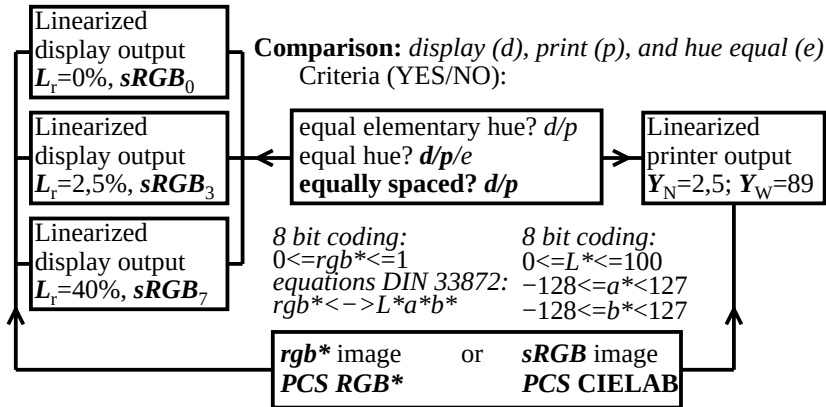




Luminance reflection L_r	rgb* coding efficiency e_{3D}	CIELAB Lightness $L_N^* \quad L_W^*$	relative Lightness $l_r = (L_W^* - L_N^*)/95$	3D-Colour Gamut size $g_{3D} = [l_r]^3$	CIE coding efficiency $e_{3D}(\text{CIE 168})$
0%	1,00	0 95	1,00	1,00	0,20 (sRGB)
2,5%	1,00	18 95	0,81	0,53	0,10
40%	1,00	70 95	0,26	0,02	0,004