

-6

-8

C<sub>e</sub>

M<sub>e</sub>

Y<sub>e</sub>

N

Y

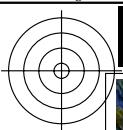
M

C

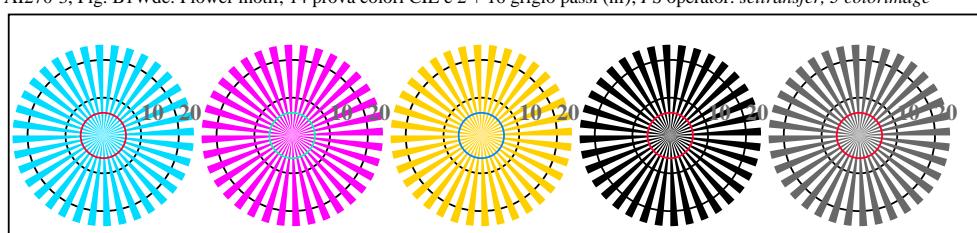
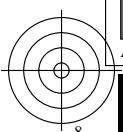
-8

-6

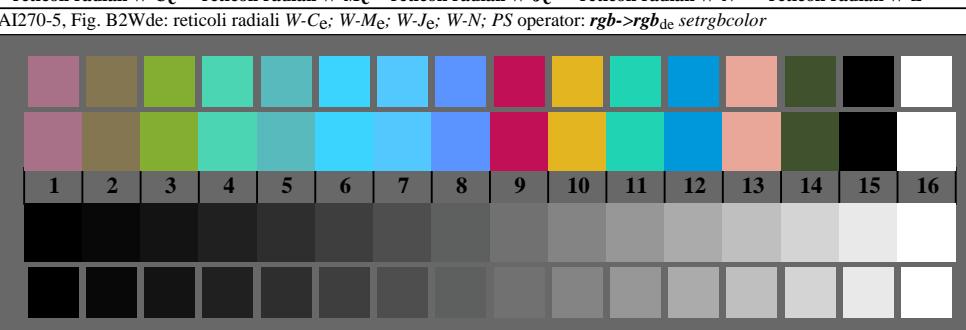
V L O Y M C  
http://standards.iso.org/iso/9241/306/ed-2/AI27/AI27F0NX.PDF /PS; linearizzazione 3D, pagine 10/2  
F: linearizzazione 3D AI27/AI27LF0NX.PDF /PS nel file (F)



vedi file simili: http://standards.iso.org/iso/9241/306/ed-2/AI27/AI27HTM  
informazioni tecniche: http://farbe.li.tu-berlin.de/o http://farbe.li.tu-berlin.de/AE.HTM

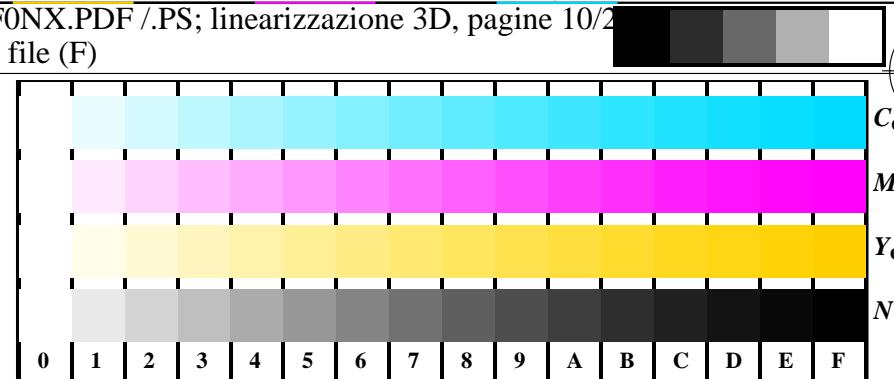


reticolli radiali W-C<sub>e</sub> reticolli radiali W-M<sub>e</sub> reticolli radiali W-J<sub>e</sub> reticolli radiali W-N reticolli radiali W-Z



