

Contrast steps  $C_{Y_i}$  (i=1 to 8), and absolute and relative Gamma according to ISO 9241-306<sup>1)</sup>

Contrast step $C_{Y_i}$ and Y-ratio (i=1 .. 8)	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	absolute Gamma $G_{P_k}$ (k=0 to 7) for display (P) with $G_{P_0}=2,4^{2)}$ $G_{P_k}=2,4-0,18k$	relative Gamma $g_{P_k}$ (k=0 to 7) for display (P) with $G_{P_0}=2,4^{2)}$ $g_{P_k}=G_{P_k}/2,4$	application and colour mode at work place; illuminance on display 500 lux or 250/125/62 lux
$C_{Y_8}$ <b>288:1</b>	88,9 : 0,31	0,00 ... <0,46	$G_{P_0} = 2,40$	$g_{P_0} = 1,000$	display, only 062 lux
$C_{Y_7}$ <b>144:1</b>	88,9 : 0,62	0,46 ... <0,93	$G_{P_1} = 2,22$	$g_{P_1} = 0,925$	display, only 125 lux
$C_{Y_6}$ <b>72:1</b>	88,9 : 1,25	0,93 ... <1,87	$G_{P_2} = 2,04$	$g_{P_2} = 0,850$	display, only 250 lux
$C_{Y_5}$ <b>36:1</b>	<b>88,9 : 2,50</b>	<b>1,87 ... &lt;3,75</b>	$G_{P_3} = 1,86$	$g_{P_3} = 0,775$	<b>display &amp; surface</b>
$C_{Y_4}$ <b>18:1</b>	88,9 : 5,00	3,75 ... <7,50	$G_{P_4} = 1,68$	$g_{P_4} = 0,700$	<b>display &amp; surface</b>
$C_{Y_3}$ <b>9:1</b>	88,9 : 10,0	7,50 ... <15,0	$G_{P_5} = 1,50$	$g_{P_5} = 0,625$	<b>display &amp; surface</b>
$C_{Y_2}$ <b>4,5:1</b>	88,9 : 20,0	15,0 ... <30,0	$G_{P_6} = 1,32$	$g_{P_6} = 0,550$	<b>display &amp; surface</b>
$C_{Y_1}$ <b>2,25:1<sup>3)</sup></b>	88,9 : 40,0	30,0 ... <60,0	$G_{P_7} = 1,14$	$g_{P_7} = 0,475$	<b>display &amp; surface</b>

- 1) The example is intended for data projectors (P) with  $G_{P_0}=2,4$ . Compare IEC 61966-2-1:  $G_{P_0}=2,4$ .
- 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  $C_Y=2:1$  the viewing luminances of both the black in the projection and the white standard offset paper are equal (!). 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  $Y_Z = 22,2$  (=0,25\*88,9) is used the contrast step  $C_{Y_1}$  remains constant. Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

SI530-3N

Contrast steps  $C_{Y_i}$  (i=1 to 8), and absolute and relative Gamma according to ISO 9241-306<sup>1)</sup>

