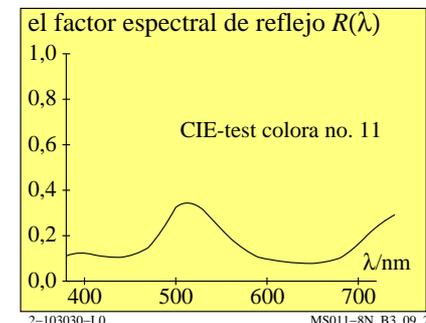
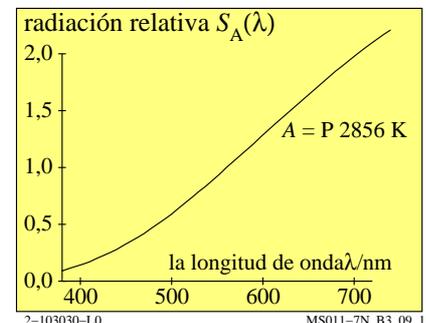
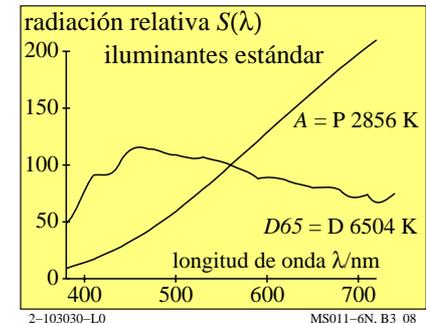
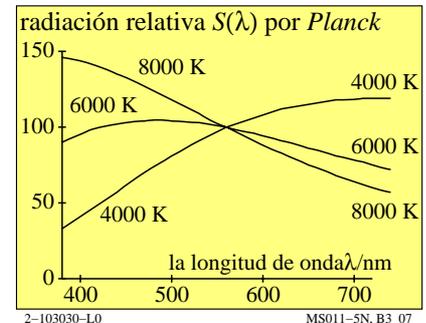
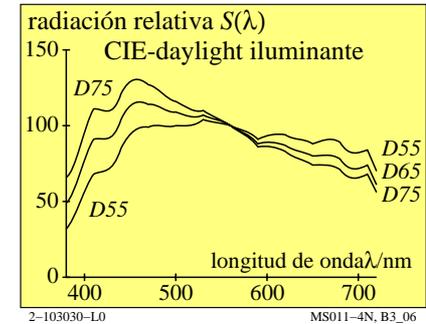
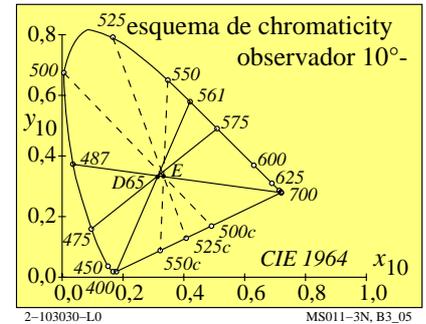
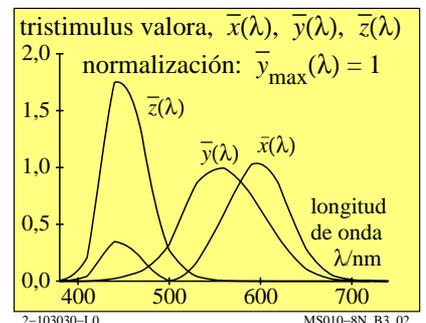
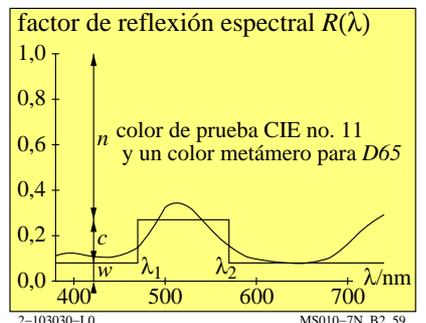
