

Contrast steps C_{Y1} (i=1 to 8), and absolute and relative Gamma according to ISO 9241-306 ¹⁾						
Contrast step C_{Y1}	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N (i=1 .. 8)	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	absolute Gamma $G_{PK}(k=0 \text{ to } 7)$ for display (P) with $G_{P0}=2,4^2)$ $G_{PK}=2,4-0,18k$	relative Gamma $g_{PK}(k=0 \text{ to } 7)$ for display (P) with $G_{P0}=2,4^2)$ $g_{PK}=G_{PK}/2,4$	application and colour mode at work place; illuminance on display 500 lux or 250/125/62 lux	
C_{Y8} 288:1	88,9 : 0,31	0,00 ... <0,46	$G_{P0} = 2,40$	$g_{P0} = 1,000$	display, only 062 lux	
C_{Y7} 144:1	88,9 : 0,62	0,46 ... <0,93	$G_{P1} = 2,22$	$g_{P1} = 0,925$	display, only 125 lux	
C_{Y6} 72:1	88,9 : 1,25	0,93 ... <1,87	$G_{P2} = 2,04$	$g_{P2} = 0,850$	display, only 250 lux	
C_{Y5} 36:1	88,9 : 2,50	1,87 ... <3,75	$G_{P3} = 1,86$	$g_{P3} = 0,775$	display & surface	
C_{Y4} 18:1	88,9 : 5,00	3,75 ... <7,50	$G_{P4} = 1,68$	$g_{P4} = 0,700$	display & surface	
C_{Y3} 9:1	88,9 : 10,0	7,50 ... <15,0	$G_{P5} = 1,50$	$g_{P5} = 0,625$	display & surface	
C_{Y2} 4,5:1	88,9 : 20,0	15,0 ... <30,0	$G_{P6} = 1,32$	$g_{P6} = 0,550$	display & surface	
C_{Y1} 2,25:1³⁾	88,9 : 40,0	30,0 ... <60,0	$G_{P7} = 1,14$	$g_{P7} = 0,475$	display & surface	

- 1) The example is intended for data projectors (P) with $G_{P0}=2,4$. Compare IEC 61966-2-1: $G_{P0}=2,4$.
2) The computer operating system Apple has used the value 1,8 until 2010. The change to 2,4 (= Windows) is in the wrong direction.
3) For the contrast $C_Y \geq 2$ the viewing luminances of both the black in the projection and the white standard offset paper are equal (1).
Visual fatigue caused by the adaptation luminance ratio 36:1 of the black at the screen and the black at the paper shall be reduced.
If for example a grey screen with the CIE tristimulus value $Y_2 = 22,2 (=0,25 \cdot 88,9)$ is used the contrast step C_{Y1} remains constant.
Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

PS050-3N

Contrast steps C_{Y1} (i=1 to 8), and absolute and relative Gamma according to ISO 9241-306 ¹⁾						
Contrast step C_{Y1}	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N (i=1 .. 8)	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	absolute Gamma $G_{PK}(k=-3 \text{ to } 4)$ for display (P) with $G_{P0}=1,86^3)$ $G_{PK}=1,86-0,18k$	relative Gamma $g_{PK}(k=-3 \text{ to } 4)$ for display (P) with $G_{P0}=1,86^3)$ $g_{PK}=G_{PK}/1,86$	application and colour mode at work place; illuminance on display 500 lux or 250/125/62 lux	
C_{Y8} 288:1	88,9 : 0,31	0,00 ... <0,46	$G_{P,-3} = 2,40$	$g_{P,-3} = 1,29$	display, only 062 lux	
C_{Y7} 144:1	88,9 : 0,62	0,46 ... <0,93	$G_{P,-2} = 2,22$	$g_{P,-2} = 1,20$	display, only 125 lux	
C_{Y6} 72:1	88,9 : 1,25	0,93 ... <1,87	$G_{P,-1} = 2,04$	$g_{P,-1} = 1,10$	display, only 250 lux	
C_{Y5} 36:1	88,9 : 2,50	1,87 ... <3,75	$G_{P0} = 1,86$	$g_{P0} = 1,00$	display & surface	
C_{Y4} 18:1	88,9 : 5,00	3,75 ... <7,50	$G_{P1} = 1,68$	$g_{P1} = 0,90$	display & surface	
C_{Y3} 9:1	88,9 : 10,0	7,50 ... <15,0	$G_{P2} = 1,50$	$g_{P2} = 0,81$	display & surface	
C_{Y2} 4,5:1	88,9 : 20,0	15,0 ... <30,0	$G_{P3} = 1,32$	$g_{P3} = 0,71$	display & surface	
C_{Y1} 2,25:1³⁾	88,9 : 40,0	30,0 ... <60,0	$G_{P4} = 1,14$	$g_{P4} = 0,61$	display & surface	

- 1) The example is intended for data projectors (P) with $G_{P0}=1,86$. Compare NTSC television: $G_{P0}=1,8$.
2) The computer operating system Apple has used the value 1,8 until 2010. The change to 2,4 (= Windows) is in the wrong direction.
3) For the contrast $C_Y \geq 2$ the viewing luminances of both the black in the projection and the white standard offset paper are equal (1).
Visual fatigue caused by the adaptation luminance ratio 36:1 of the black at the screen and the black at the paper shall be reduced.
If for example a grey screen with the CIE tristimulus value $Y_2 = 22,2 (=0,25 \cdot 88,9)$ is used the contrast step C_{Y1} remains constant.
Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

