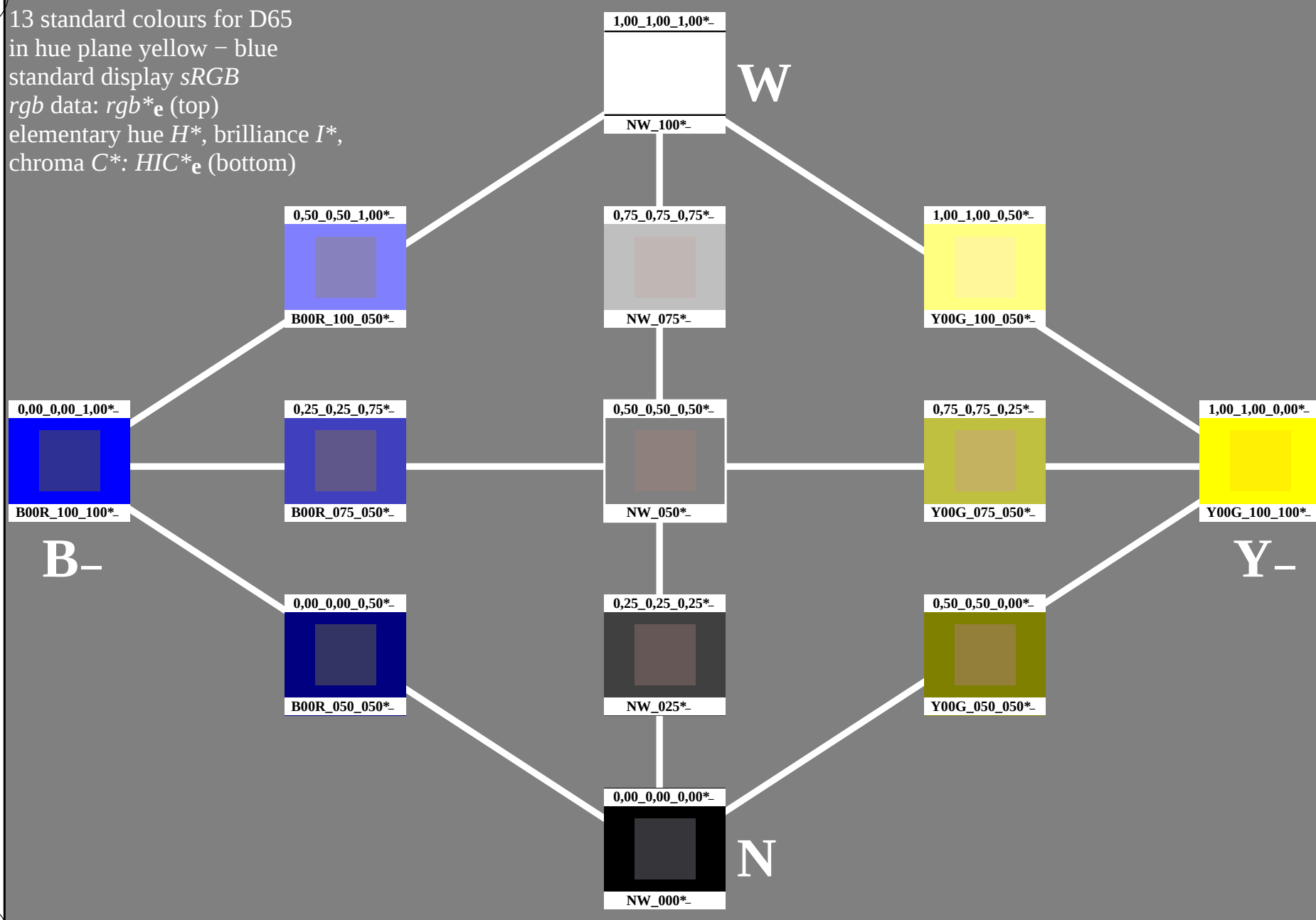


13 standard colours for D65
in hue plane yellow – blue
standard display *sRGB*
rgb data: rgb^*_e (top)
elementary hue H^* , brilliance I^* ,
chroma C^* : HIC^*_e (bottom)

see similar files: <http://130.149.60.45/~farbmetrik/PE60/PE60.HTM>
technical information: <http://www.ps.bam.de> or <http://130.149.60.45/~farbmetrik>

TUB registration: 20150701-PE60/PE60L0FP.PDF /.PS
application for measurement of display output