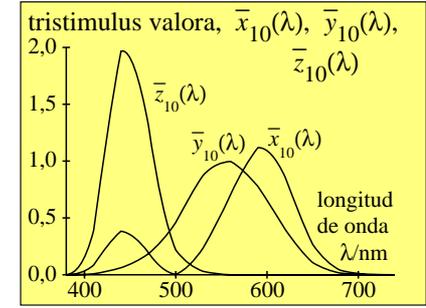
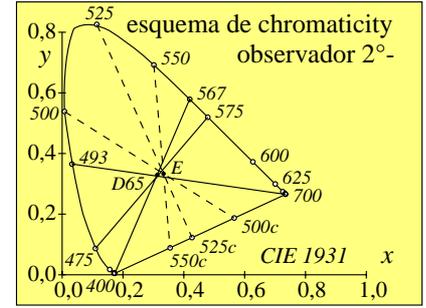
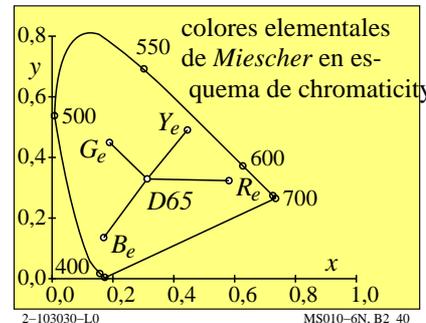
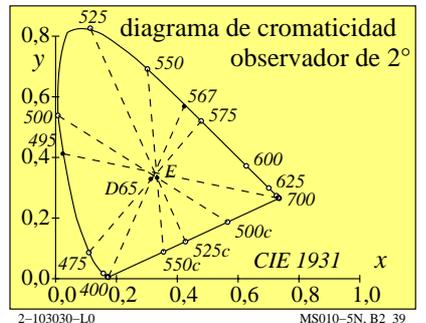
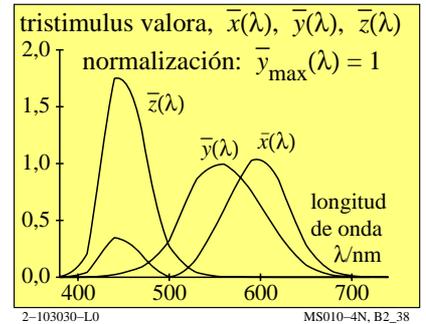
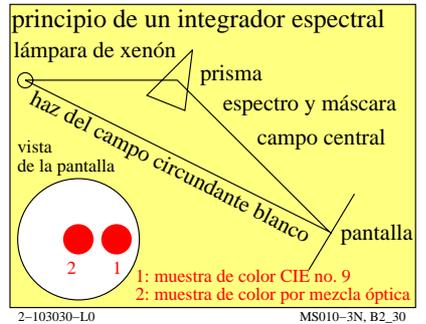
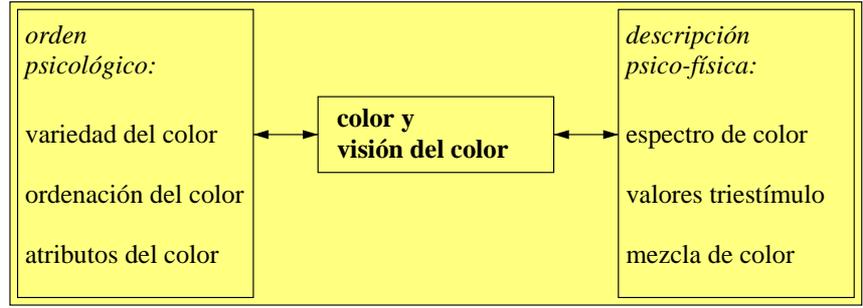


