

Entrada i salida: Television Luminous System TLS00a for relative CIELAB hue $h_{ab,a,rel} = h_{ab}/360 = 40/360 = 0.11$

$H^*_d = R00Y_d$

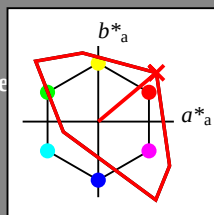
Datos del dispositivo (d) o elemental (e) color:

HIC^*_d

código de tono para los colores esta página:

$H^*_d = R00Y_d$

triángulo claridad T^*



TLS00a; datos adaptados CIELAB (a)

name	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$
$R_{d,Ma}$	50.4	76.9	64.5	100.4	40
$Y_{d,Ma}$	92.6	-20.7	90.7	93.0	102
$G_{d,Ma}$	83.6	-82.7	79.8	115.0	136
$C_{d,Ma}$	86.8	-46.1	-13.5	48.1	196
$B_{d,Ma}$	30.3	76.0	-103.5	128.5	306
$M_{d,Ma}$	57.2	94.3	-58.4	110.9	328
$N_{d,Ma}$	0.0	0.0	0.0	0.0	0
$W_{d,Ma}$	95.4	0.0	0.0	0.0	0
$R_{d,CIE}$	39.9	58.7	27.9	65.0	25
$Y_{d,CIE}$	81.2	-2.8	71.5	71.6	92
$G_{d,CIE}$	52.2	-42.4	13.6	44.5	162
$B_{d,CIE}$	30.5	1.4	-46.4	46.4	271

Los datos de color máximo (Ma):

