

RI990-3, Fig. A1W-: Elemento A: reticolli radiali N-W, W-N, N-Z i W-Z; PS operator: w* setgray

$L^*/Y_{\text{destinati}}$	18.0/18.0	37.3/37.3	56.7/56.7	76.1/76.0	95.4/95.4	$N_0(\min.)$	$W_I(\max.)$
(absoluta)							
$w^* = l^*_{\text{CIELAB}, r}$							
$w^* \text{ immettere } 0,000$	0,250	0,500	0,750	1,000	$N_0(\min.)$	$W_I(\max.)$	

RI990-5, Fig. A2W-: Elemento B: 5 equidistante L^* grigio passi + $N_0 + W_I$; PS operator: w* setgray

$L^*/Y_{\text{destinati}}$	18.0/18.0	23.2/23.2	28.3/28.3	33.5/33.5	38.6/38.6	43.8/43.8	49.0/49.0	54.1/54.1	59.3/59.3	64.4/64.4	69.6/69.6	74.8/74.8	79.9/79.9	85.1/85.1	90.2/90.2	95.4/95.4	
(absoluta)																	
N. e codice Hex	00;F	01;E	02;D	03;C	04;B	05;A	06;9	07;8	08;7	09;6	10;5	11;4	12;3	13;2	14;1	15;0	
$w^* = l^*_{\text{CIELAB}, r}$																	
$w^* \text{ immettere } 0,000$	0,067	0,133	0,200	0,267	0,333	0,400	0,467	0,533	0,600	0,667	0,733	0,800	0,867	0,933	1,000		

RI990-7, Fig. A3W-: Elemento C: 16 equidistante L^* grigio passi; PS operator: w* setgray

grafico RI99; ME16(ISO 9241-306), 3(ISO/IEC 15775)
prova acromatica grafico N

lo sfondo passo 0
codice esadecimale

7

E

2

8

F



1 anello passo 0-1
codice esadecimale

7-8

E-F

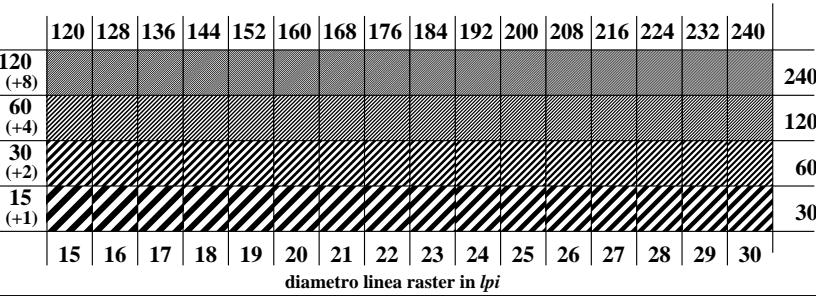
2-0

8-6

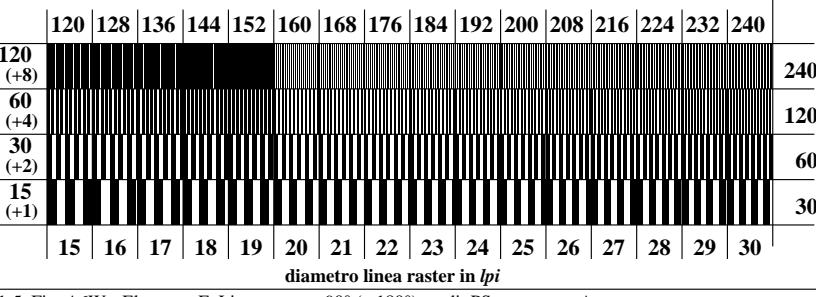
F-D

codice: sfondo passo-anello passo

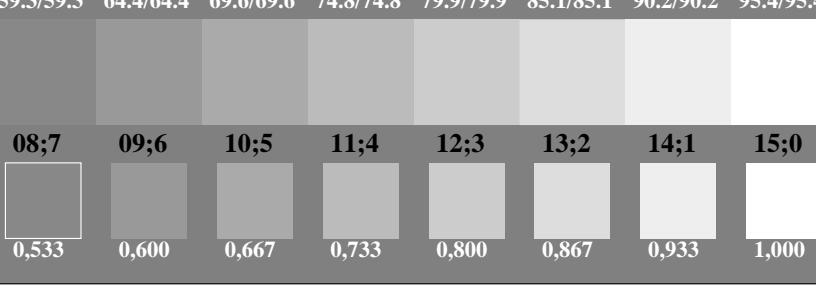
RI991-1, Fig. A4W-: Elemento D: anelli di Landolt W-N; PS operator: w* setgray