vea archivos semejantes: <http://130.149.60.45/~farbmetrik/MS01/MS01.HTM>
información técnica: <http://www.ps.bam.de> o <http://130.149.60.45/~farbmetrik>

TUB matrícula: 20130201-MS01/MS01LOFP.PDF /.PS
aplicación para la medida de display output

TUB material: code=rh4ta



vea archivos semejantes: <http://130.149.60.45/~farbmetrik/MS01/MS01.HTM>
información técnica: <http://www.ps.bam.de> o <http://130.149.60.45/~farbmetrik>

TUB matrícula: 20130201-MS01/MS01LOFP.PDF /PS
aplicación para la medida de display output, ninguna separación

TUB material: code=rh4ta

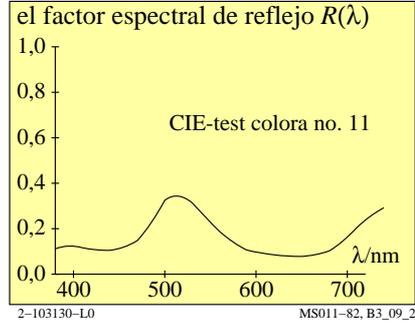
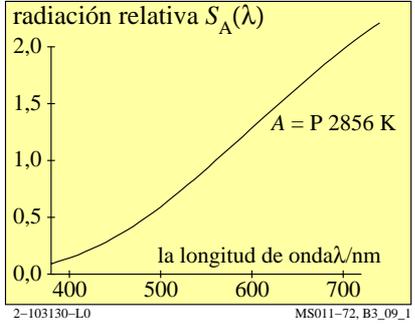
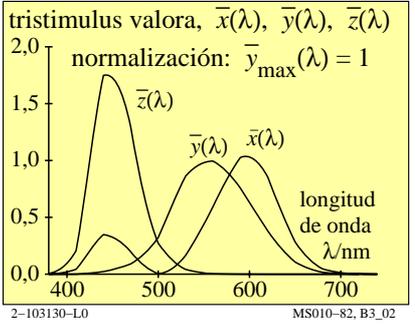
