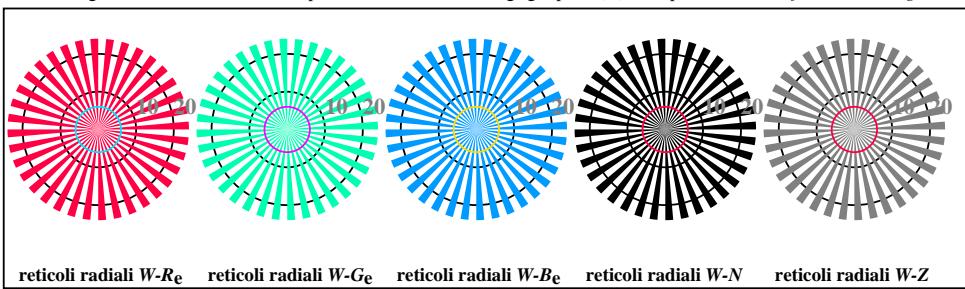


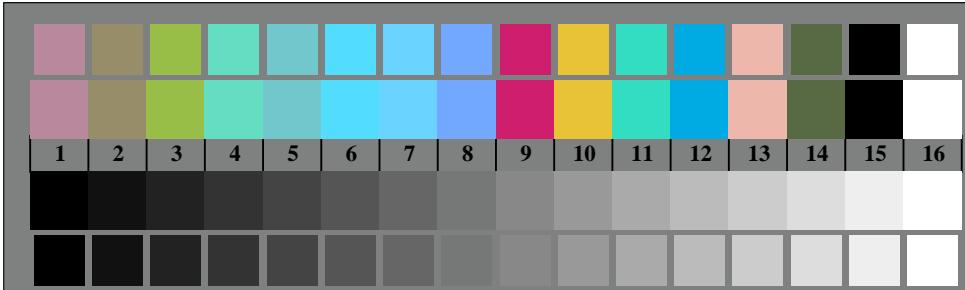
<http://standards.iso.org/iso/9241/306/ed-2/AI17/AI17F0NX.PDF/.PS>; linearizzazione 3D, pagine 1/24  
F: linearizzazione 3D AI17/AI17LF0NX.PDF/.PS nel file (F)



AI170-3, Fig. D1Wde: Flower motif, 14 prova colori CIE e 2 + 16 grigio passi (sf); PS operator: settransfer, 3 colorimage

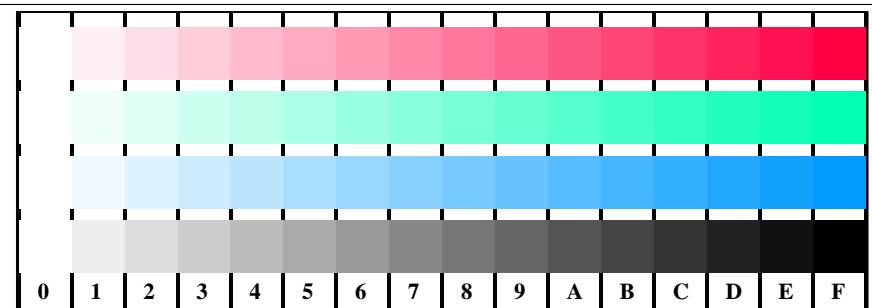


AI170-5, Fig. D2Wde: reticolli radiali W-R<sub>e</sub>; W-G<sub>e</sub>; W-B<sub>e</sub>; W-N; PS operator: rgb->rgb<sub>de</sub> setrgbcolor



AI170-7, Fig. D3Wde: 14 prova colori CIE i 2 + 16 grigio passi (sf); rgb/cmy0->rgb<sub>de</sub> setrgbcolor

Grafico AI17 conformemente a grafico 4 a ISO/IEC 15775  
Tavola dei colori cromatici RGB