TUB material: code=rha4ta



1-103030-L0

PE600-7N

TUB-test chart PE60; hue plane yellow – blu
13 standard colours for D65

input: *rgb/cmyk* -> *rgb/cmyk*
output: no change

13 standard colours for D65

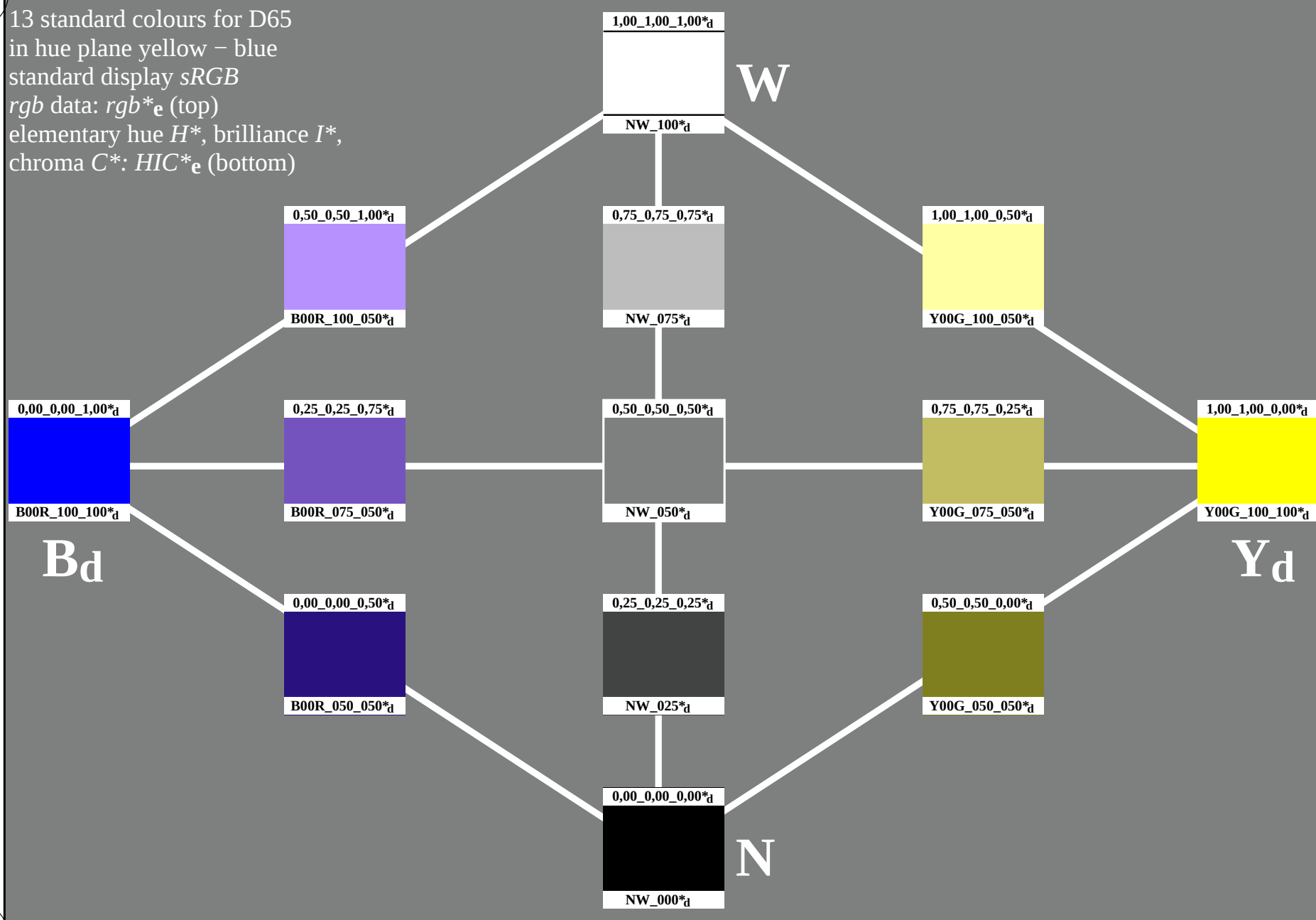
in hue plane yellow – blue

standard display *sRGB*

rgb data: rgb^*_e (top)

elementary hue H^* , brilliance I^* ,

chroma C^* : HIC^*_e (bottom)



1-103130-L0

PE600-72

TUB-test chart PE60; hue plane yellow – blu
 13 standard colours for D65, 3D=1, de=0*