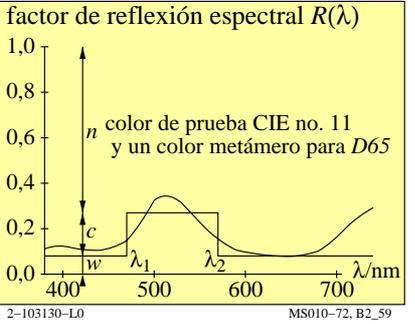
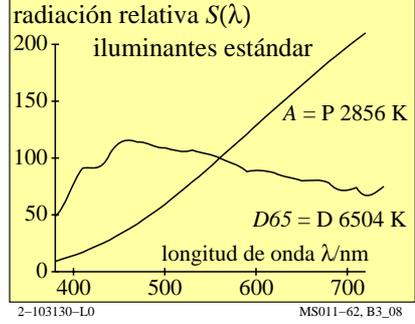
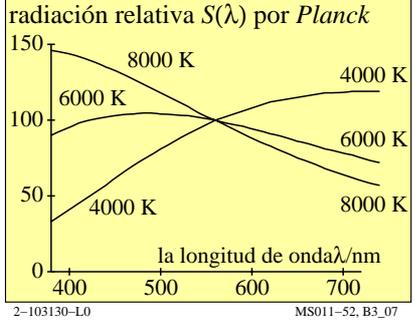
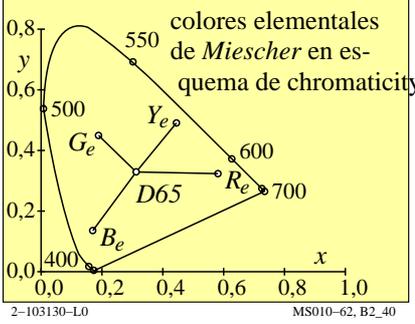
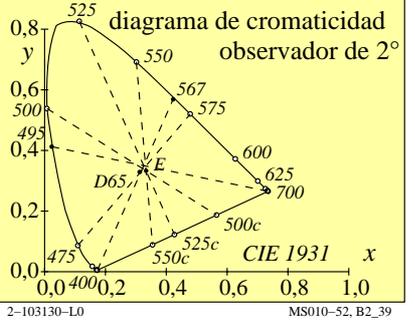
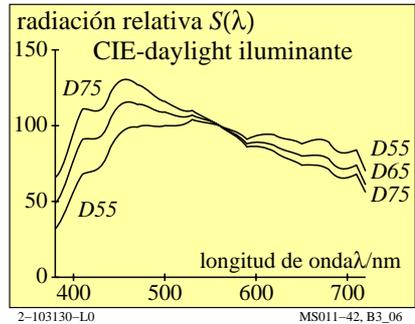
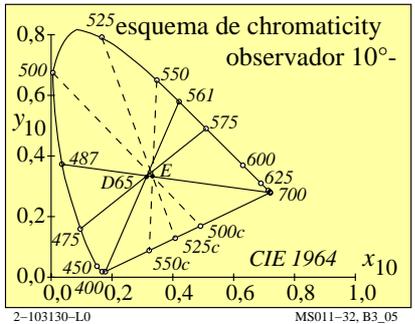
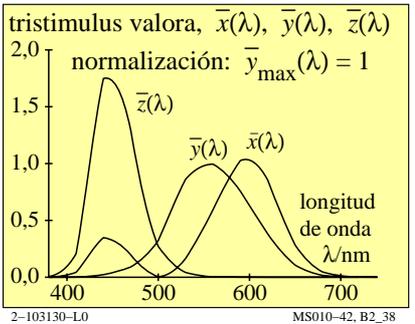
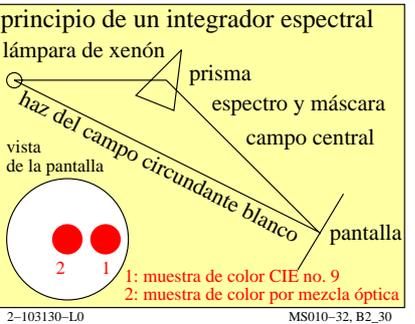
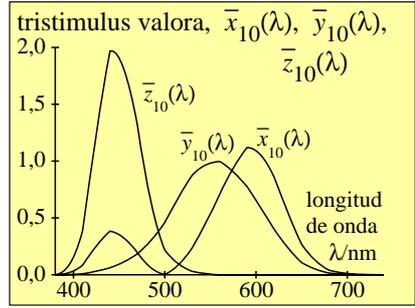
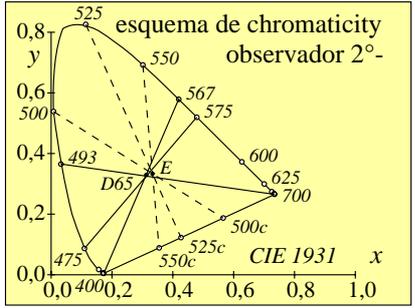
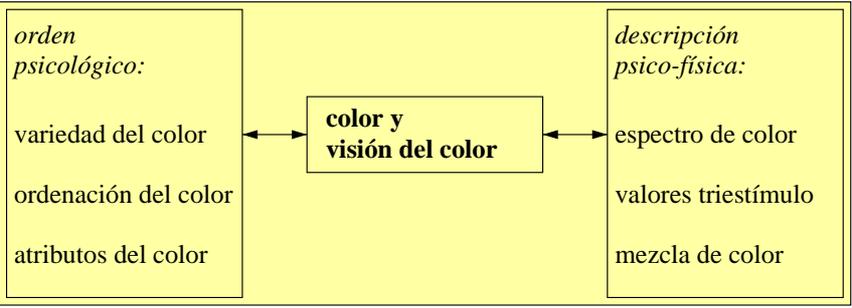
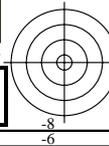
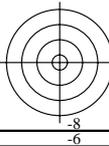


Gráfico TUB-MS01: la gráfica de Ordenador y colorimetry
Imagine la serie MS01, 3D=1, de=0, sRGB*

