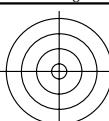


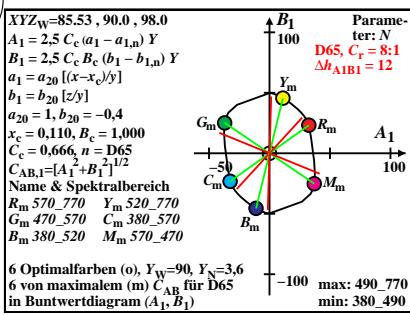
TUB-Registrierung: 20220701-DGS3/DGS3L0NA.TXT /PS  
Anwendung für Beurteilung und Messung von Display- oder Druck-Ausgabe

TUB-Material: Code=rha4ta

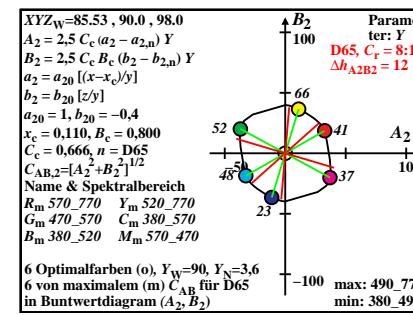
<http://farbe.li.tu-berlin.de/DGS3/DGS3L0NA.TXT /PS>; nur Vektorgrafik VG; Start-Ausgabe  
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S), Seite 1/1



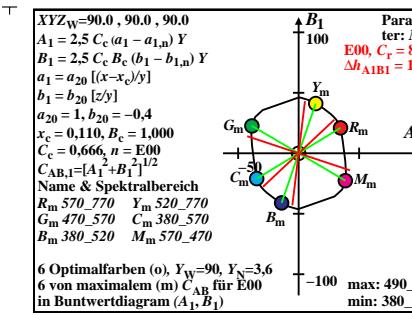
Siehe ähnliche Dateien: <http://farbe.li.tu-berlin.de/DGS3/DGS3L0NA.TXT /PS>  
Technische Information: <http://farbe.li.tu-berlin.de> oder <http://color.li.tu-berlin.de>



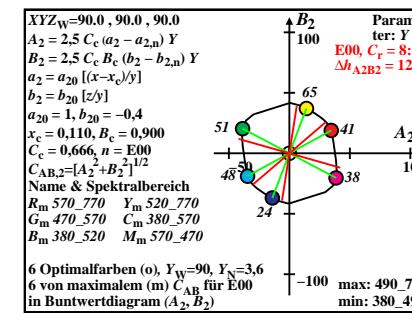
DGS30-1N



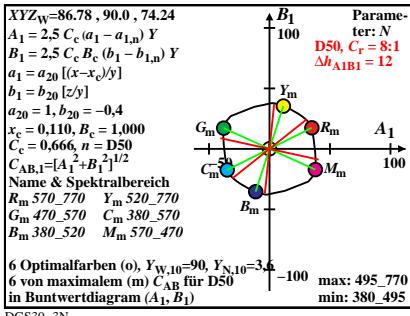
DGS30-2N



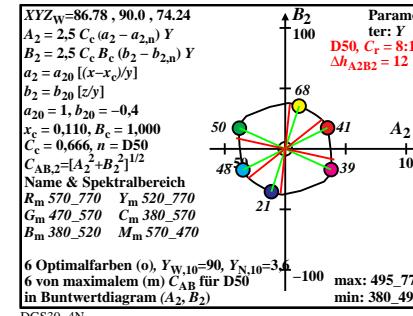
DGS31-1N



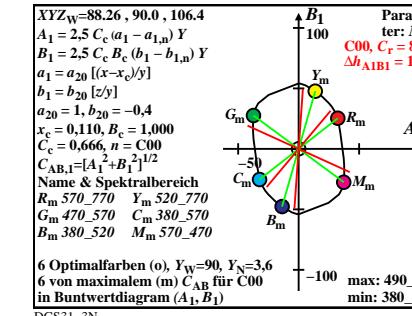
DGS31-2N



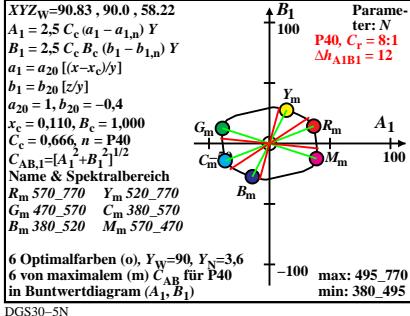
DGS30-3N



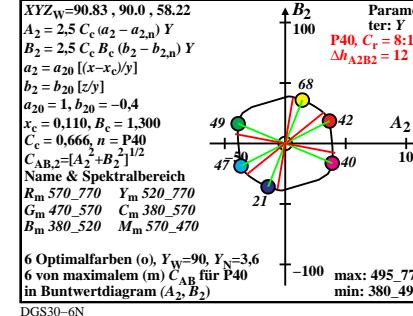
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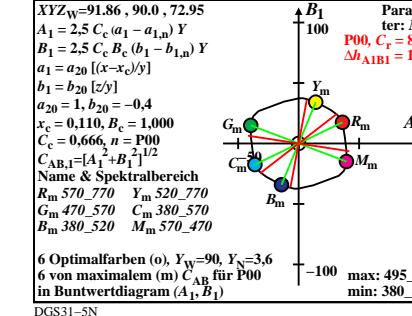
DGS31-3N



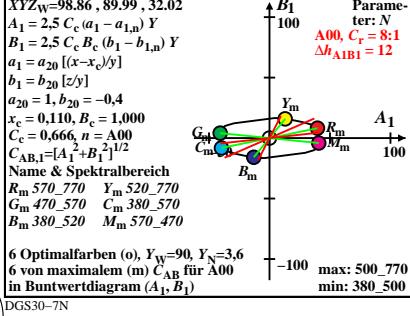
DGS30-5N



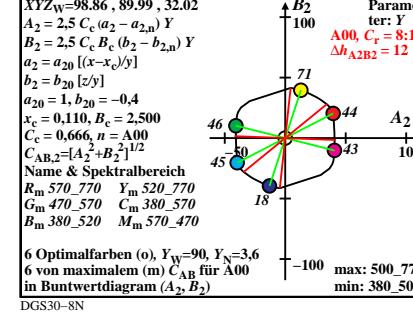
DGS30-6N



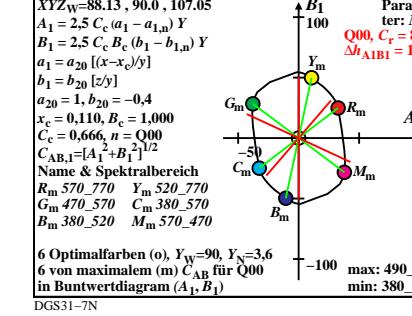
DGS31-3N



DGS30-7N



DGS30-8N



DGS31-3N



DGS31-8N

TUB-Prüfvorlage DGS3; TUB-Relativitätsmodell Farbensehen, Buntwerte von Ostwald-Farben  
für Adaptation an 8 Lichtarten: D65, D50, P40, A00, E00, C00, P00, Q00,  $C_r=8:1$ ,  $dh_{AxBx}=12$

C

M

O

L

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C

M

O

V

L

C

-8

-8

-8

-8

-8

-8

-6