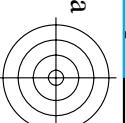
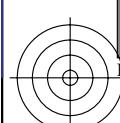
RI991-3, Fig. A5W-: Elemento E: Linea raster a 45° (o 135°) gradi; PS operator: w* setgray

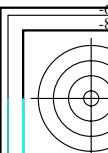
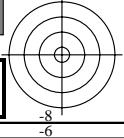


RI991-5, Fig. A6W-: Elemento F: Linea raster a 90° (o 180°) gradi; PS operator: w* setgray



immettree: $rgb/cmky \rightarrow rgb/cmky$
uscita: nessun cambiamento





vedere dei file simili: <http://130.149.60.45/~farbmefrik/RI99/RI99L0FP.PDF/.PS>
informazioni tecniche: <http://www.ps.bam.de> o <http://130.149.60.45/~farbmefrik/RI99/RI99.HTML>

v L O Y M C 8
http://130.149.60.45/~farbmefrik/RI99/RI99L0FP.PDF/.PS; 3D-linearizzazzione
F: 3D-linearizzazzione RI99/RI99LI30FP.DAT nel file (F), pagina 2/2

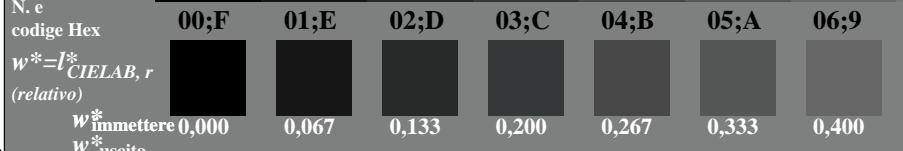
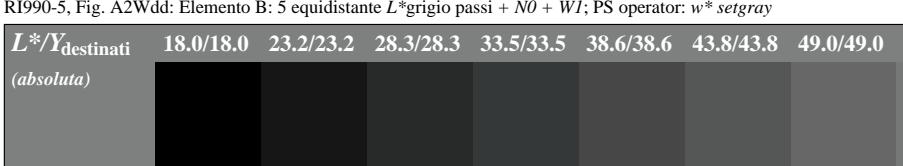
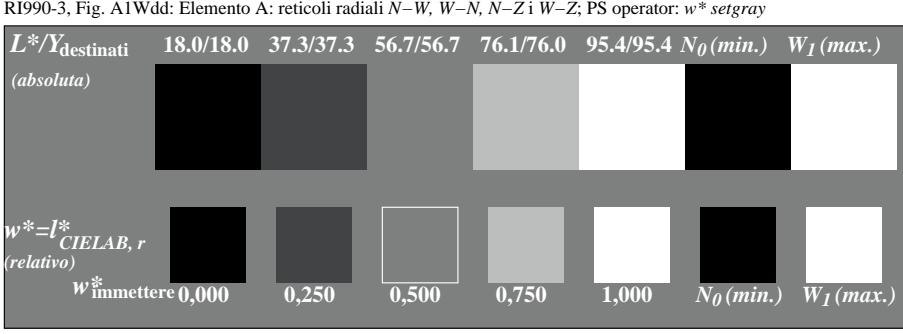
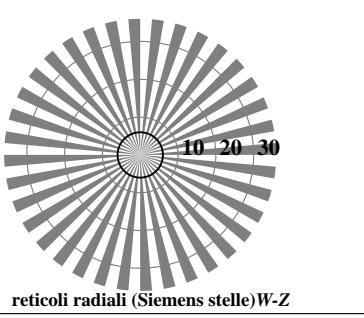
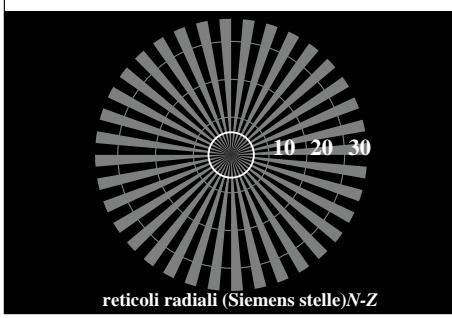
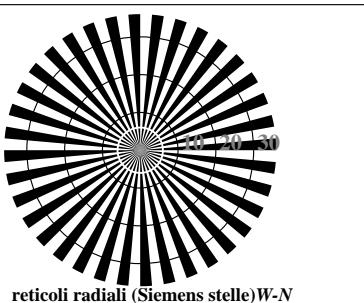
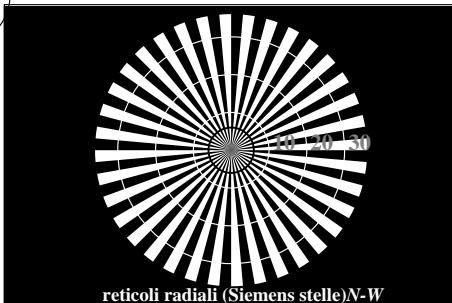
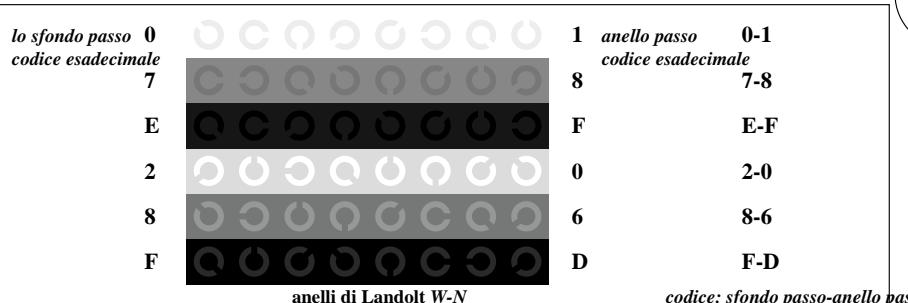
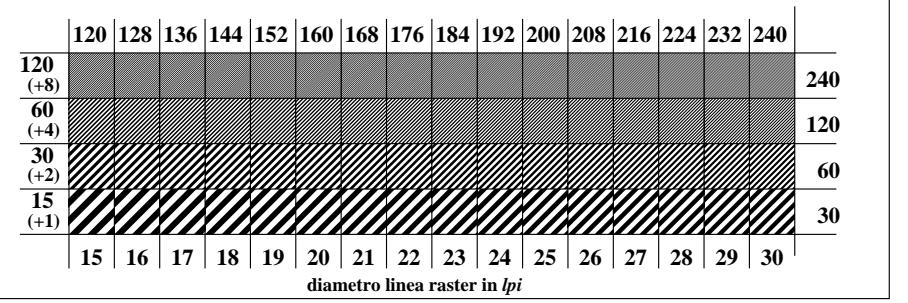


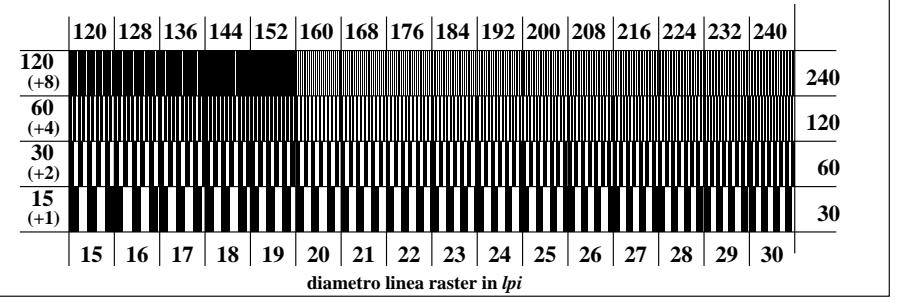
grafico RI99; ME16(ISO 9241-306), 3(ISO/IEC 15775)
prova acromatica grafico N, 3D=1, de=0, sRGB*