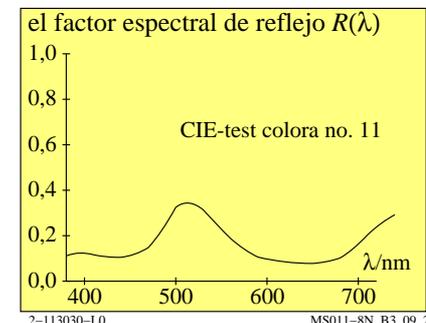
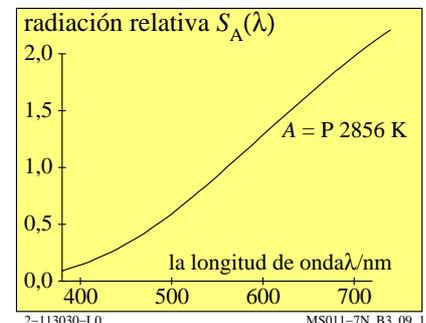
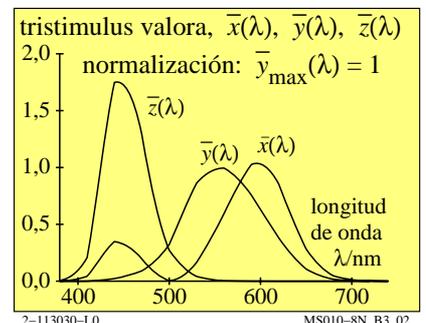
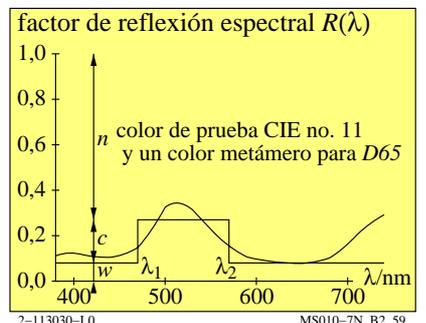
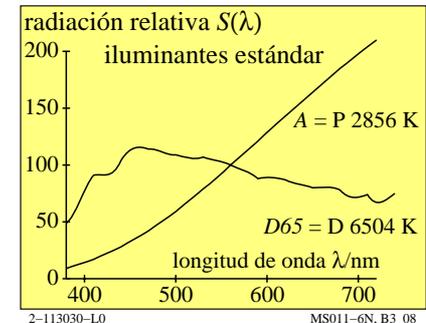
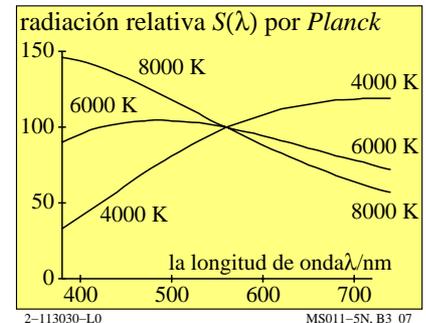
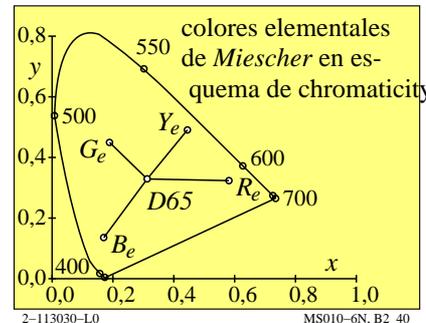
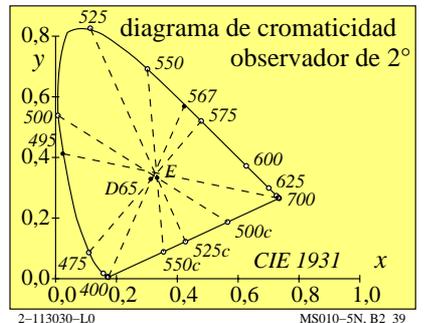