Contrast step $C_{Y_i}$ and Y-ratio (i=1 .. 8)	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	absolute Gamma $G_{P_k}$ (k=-3 to 4) for display (P) with $G_{P_0}=1,86^{2)}$ $G_{P_k}=1,86-0,18k$	relative Gamma $g_{P_k}$ (k=-3 to 4) for display (P) with $G_{P_0}=1,86^{2)}$ $g_{P_k}=G_{P_k}/1,86$	application and colour mode at work place; illuminance on display 500 lux or 250/125/62 lux
$C_{Y_8}$ <b>288:1</b>	88,9 : 0,31	0,00 ... <0,46	$G_{P_{-3}} = 2,40$	$g_{P_{-3}} = 1,29$	display, only 062 lux
$C_{Y_7}$ <b>144:1</b>	88,9 : 0,62	0,46 ... <0,93	$G_{P_{-2}} = 2,22$	$g_{P_{-2}} = 1,20$	display, only 125 lux
$C_{Y_6}$ <b>72:1</b>	88,9 : 1,25	0,93 ... <1,87	$G_{P_{-1}} = 2,04$	$g_{P_{-1}} = 1,10$	display, only 250 lux
$C_{Y_5}$ <b>36:1</b>	<b>88,9 : 2,50</b>	<b>1,87 ... &lt;3,75</b>	$G_{P_0} = 1,86$	$g_{P_0} = 1,00$	<b>display &amp; surface</b>
$C_{Y_4}$ <b>18:1</b>	88,9 : 5,00	3,75 ... <7,50	$G_{P_1} = 1,68$	$g_{P_1} = 0,90$	<b>display &amp; surface</b>
$C_{Y_3}$ <b>9:1</b>	88,9 : 10,0	7,50 ... <15,0	$G_{P_2} = 1,50$	$g_{P_2} = 0,81$	<b>display &amp; surface</b>
$C_{Y_2}$ <b>4,5:1</b>	88,9 : 20,0	15,0 ... <30,0	$G_{P_3} = 1,32$	$g_{P_3} = 0,71$	<b>display &amp; surface</b>
$C_{Y_1}$ <b>2,25:1<sup>3)</sup></b>	88,9 : 40,0	30,0 ... <60,0	$G_{P_4} = 1,14$	$g_{P_4} = 0,61$	<b>display &amp; surface</b>

- 1) The example is intended for data projectors (P) with  $G_{P_0}=1,86$ . Compare NTSC television:  $G_{P_0}=1,8$ .
- 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  $C_Y=2:1$  the viewing luminances of both the black in the projection and the white standard offset paper are equal (!). 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  $Y_Z = 22,2$  (=0,25\*88,9) is used the contrast step  $C_{Y_1}$  remains constant. Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

SI530-7N

grafico TUB-SI53; contrast of emissive displays  
 8 contrast steps, range and office illuminance

Contrast steps  $C_{Y_i}$  (i=1 to 8), CIE tristimulus values  $Y_W$  and  $Y_N$  according to ISO 9241-306<sup>1)</sup>

Contrast step $C_{Y_i}$ and Y-ratio (i=1 .. 8)	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	Paper (S) luminance <sup>2)</sup> ; Ratio $L_{WS} : L_{NS}$	Display (P) luminance <sup>2)</sup> ; Ratio $L_{WP} : L_{NP}$	application and colour mode at work place; illuminance on display 500 lux or 250/125/62 lux
$C_{Y_8}$ <b>288:1</b>	88,9 : 0,31	0,00 ... <0,46	142 : 142/288	142*36 : 018	display, only 062 lux
$C_{Y_7}$ <b>144:1</b>	88,9 : 0,62	0,46 ... <0,93	142 : 142/144	142*36 : 035	display, only 125 lux
$C_{Y_6}$ <b>72:1</b>	88,9 : 1,25	0,93 ... <1,87	142 : 142/72	142*36 : 071	display, only 250 lux
$C_{Y_5}$ <b>36:1</b>	<b>88,9 : 2,50</b>	<b>1,87 ... &lt;3,75</b>	<b>142 : 142/36</b>	<b>142*36 : 142</b>	<b>display &amp; surface</b>
$C_{Y_4}$ <b>18:1</b>	88,9 : 5,00	3,75 ... <7,50	142 : 142/18	142*18 : 142	<b>display &amp; surface</b>
$C_{Y_3}$ <b>9:1</b>	88,9 : 10,0	7,50 ... <15,0	142 : 142/9	142*9 : 142	<b>display &amp; surface</b>
$C_{Y_2}$ <b>4,5:1</b>	88,9 : 20,0	15,0 ... <30,0	142 : 142/4,5	142*4,5 : 142	<b>display &amp; surface</b>
$C_{Y_1}$ <b>2,25:1<sup>3)</sup></b>	88,9 : 40,0	30,0 ... <60,0	142 : 142/2,25	142*2,25 : 142	<b>display &amp; surface</b>