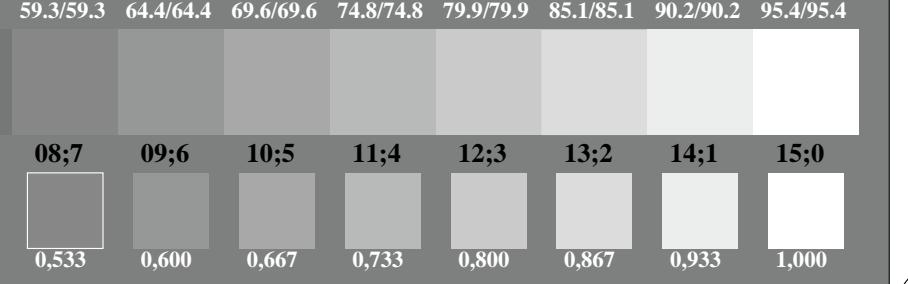
RI991-1, Fig. A4Wdd: Elemento D: anelli di Landolt W-N; PS operator: $w^* setgray$



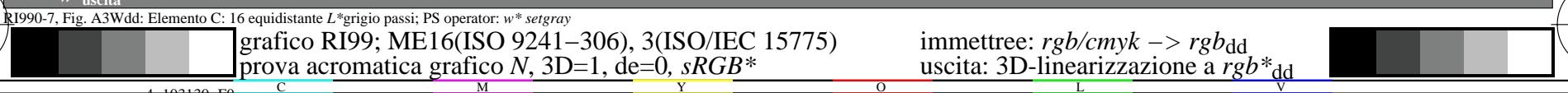
RI991-3, Fig. A5Wdd: Elemento E: Linea raster a 45° (o 135°) gradi; PS operator: $w^* setgray$

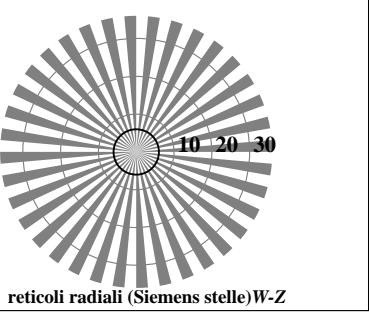
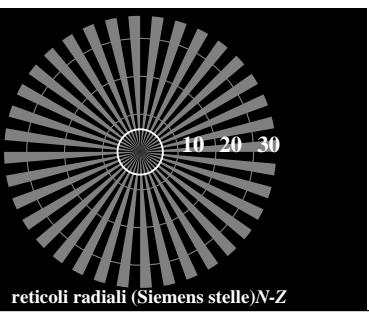
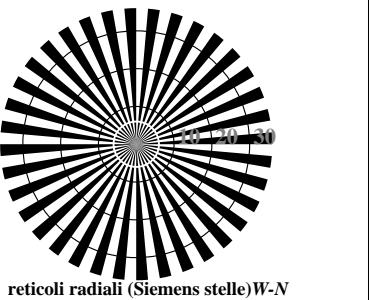
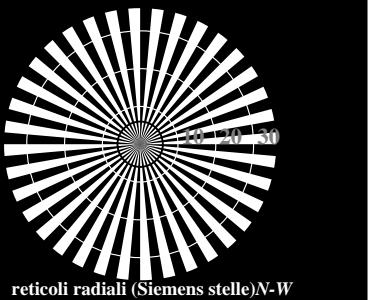
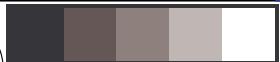


RI991-5, Fig. A6Wdd: Elemento F: Linea raster a 90° (o 180°) gradi; PS operator: $w^* setgray$



immettree: $rgb/cmky \rightarrow rgb_{dd}$
uscita: 3D-linearizzazione a rgb^*_{dd}





RI990-3, Fig. A1W-: Elemento A: reticolli radiali N-W, W-N, N-Z i W-Z; PS operator: w* setgray

$L^*/Y_{destinati}$	18.0/18.0	37.3/37.3	56.7/56.7	76.1/76.0	95.4/95.4	N_0 (min.)	W_I (max.)
(absoluta)							

$w^* = l^*_{CIELAB, r}$							
(relativo)	w* immettere 0,000	0,250	0,500	0,750	1,000	N_0 (min.)	W_I (max.)

