

CIEBasedABC – Farbraum in PSL2
 $LMN^* / OLV^* / RGB^* \rightarrow XYZ$
EBU-Bildschirm-Phosphore, D65

$$L = \text{Decode}L^* = \{2.2 \exp\}$$

$$M = \text{Decode}M^* = \{2.2 \exp\}$$

$$N = \text{Decode}N^* = \{2.2 \exp\}$$

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{pmatrix} 0,4303 & 0,3416 & 0,1782 \\ 0,2219 & 0,7068 & 0,0713 \\ 0,0202 & 0,1296 & 0,9387 \end{pmatrix} \times \begin{pmatrix} L \\ M \\ N \end{pmatrix}$$