

Input og output: Fjernsyn-Lysfarge-System TLS00a for relativ CIELAB fargetone $h_{ab,a,rel} = h_{ab}/360 = 25/360 = 0.07$

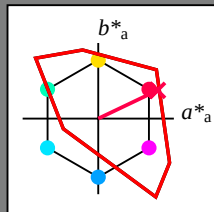
Data for ethvert apparat (d) eller
elementærfarge (e):

HIC_e

fargetonetekst for fargene
på denne siden:

$H^*_e = R00Y_e$

trekantslyshet T^*



TLS00a; adapterte (a) CIELAB data					
navn	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$
R _e ,Ma	50.9	78.3	37.3	86.7	25
Y _e ,Ma	83.7	-3.4	84.5	84.5	92
G _e ,Ma	85.1	-64.6	20.7	67.9	162
C _e ,Ma	79.0	-34.2	-25.7	42.8	216
B _e ,Ma	59.2	1.7	-56.6	56.6	271
M _e ,Ma	57.1	94.1	-57.4	110.3	328
N _e ,Ma	0.0	0.0	0.0	0.0	0
W _e ,Ma	95.4	0.0	0.0	0.0	0
R _e ,CIE	39.9	58.7	27.9	65.0	25
Y _e ,CIE	81.2	-2.8	71.5	71.6	92
G _e ,CIE	52.2	-42.4	13.6	44.5	162
B _e ,CIE	30.5	1.4	-46.4	46.4	271

Data for maksimalfarge (Ma):

$LabCh^*_{e,Ma}$: 50 78 37 86 25

$HIC^*_{e,Ma}$: R00Y_100_100_e

$rgbic^*_{e,Ma}$:

1.0 0.0 0.26 1.0 1.0

trekantslyshet T^*

%Omfang

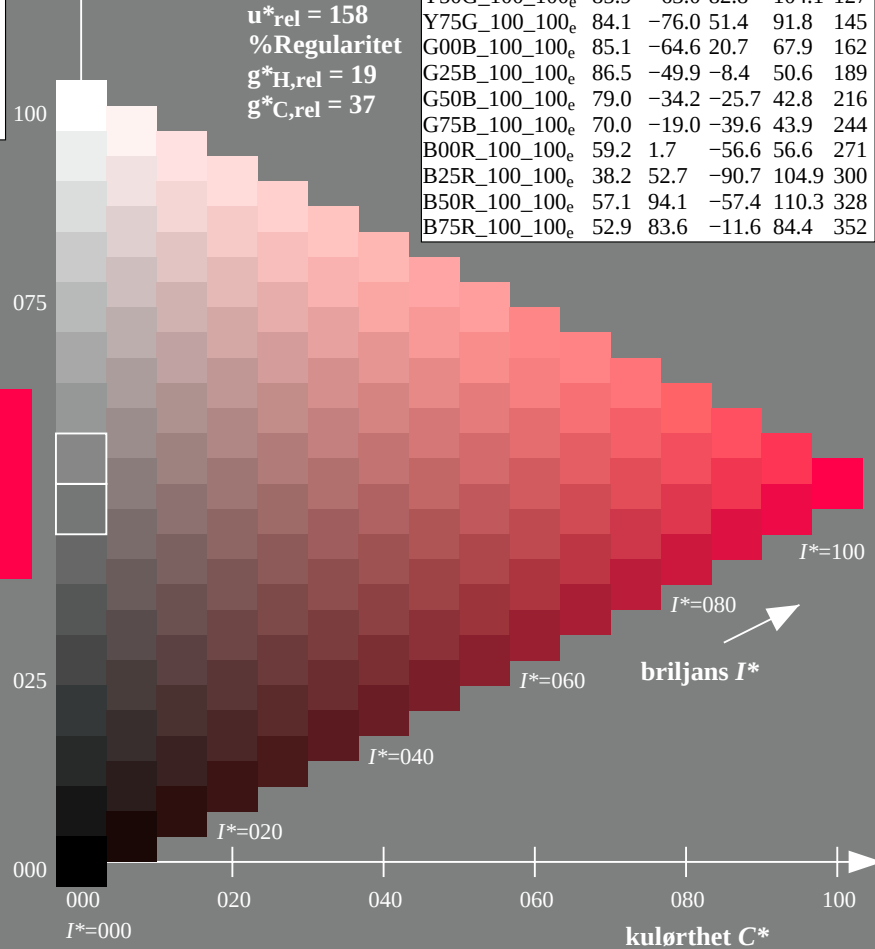
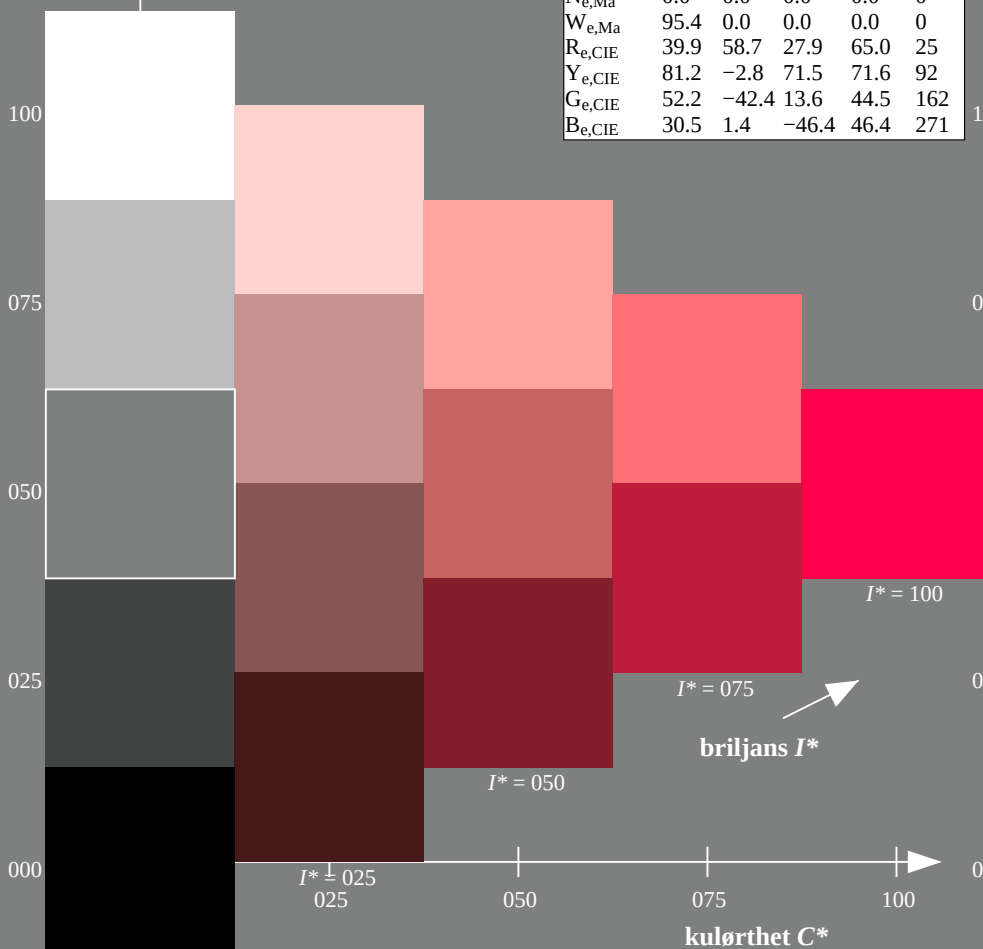
$u^*_{rel} = 158$

%Regularitet

$g^*_{H,rel} = 19$

$g^*_{C,rel} = 37$

TLS00a; adapterte (a) CIELAB data					
H^*_e	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$
R00Y_100_100 _e	50.9	78.3	37.3	86.7	25
R25Y_100_100 _e	51.3	74.4	64.8	98.7	41
R50Y_100_100 _e	63.1	42.7	70.8	82.7	58
R75Y_100_100 _e	73.5	18.3	77.7	79.8	76
Y00G_100_100 _e	83.7	-3.4	84.5	84.5	92
Y25G_100_100 _e	91.0	-29.9	88.9	93.8	108
Y50G_100_100 _e	85.9	-63.0	82.8	104.1	127
Y75G_100_100 _e	84.1	-76.0	51.4	91.8	145
G00B_100_100 _e	85.1	-64.6	20.7	67.9	162
G25B_100_100 _e	86.5	-49.9	-8.4	50.6	189
G50B_100_100 _e	79.0	-34.2	-25.7	42.8	216
G75B_100_100 _e	70.0	-19.0	-39.6	43.9	244
B00R_100_100 _e	59.2	1.7	-56.6	56.6	271
B25R_100_100 _e	38.2	52.7	-90.7	104.9	300
B50R_100_100 _e	57.1	94.1	-57.4	110.3	328
B75R_100_100 _e	52.9	83.6	-11.6	84.4	352



TUB registrering: 20130201-PE90/PE90L0FP.PDF /PS
anvendelse for måling av display output, ingen separasjon

TUB-material: code=rha4ta

TUB-prøveplansje PE90; farbetoneplan: $H^*_e=R00Y_e$
prøveplansje infølge DIN 33872, 3D=1, de=1, sRGB*

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