RI990-5, Fig. A2W-: Elemento B: 5 equidistante L^* grigio passi + N_0 + W_I ; PS operator: w* setgray

$L^*/Y_{destinati}$	18.0/18.0	23.2/23.2	28.3/28.3	33.5/33.5	38.6/38.6	43.8/43.8	49.0/49.0	54.1/54.1	59.3/59.3	64.4/64.4	69.6/69.6	74.8/74.8	79.9/79.9	85.1/85.1	90.2/90.2	95.4/95.4
(absoluta)																

N. e codice Hex	00;F	01;E	02;D	03;C	04;B	05;A	06;9	07;8	08;7	09;6	10;5	11;4	12;3	13;2	14;1	15;0
w* = $l^*_{CIELAB, r}$																

RI990-7, Fig. A3W-: Elemento C: 16 equidistante L^* grigio passi; PS operator: w* setgray

grafico RI99; ME16(ISO 9241-306), 3(ISO/IEC 15775)
prova acromatica grafico N

lo sfondo passo 0
codice esadecimale

7

E

2

8

F



1 anello passo 0-1
codice esadecimale

7-8

E-F

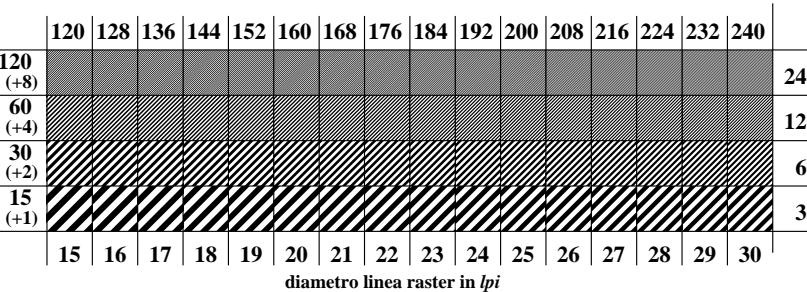
2-0

8-6

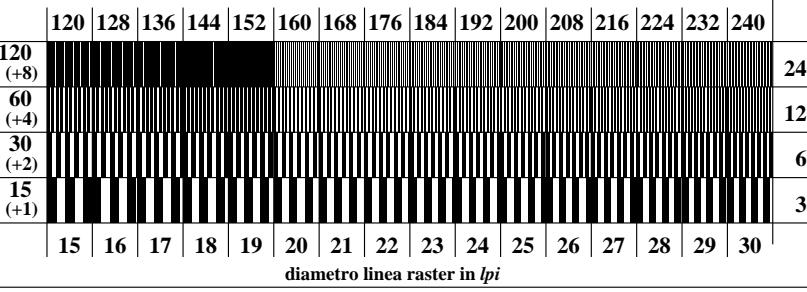
F-D

codice: sfondo passo-anello passo

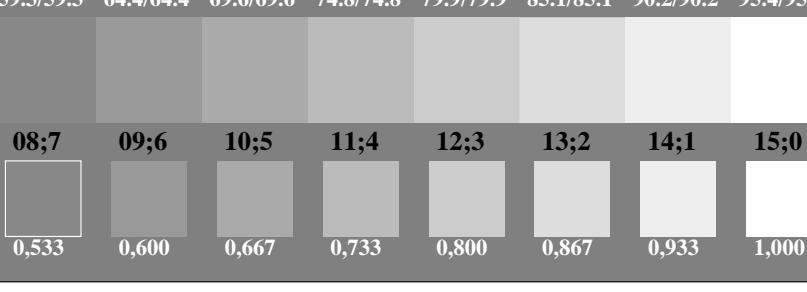
RI991-1, Fig. A4W-: Elemento D: anelli di Landolt W-N; PS operator: w* setgray