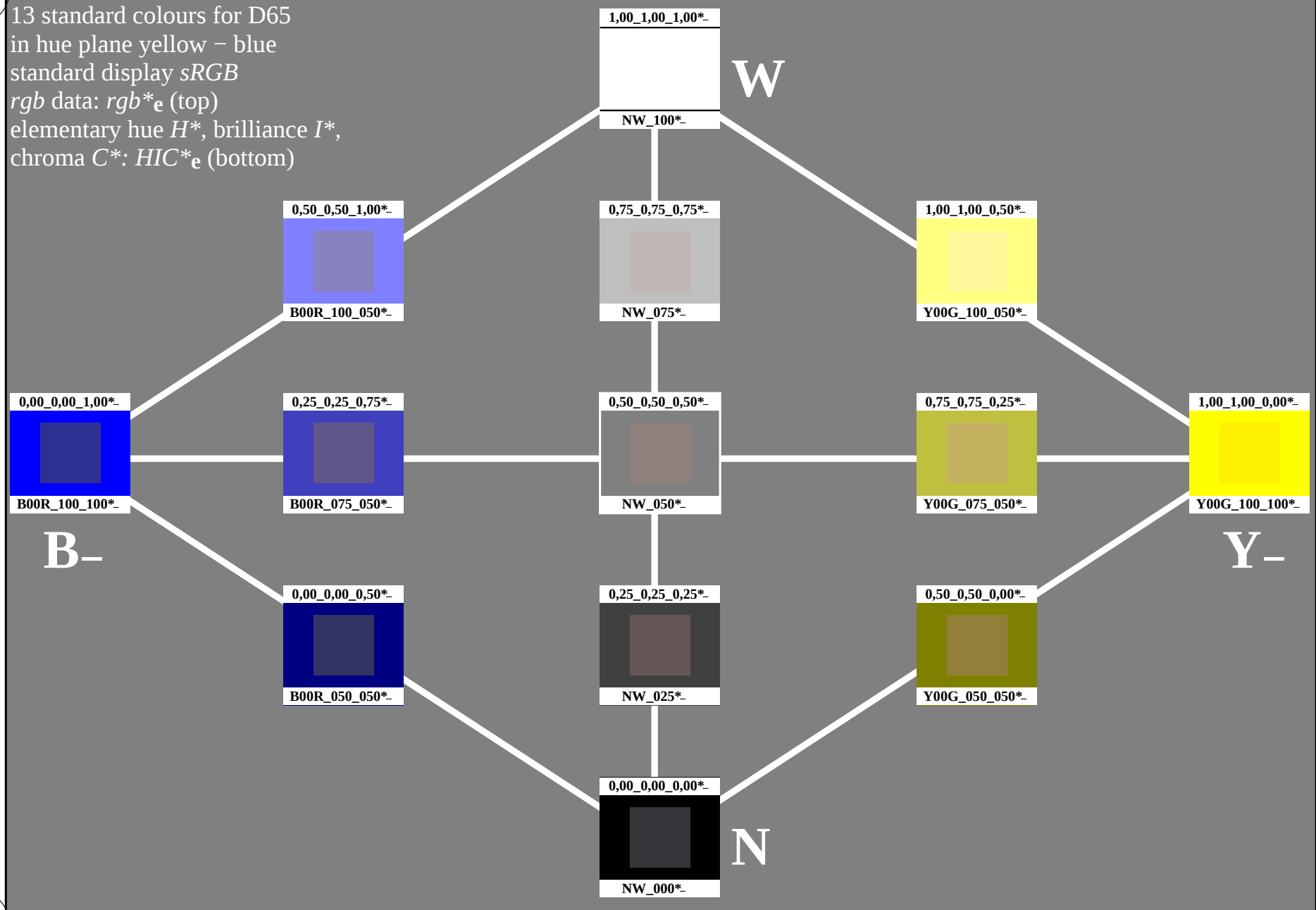
input: $rgb/cmyk \rightarrow rgb_{dd}$
 output: 3D-linearization to rgb^*_{dd}

TUB registration: 20150701-PE60/PE60L0FP.PDF /.PS
 application for measurement of display output, no separation

TUB material: code=rha4ta

http://130.149.60.45/~farbmetrik/PE60/PE60L0FP.PDF /.PS; start output
F: 3D-linearization PE60/PE60LE30FP.DAT in file (F), page 1/2

13 standard colours for D65
in hue plane yellow – blue
standard display *sRGB*
rgb data: rgb^*_e (top)
elementary hue H^* , brilliance I^* ,
chroma C^* : HIC^*_e (bottom)

