

CIEBasedABC – Farbraum in PSL2

$OLV^* \rightarrow OLV \rightarrow XYZ$

EBU-Bildschirm-Phosphore, D65

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

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

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

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