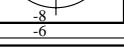
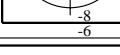
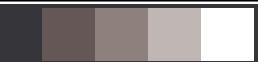
RI991-3, Fig. A5W-: Elemento E: Linea raster a 45° (o 135°) gradi; PS operator: w* setgray

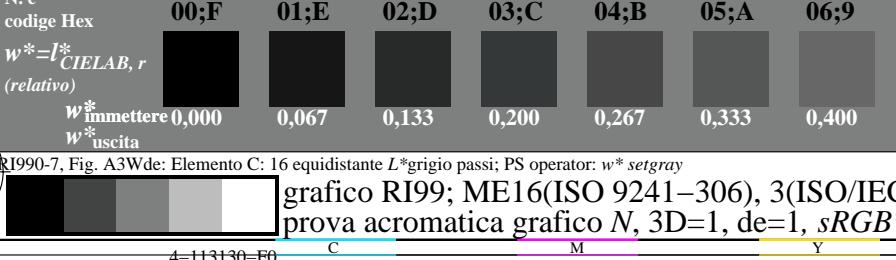
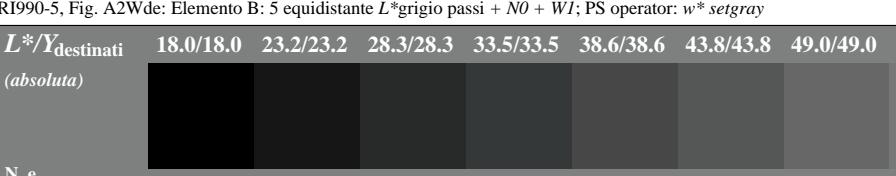
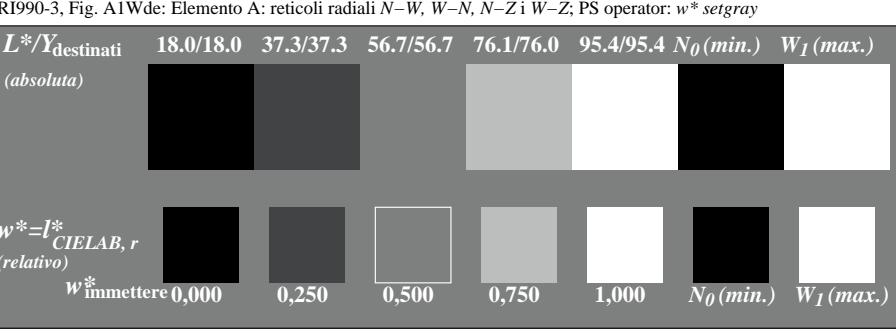
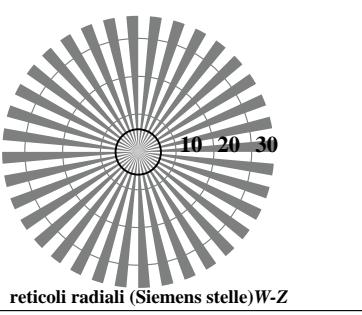
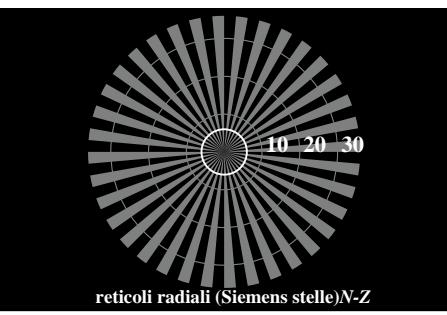
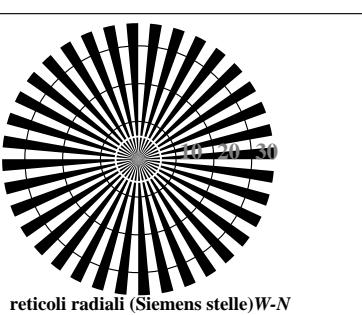
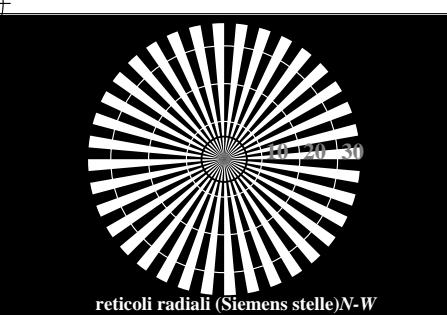
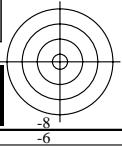