PS050-7N

gráfico PS05; Contrast steps of emissive displays
Eight contrast steps, and illuminances of displays for 500 lux salida: ningun cambio

Contrast steps C_{Y1} (i=1 to 8), CIE tristimulus values Y_W and Y_N according to ISO 9241-306 ¹⁾						
Contrast step C_{Y1}	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N (i=1 .. 8)	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	Paper (S) luminance ²⁾ ; Ratio $[cd/m^2]$ $L_{WS} : L_{NS}$	Display (P) luminance ²⁾ ; Ratio $[cd/m^2]$ $L_{WP} : L_{NP}$	application and colour mode at work place; illuminance on display 500 lux or 250/125/62 lux	
C_{Y8} 288:1	88,9 : 0,31	0,00 ... <0,46	142 : 142/288	142*36 : 018	display, only 062 lux	
C_{Y7} 144:1	88,9 : 0,62	0,46 ... <0,93	142 : 142/144	142*36 : 035	display, only 125 lux	
C_{Y6} 72:1	88,9 : 1,25	0,93 ... <1,87	142 : 142/72	142*36 : 071	display, only 250 lux	
C_{Y5} 36:1	88,9 : 2,50	1,87 ... <3,75	142 : 142/36	142*36 : 142	display & surface	
C_{Y4} 18:1	88,9 : 5,00	3,75 ... <7,50	142 : 142/18	142*18 : 142	display & surface	
C_{Y3} 9:1	88,9 : 10,0	7,50 ... <15,0	142 : 142/9	142*9 : 142	display & surface	
C_{Y2} 4,5:1	88,9 : 20,0	15,0 ... <30,0	142 : 142/4,5	142*4,5 : 142	display & surface	
C_{Y1} 2,25:1³⁾	88,9 : 40,0	30,0 ... <60,0	142 : 142/2,25	142*2,25 : 142	display & surface	

- 1) The example is intended for data projectors (P). The standard contrast step (bold) with $L_{WP}=142*36 \text{ cd/m}^2$ is hard to reach.
2) 500 lux corresponds to the viewing luminance $L_V=142 \text{ cd/m}^2$ for a standard white paper with the tristimulus value $Y_W=88,9$.
3) For the contrast $C_Y \geq 2$ the viewing luminances of both the black in the projection and the white standard offset paper are equal (1).
Visual fatigue caused by the adaptation luminance ratio 36:1 of the black at the screen and the black at the paper shall be reduced.
If for example a grey screen with the CIE tristimulus value $Y_2 = 22,2 (=0,25 \cdot 88,9)$ is used the contrast step C_{Y1} remains constant.
Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

PS051-3N

Contrast steps C_{Y1} (i=1 to 8), CIE tristimulus values Y_W and Y_N according to ISO 9241-306 ¹⁾						
Contrast step C_{Y1}	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N (i=1 .. 8)	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	Paper (S) luminance ²⁾ ; Ratio $[cd/m^2]$ $L_{WS} : L_{NS}$	Display (P) luminance ²⁾ ; Ratio $[cd/m^2]$ $L_{WP} : L_{NP}$	application and colour mode at work place; illuminance on display 125 lux or 62/31/15 lux	
C_{Y8} 288:1	88,9 : 0,31	0,00 ... <0,46	142 : 142/288	36*36 : 4,5	display, only 15 lux	
C_{Y7} 144:1	88,9 : 0,62	0,46 ... <0,93	142 : 142/144	36*36 : 09	display, only 31 lux	
C_{Y6} 72:1	88,9 : 1,25	0,93 ... <1,87	142 : 142/72	36*36 : 18	display, only 62 lux	
C_{Y5} 36:1	88,9 : 2,50	1,87 ... <3,75	142 : 142/36	36*36 : 36	display & surface	
C_{Y4} 18:1	88,9 : 5,00	3,75 ... <7,50	142 : 142/18	36*18 : 36	display & surface	
C_{Y3} 9:1	88,9 : 10,0	7,50 ... <15,0	142 : 142/9	36*9 : 36	display & surface	
C_{Y2} 4,5:1	88,9 : 20,0	15,0 ... <30,0	142 : 142/4,5	36*4,5 : 36	display & surface	
C_{Y1} 2,25:1³⁾	88,9 : 40,0	30,0 ... <60,0	142 : 142/2,25	36*2,25 : 36	display & surface	

- 1) The example is intended for data projectors (P). The standard contrast step (bold) with $L_{WP}=36*36 \text{ cd/m}^2$ is hard to reach.
2) 125 lux corresponds to the viewing luminance $L_V=36 \text{ cd/m}^2$ for a standard white paper with the tristimulus value $Y_W=88,9$.
3) For the contrast $C_Y \geq 2$ the viewing luminances of both the black in the projection and the white standard offset paper are equal (1).
Visual fatigue caused by the adaptation luminance ratio 36:1 of the black at the screen and the black at the paper shall be reduced.
If for example a grey screen with the CIE tristimulus value $Y_2 = 22,2 (=0,25 \cdot 88,9)$ is used the contrast step C_{Y1} remains constant.
Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

PS051-7N

entrada: w/rgb/cmyk -> rgb-