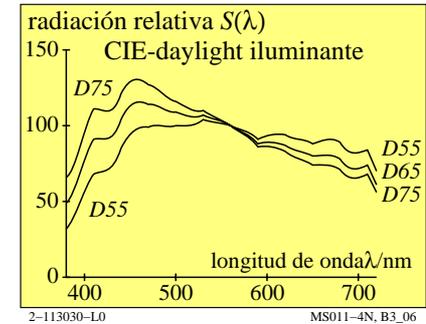
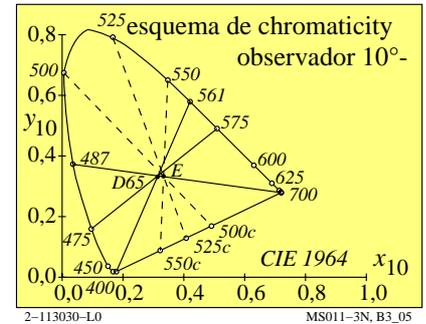
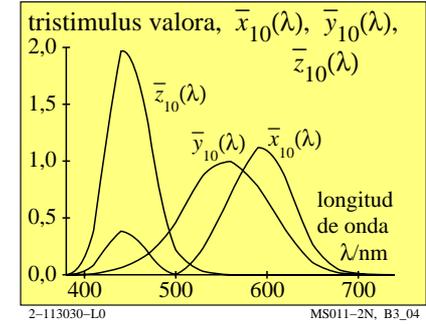
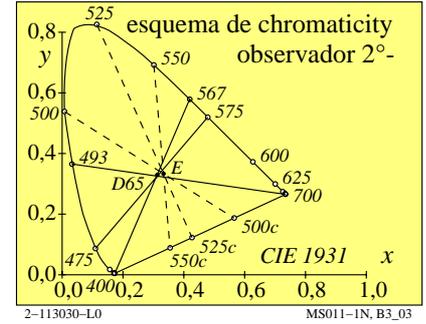
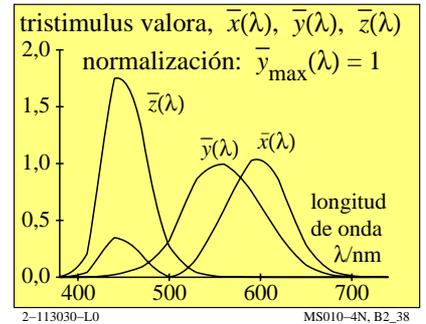
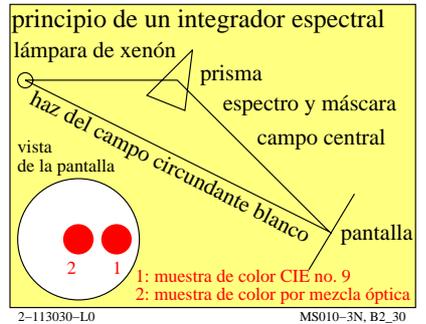
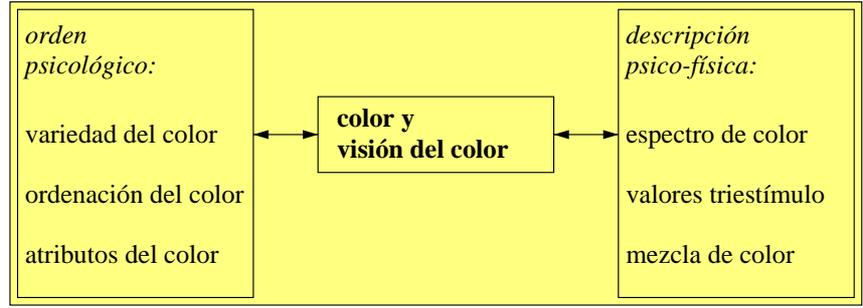
entrada: rgb/cmyk -> rgb_{dd}
salida: 3D-linealización a rgb*_{dd}