RI991-5, Fig. A6W-: Elemento F: Linea raster a 90° (o 180°) gradi; PS operator: w* setgray



immettree: $rgb/cmky \rightarrow rgb/cmky$
uscita: nessun cambiamento





lo sfondo passo 0
codice esadecimale

7

E

2

8

F

anelli passo 0-1
codice esadecimale

7-8

E-F

2-0

8-6

F-D

1 anello passo 0-1
codice esadecimale

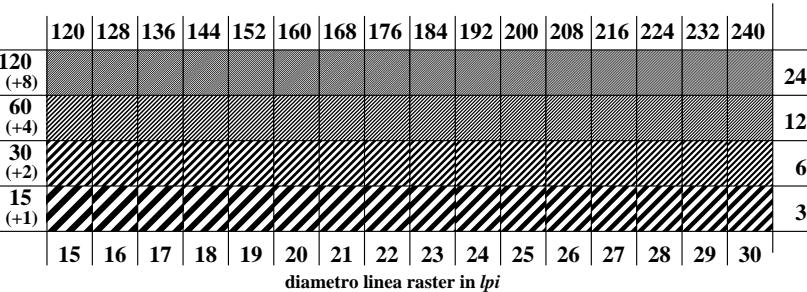
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6

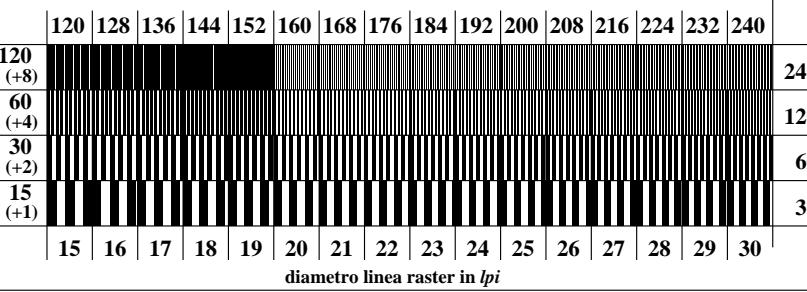
D

codice: sfondo passo-anello passo

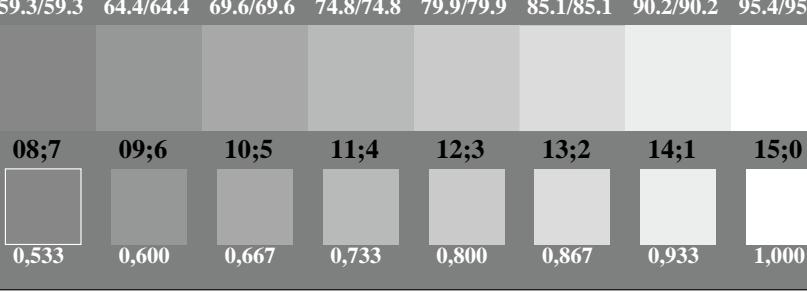
RI991-1, Fig. A4Wde: Elemento D: anelli di Landolt W-N; PS operator: $w^* setgray$



RI991-3, Fig. A5Wde: Elemento E: Linea raster a 45° (o 135°) gradi; PS operator: $w^* setgray$



RI991-5, Fig. A6Wde: Elemento F: Linea raster a 90° (o 180°) gradi; PS operator: $w^* setgray$



immettree: $rgb/cmky \rightarrow rgb_{de}$
uscita: 3D-linearizzazione a rgb^*_{de}

grafico RI99; ME16(ISO 9241-306), 3(ISO/IEC 15775)
prova acromatica grafico N, 3D=1, de=1, sRGB*

4-113130-F0

vedere dei file simili: http://130.149.60.45/~farbmefrik/RI99/RI99.HTML
informazioni tecniche: http://www.ps.bam.de o http://130.149.60.45/~farbmefrik