- 1) The example is intended for data projectors (P). The standard contrast step (bold) with  $L_{WP}=142*36$  cd/m<sup>2</sup> is hard to reach.
- 2) 500 lux corresponds to the viewing luminance  $L_v=142$  cd/m<sup>2</sup> for a standard white paper with the tristimulus value  $Y_W=88,9$ .
- 3) For the contrast  $C_Y=2:1$  the viewing luminances of both the black in the projection and the white standard offset paper are equal (!). 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  $Y_Z = 22,2$  (=0,25\*88,9) is used the contrast step  $C_{Y_1}$  remains constant. Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

SI531-3N

Contrast steps  $C_{Y_i}$  (i=1 to 8), CIE tristimulus values  $Y_W$  and  $Y_N$  according to ISO 9241-306<sup>1)</sup>

Contrast step $C_{Y_i}$ and Y-ratio (i=1 .. 8)	CIE tristimulus values; Ratio $Y_W : Y_N$ of White W and Black N	CIE tristimulus values; Range $Y_{N1} \dots Y_{N2}$	Paper (S) luminance <sup>2)</sup> ; Ratio $L_{WS} : L_{NS}$	Display (P) luminance <sup>2)</sup> ; Ratio $L_{WP} : L_{NP}$	application and colour mode at work place; illuminance on display 125 lux or 62/31/15 lux
$C_{Y_8}$ <b>288:1</b>	88,9 : 0,31	0,00 ... <0,46	142 : 142/288	36*36 : 4,5	display, only 15 lux
$C_{Y_7}$ <b>144:1</b>	88,9 : 0,62	0,46 ... <0,93	142 : 142/144	36*36 : 09	display, only 31 lux
$C_{Y_6}$ <b>72:1</b>	88,9 : 1,25	0,93 ... <1,87	142 : 142/72	36*36 : 18	display, only 62 lux
$C_{Y_5}$ <b>36:1</b>	<b>88,9 : 2,50</b>	<b>1,87 ... &lt;3,75</b>	<b>142 : 142/36</b>	<b>36*36 : 36</b>	<b>display &amp; surface</b>
$C_{Y_4}$ <b>18:1</b>	88,9 : 5,00	3,75 ... <7,50	142 : 142/18	36*18 : 36	<b>display &amp; surface</b>
$C_{Y_3}$ <b>9:1</b>	88,9 : 10,0	7,50 ... <15,0	142 : 142/9	36*9 : 36	<b>display &amp; surface</b>
$C_{Y_2}$ <b>4,5:1</b>	88,9 : 20,0	15,0 ... <30,0	142 : 142/4,5	36*4,5 : 36	<b>display &amp; surface</b>
$C_{Y_1}$ <b>2,25:1<sup>3)</sup></b>	88,9 : 40,0	30,0 ... <60,0	142 : 142/2,25	36*2,25 : 36	<b>display &amp; surface</b>

- 1) The example is intended for data projectors (P). The standard contrast step (bold) with  $L_{WP}=36*36$  cd/m<sup>2</sup> is hard to reach.
- 2) 125 lux corresponds to the viewing luminance  $L_v=36$  cd/m<sup>2</sup> for a standard white paper with the tristimulus value  $Y_W=88,9$ .
- 3) For the contrast  $C_Y=2:1$  the viewing luminances of both the black in the projection and the white standard offset paper are equal (!). 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  $Y_Z = 22,2$  (=0,25\*88,9) is used the contrast step  $C_{Y_1}$  remains constant. Then the luminance ratio of all colours at the screen and the paper has reduced to 9:1. This reduces visual fatigue.

SI531-7N

immettere: w/rgb/cmyk -> w/rgb/cmyk-  
 uscita: nessun cambiamento

vedere dei file simili: http://130.149.60.45/~farbmetrik/SI53/SI53.HTM  
 informazioni tecniche: http://www.ps.bam.de o http://130.149.60.45/~farbmetrik

TUB iscrizione: 20130201-SI53/SI53LONA.TXT /.PS  
 La domanda per la misura di stampa di display

TUB materiale: code=rhatha