vea archivos semejantes: http://130.149.60.45/~farbmetrik/MS01/MS01.HTM información técnica: http://www.ps.bam.de o http://130.149.60.45/~farbmetrik

TUB matrícula: 20130201-MS01/MS01LOFP.PDF /.PS aplicación para la medida de display output

TUB material: code=rh4ta



vea archivos semejantes: <http://130.149.60.45/~farbmetrik/MS01/MS01.HTM>
información técnica: <http://www.ps.bam.de> o <http://130.149.60.45/~farbmetrik>

TUB matrícula: 20130201-MS01/MS01LOFP.PDF /PS
aplicación para la medida de display output, ninguna separación

TUB material: code=rh4ta

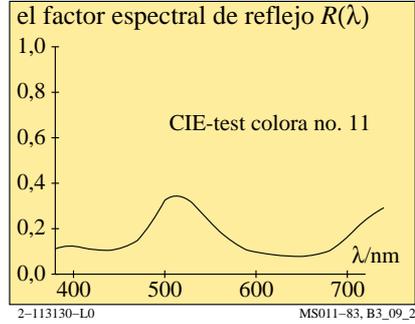
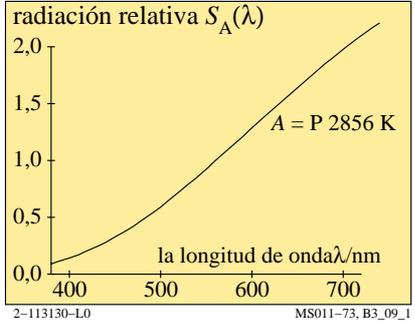
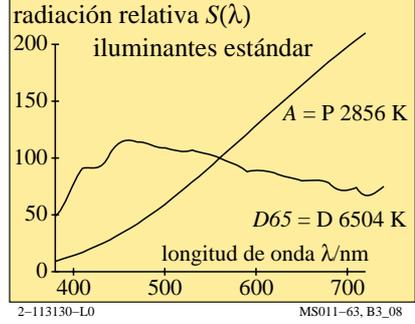
