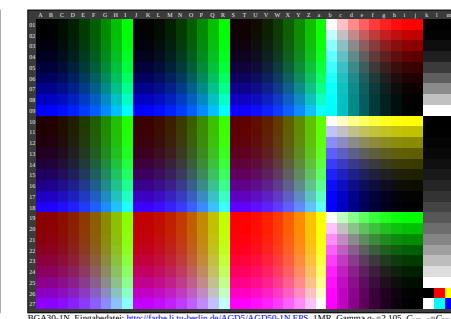
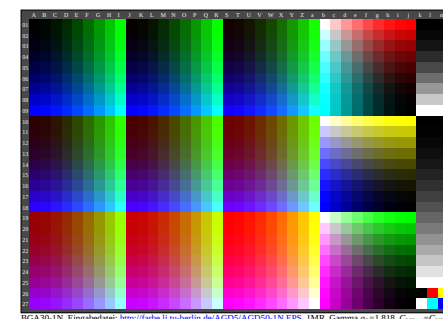
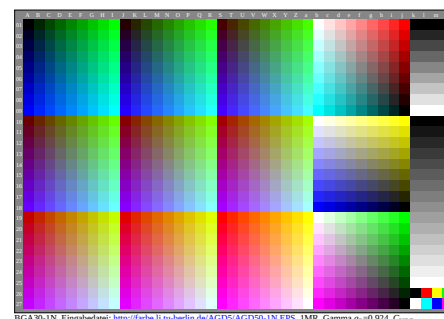
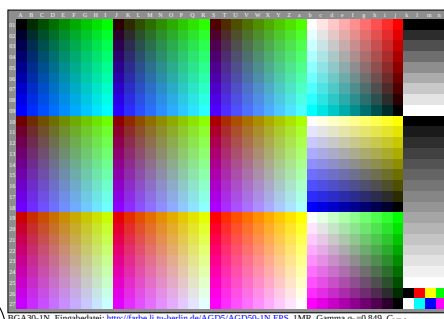
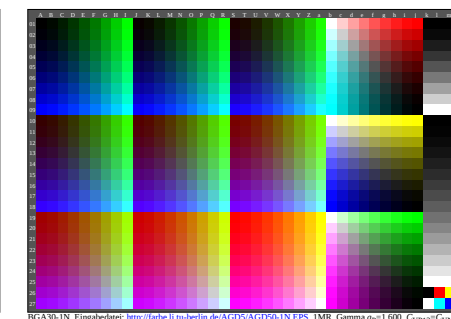
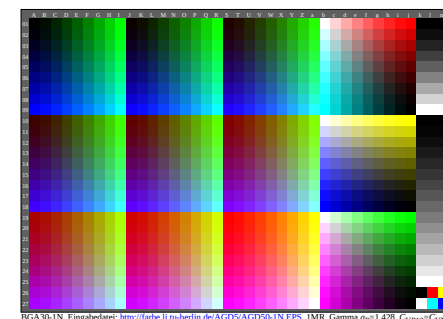
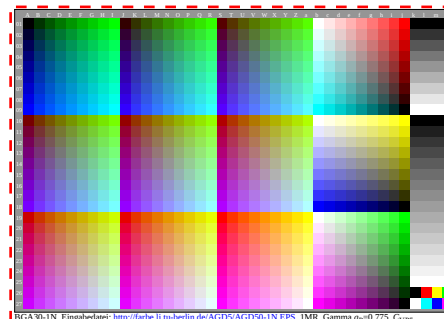
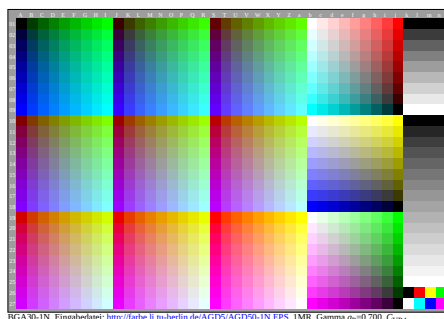
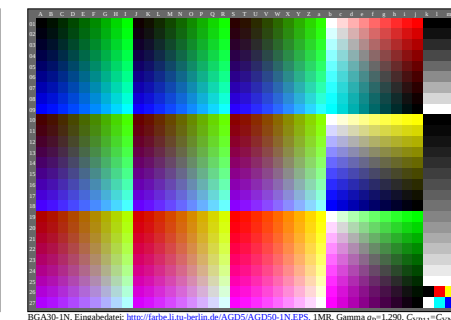
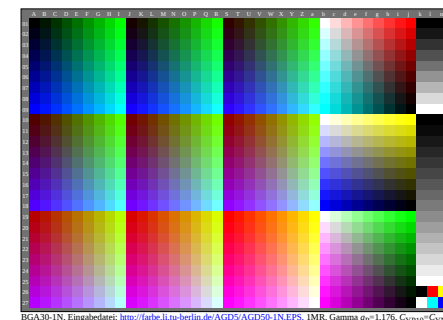
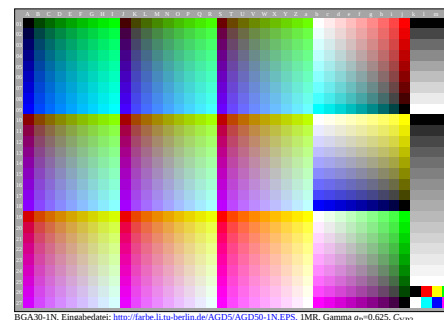
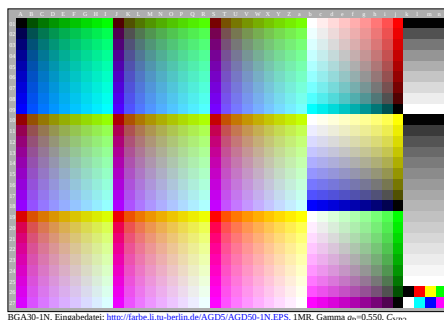
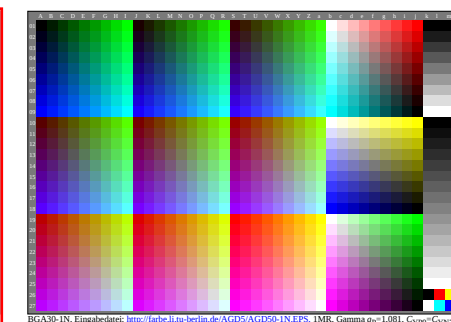
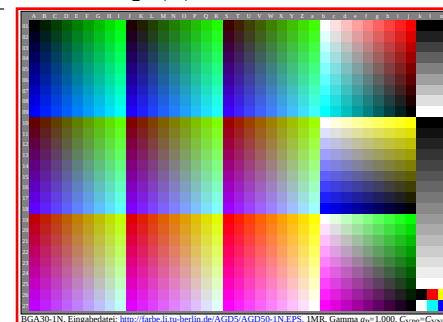
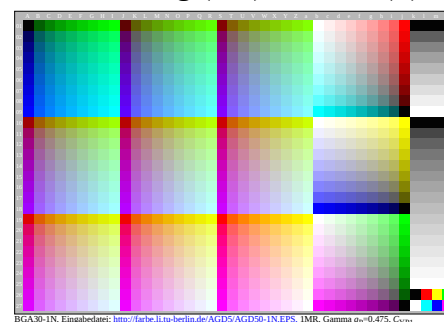
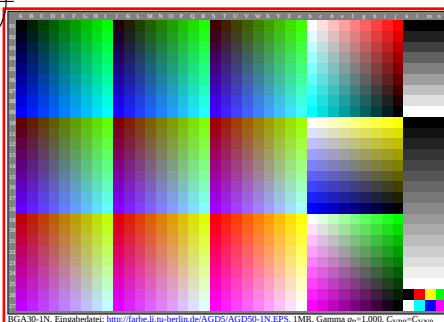


http://farbe.li.tu-berlin.de/BGA3/BGA3L0NA.TXT /.PS; nur Vektorgrafik VG; Start-Ausgabe
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S), Seite 1/1

Siehe ähnliche Dateien: <http://farbe.li.tu-berlin.de/BGA3/BGA3.HTM>
Technische Information: <http://farbe.li.tu-berlin.de> oder <http://color.li.tu-berlin.de>

TUB-Registrierung: 20220301-BGA3/BGA3L0NA.TXT /.PS TUB-Material: Code=rh4ta
Anwendung für Beurteilung und Messung von Display- oder Druck-Ausgabe



TUB-Prüfvorlage BGA3; 1080 Normfarben
1 VG[0-1], 15 VG Gamma-Transfer, ähnlich ISO 9241-306:AG49

Eingabe: w/rgb/cmyk->rgb (1MR)
Ausgabe: Änderung Gamma g_p