

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

$$L = \text{Decode}L^* = \{1.8 \exp\}$$

$$M = \text{Decode}M^* = \{1.8 \exp\}$$

$$N = \text{Decode}N^* = \{1.8 \exp\}$$

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{pmatrix} 0,4497 & 0,3163 & 0,1845 \\ 0,2446 & 0,6720 & 0,0833 \\ 0,0252 & 0,1412 & 0,9227 \end{pmatrix} \times \begin{pmatrix} L \\ M \\ N \end{pmatrix}$$