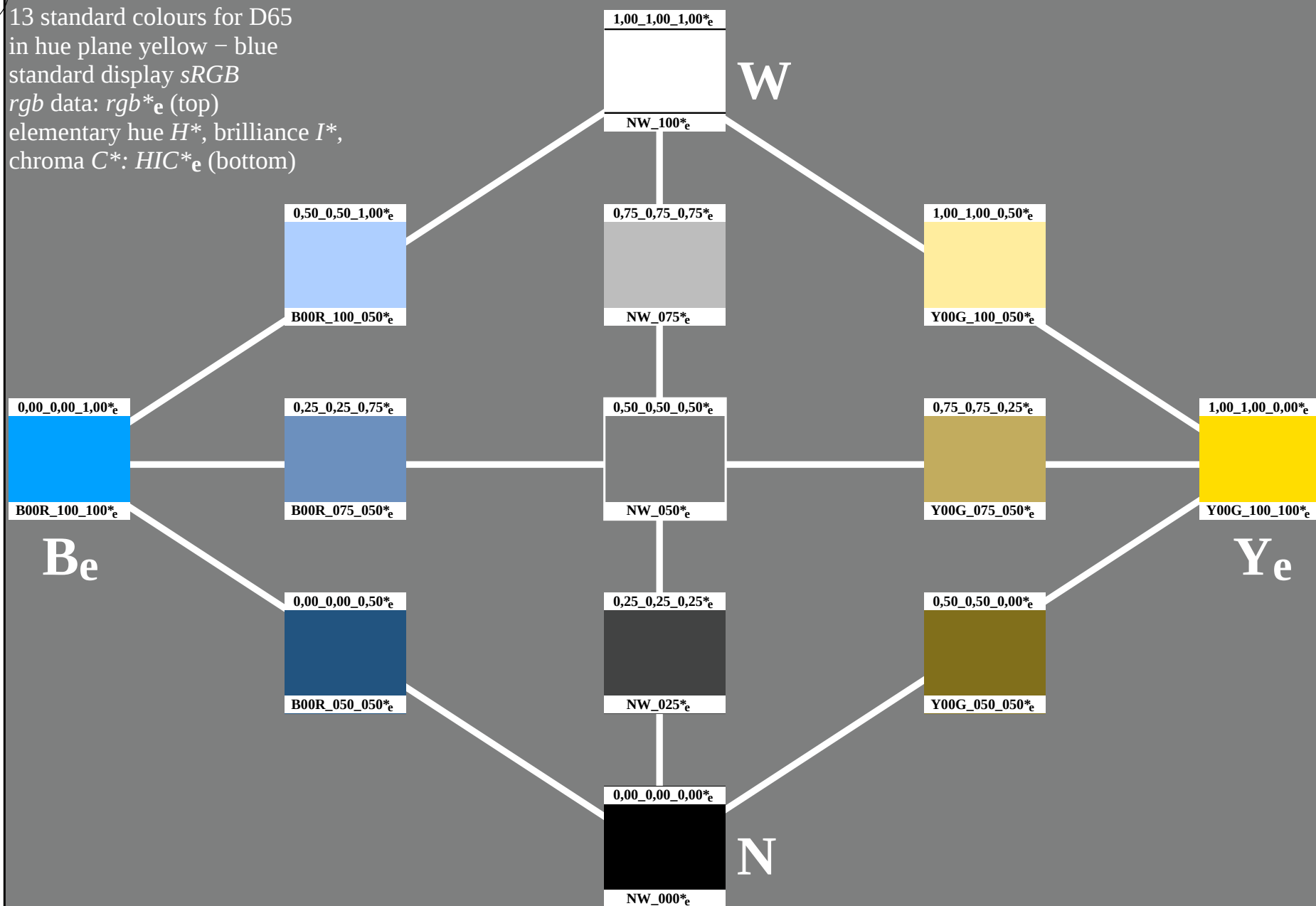


TUB-test chart PE60; hue plane yellow – blu
13 standard colours for D65

input: *rgb/cmyk* -> *rgb/cmyk*
output: no change

see similar files: <http://130.149.60.45/~farbmetrik/PE60/PE60L0FP.PDF> / .PS
technical information: <http://www.ps.bam.de> or <http://130.149.60.45/~farbmetrik>

13 standard colours for D65
 in hue plane yellow – blue
 standard display *sRGB*
rgb data: rgb^*_e (top)
 elementary hue H^* , brilliance I^* ,
 chroma C^* : HIC^*_e (bottom)



1-113130-L0

PE600-73

TUB-test chart PE60; hue plane yellow – blu
 13 standard colours for D65, 3D=1, $de=1^*$

input: $rgb/cmyk \rightarrow rgb_{de}$
 output: 3D-linearization to rgb^*_{de}