

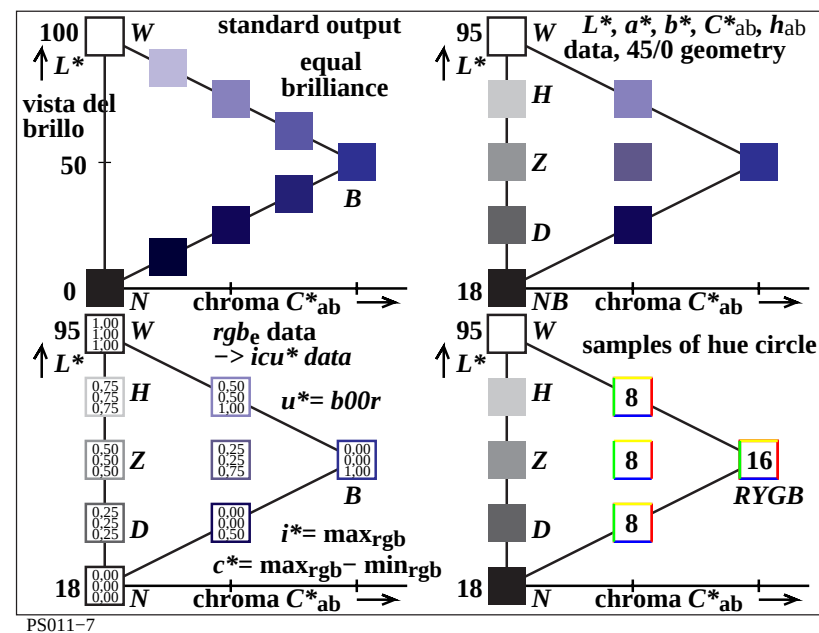
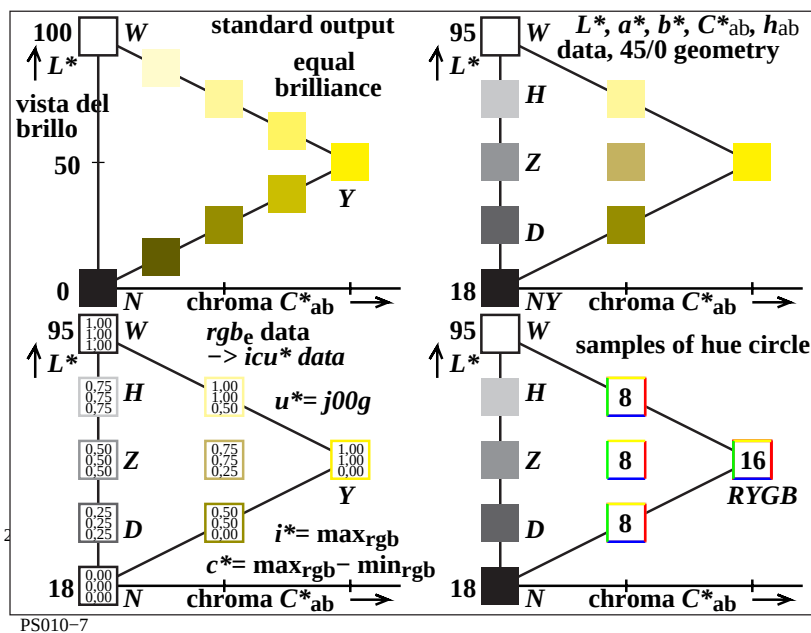
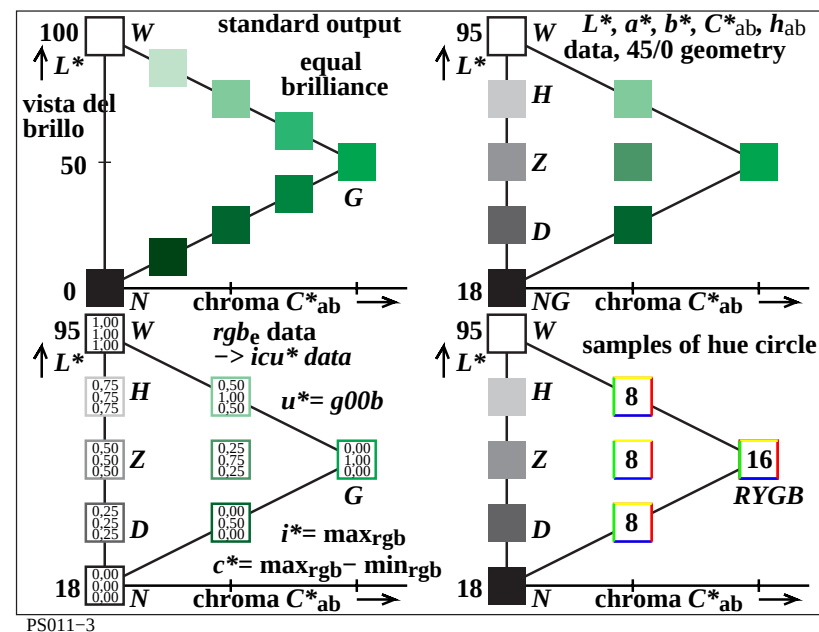
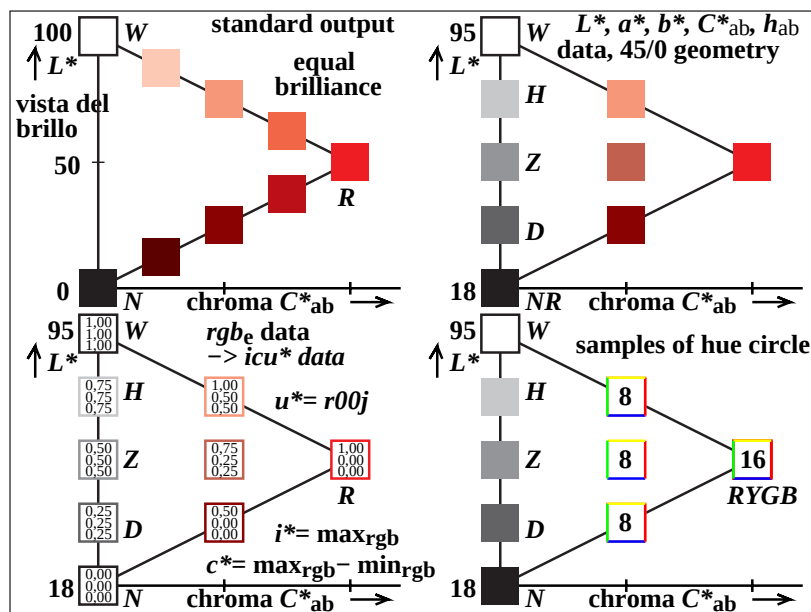


gráfico PS01; Colours of equal brilliance
Colours in hue triangles for 8 hues and colour rendering

entrada: w/rgb/cmyk -> rgb-
salida: ningún cambio