AI270-7, Fig. B3Wde: 14 prova colori CIE i 2 + 16 grigio passi (sf);  $rgb/cm\text{y}0->rgb_{de}$  setrgbcolor

Grafico AI27 conformemente a grafico 2 a ISO/IEC 15775  
Tavola dei colori cromatici CMYK



AI271-1, Fig. B4Wde: 16 equidistante passi W-C<sub>e</sub>; W-M<sub>e</sub>; W-J<sub>e</sub>; W-N;  $rgb/cm\text{y}0->rgb_{de}$  setrgbcolor

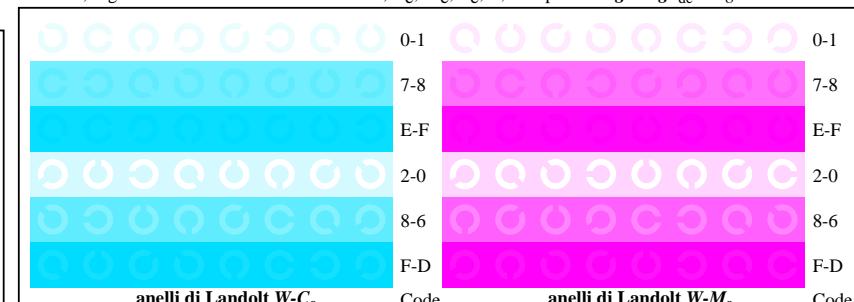
++..															
xyz;															
tuvw															
pqrs															
lmno															
hijk															
defg															
!abc															
+-.															
xyz;															
tuvw															
defg															
!abc															
6															
10															
N															

tuvw  
lmno  
pqrs  
hijk  
+-.  
xyz;  
tuvw  
defg  
!abc  
6  
N C<sub>e</sub> M<sub>e</sub> Y<sub>e</sub> Z

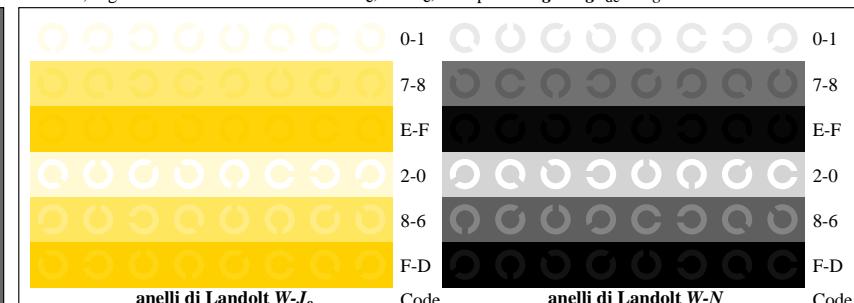
tuvw  
lmno  
pqrs  
hijk  
+-.  
xyz;  
tuvw  
defg  
!abc  
8  
N C<sub>e</sub> M<sub>e</sub> Y<sub>e</sub> Z

tuvw  
lmno  
pqrs  
hijk  
+-.  
xyz;  
tuvw  
defg  
!abc  
10  
N C<sub>e</sub> M<sub>e</sub> Y<sub>e</sub> Z

AI271-3, Fig. B5Wde: codice i Landolt anelli N; C<sub>e</sub>; M<sub>e</sub>; Y<sub>e</sub>; Z; PS operator:  $rgb->rgb_{de}$  setrgbcolor



AI271-5, Fig. B6Wde: anelli di Landolt W-C<sub>e</sub>; W-M<sub>e</sub>; PS operator:  $rgb->rgb_{de}$  setrgbcolor



AI271-7, Fig. B7Wde: anelli di Landolt W-J<sub>e</sub>; W-N; PS operator:  $rgb->rgb_{de}$  setrgbcolor

Input:  $rgb/cm\text{y}0/000n/w$  set...  
Output:  $->rgb_{de}$  setrgbcolor