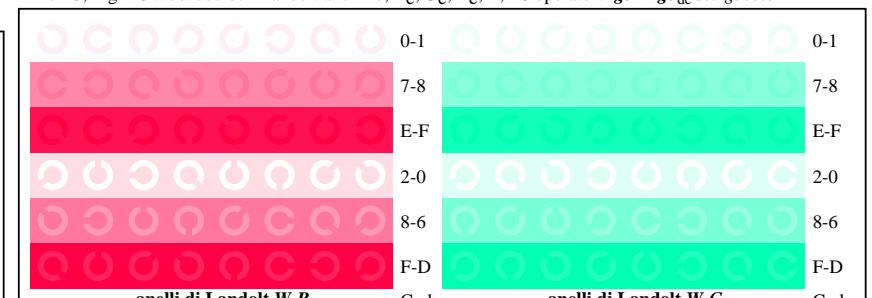


AI171-1, Fig. D4Wde: 16 equidistante passi W-R<sub>e</sub>; W-G<sub>e</sub>; W-B<sub>e</sub>; W-N; rgb/cmy0->rgb<sub>de</sub> setrgbcolor

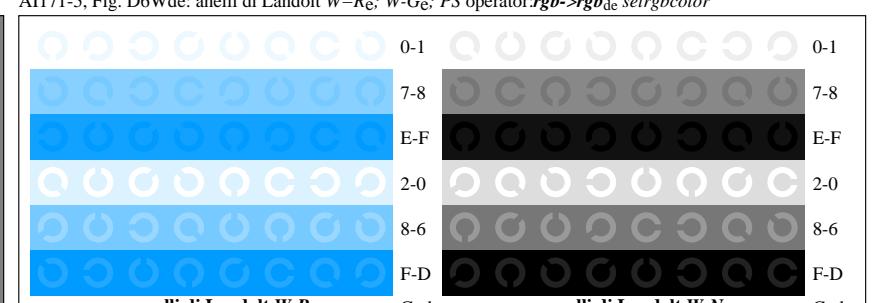
++..	C	O	lmno	C	O	lmno	O	pqrs	O	lmno	O	tuvw	O	lmno	O	tuvw	O
xyz;	C	O	hijk	C	O	hijk	O	pqrs	O	lmno	O	xyz;	O	lmno	O	xyz;	O
tuvw	C	O	defg	C	O	defg	O	lmno	C	hijk	O	tuvw	O	defg	O	lmno	O
pqrs	C	O	!abc	C	O	!abc	O	defg	C	hijk	O	xyz;	O	!abc	O	defg	O
lmno	C	O	xyz;	C	O	xyz;	O	!abc	C	tuvw	O	tuvw	O	!abc	O	tuvw	O
hijk	C	O	tuvw	C	O	tuvw	O	defg	C	defg	O	defg	O	defg	O	defg	O
defg	C	O	pqrs	C	O	pqrs	O	!abc	C	!abc	O	!abc	O	!abc	O	!abc	O
!abc	C	O	10	N	R <sub>e</sub> G <sub>e</sub> B <sub>e</sub> Z	10	N	R <sub>e</sub> G <sub>e</sub> B <sub>e</sub> Z	N	R <sub>e</sub> G <sub>e</sub> B <sub>e</sub> Z	6	N	R <sub>e</sub> G <sub>e</sub> B <sub>e</sub> Z	6	N	R <sub>e</sub> G <sub>e</sub> B <sub>e</sub> Z	6

tuvw  
lmno  
pqrs  
hijk  
++..  
xyz;  
tuvw  
defg  
!abc  
lmno  
xyz;  
tuvw  
defg  
!abc  
10 N R<sub>e</sub> G<sub>e</sub> B<sub>e</sub> Z  
6 N R<sub>e</sub> G<sub>e</sub> B<sub>e</sub> Z

AI171-3, Fig. D5Wde: codice i Landolt anelli N; R<sub>e</sub>; G<sub>e</sub>; B<sub>e</sub>; Z; PS operator: rgb->rgb<sub>de</sub> setrgbcolor



AI171-5, Fig. D6Wde: anelli di Landolt W-R<sub>e</sub>; W-G<sub>e</sub>; PS operator:rgb->rgb<sub>de</sub> setrgbcolor



AI171-7, Fig. D7Wde: anelli di Landolt W-B<sub>e</sub>; W-N; PS operator:rgb->rgb<sub>de</sub> setrgbcolor

Input: rgb/cmy0/000n/w set...  
Output: ->rgb<sub>de</sub> setrgbcolor