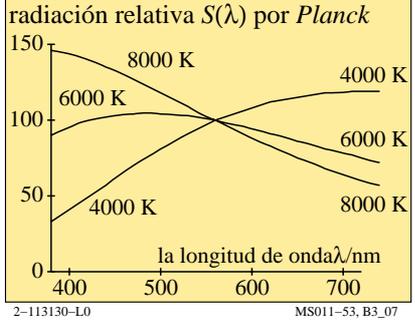
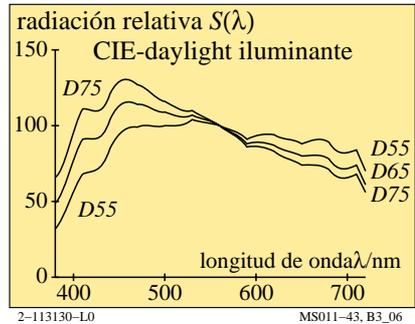
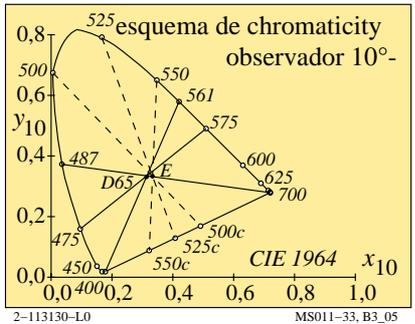
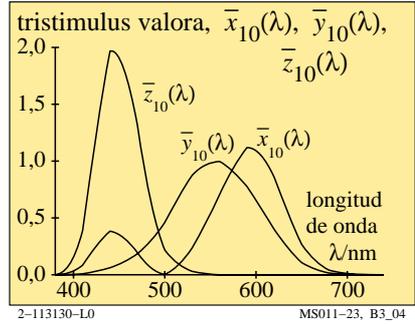
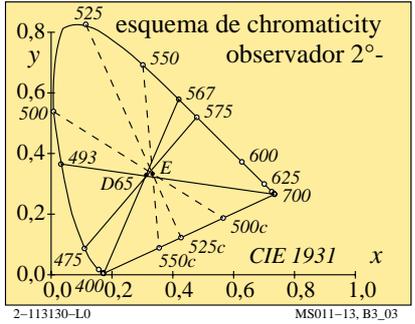
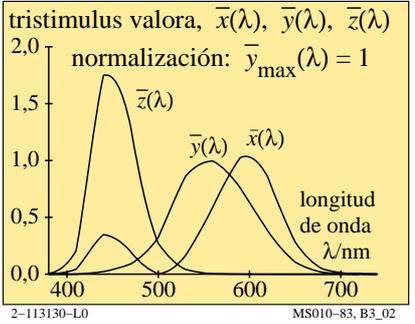
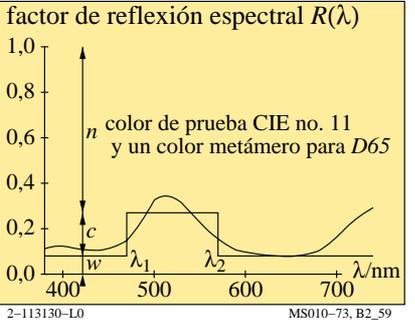
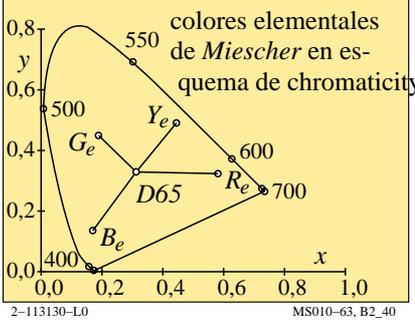
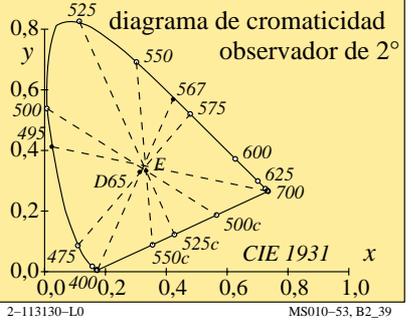
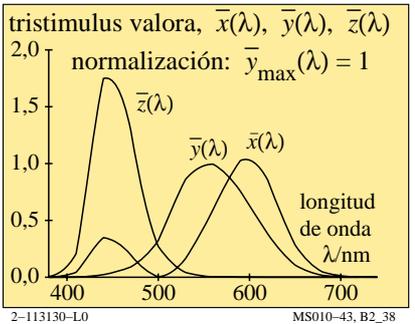
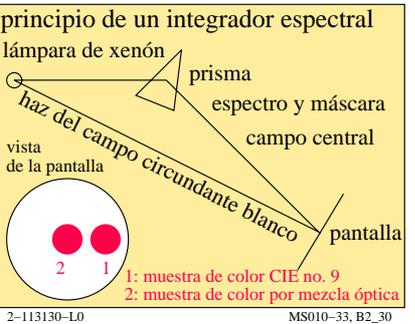
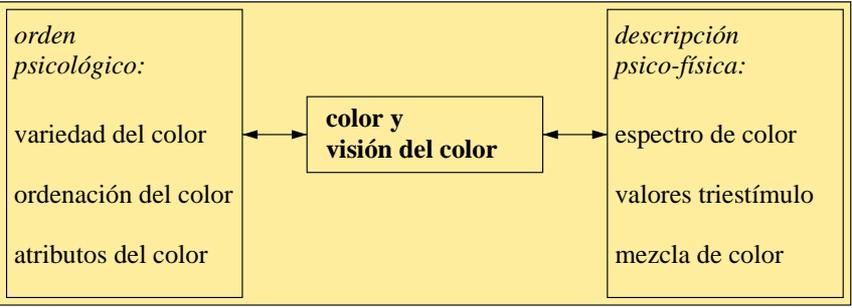


Gráfico TUB-MS01: la gráfica de Ordenador y colorimetry
Imagine la serie MS01, 3D=1, de=1, sRGB*

entrada: rgb/cmyk -> rgb_{de}
salida: 3D-linealización a rgb*_{de}