$LabCh^*_d, Ma: 50 \ 76 \ 64 \ 100 \ 40$

$HIC^*_d, Ma: R00Y_{100_100_d}$

$rgbic^*_d, Ma:$

1.0 0.0 0.0 1.0 1.0

triángulo claridad T^*

%Gama

$u^*_{rel} = 158$

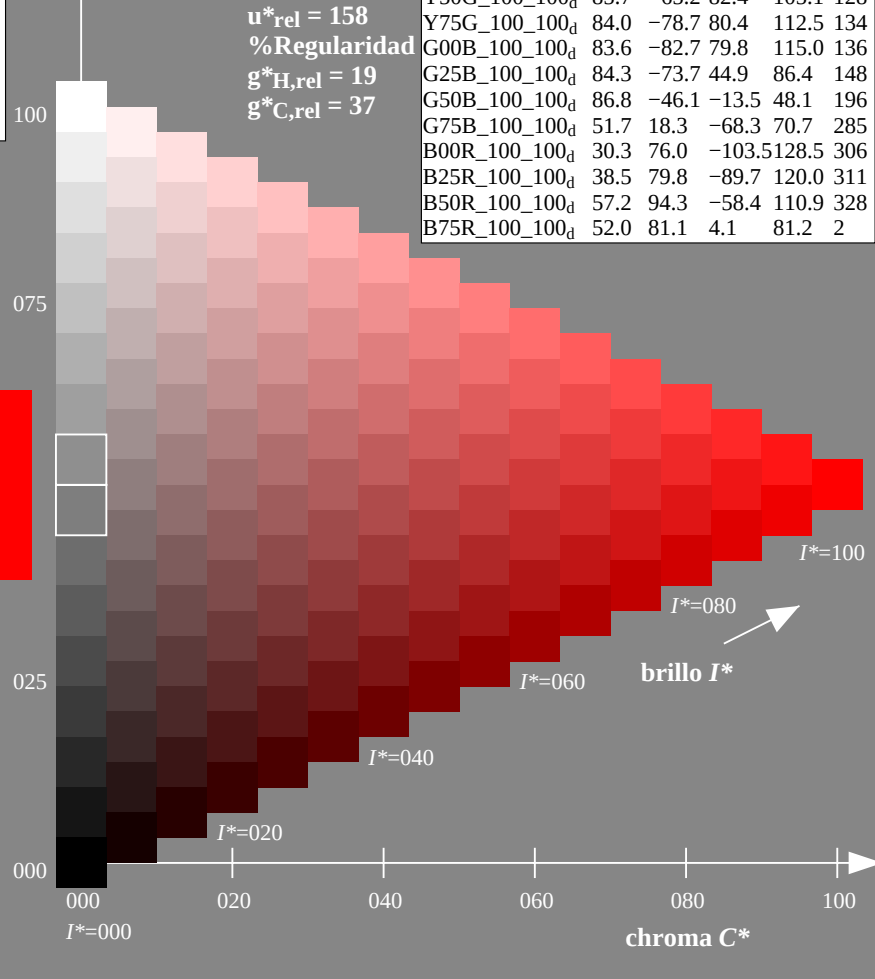
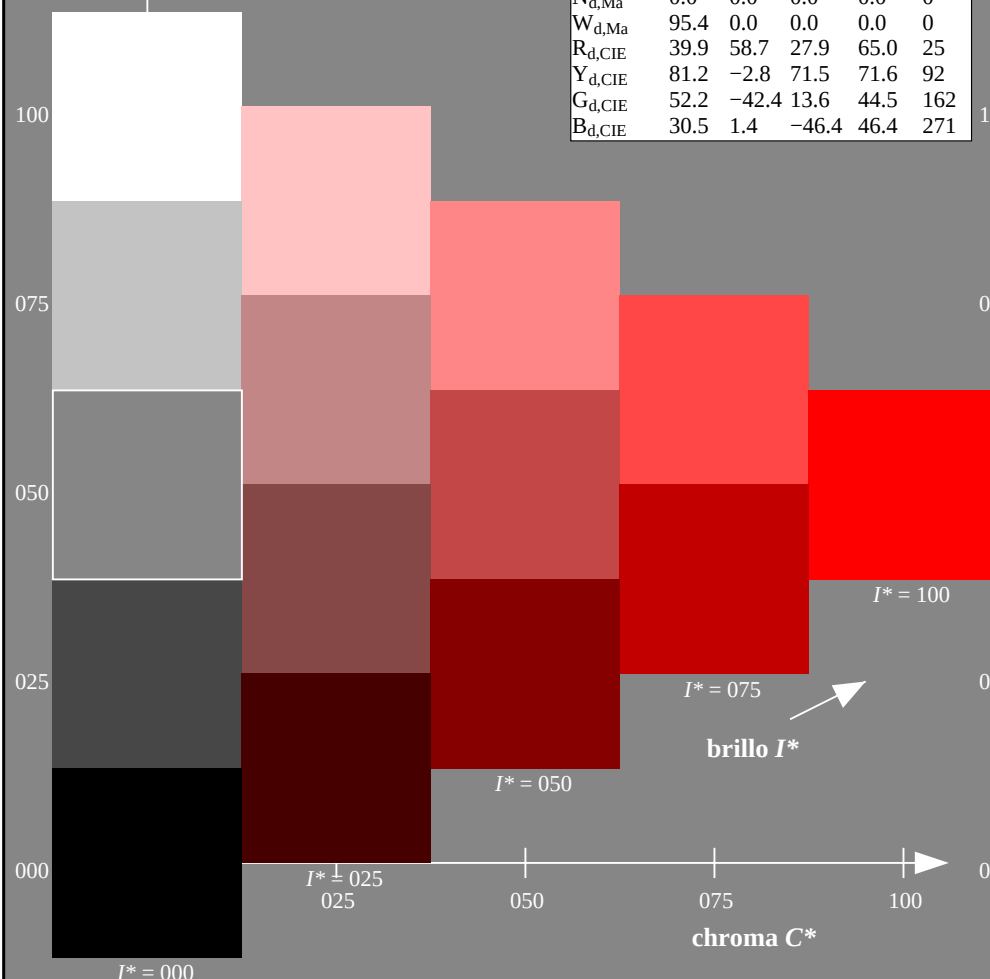
%Regularidad

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

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

TLS00a; datos adaptados CIELAB (a)

H^*_d	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$
$R00Y_{100_100_d}$	50.4	76.9	64.5	100.4	40
$R25Y_{100_100_d}$	53.7	67.6	65.8	94.4	44
$R50Y_{100_100_d}$	63.6	41.3	71.0	82.2	59
$R75Y_{100_100_d}$	78.2	7.8	80.6	81.0	84
$Y00G_{100_100_d}$	92.6	-20.7	90.7	93.0	102
$Y25G_{100_100_d}$	88.7	-43.3	86.2	96.5	116
$Y50G_{100_100_d}$	85.7	-65.2	82.4	105.1	128
$Y75G_{100_100_d}$	84.0	-78.7	80.4	112.5	134
$G00B_{100_100_d}$	83.6	-82.7	79.8	115.0	136
$G25B_{100_100_d}$	84.3	-73.7	44.9	86.4	148
$G50B_{100_100_d}$	86.8	-46.1	-13.5	48.1	196
$G75B_{100_100_d}$	51.7	18.3	-68.3	70.7	285
$B00R_{100_100_d}$	30.3	76.0	-103.5	128.5	306
$B25R_{100_100_d}$	38.5	79.8	-89.7	120.0	311
$B50R_{100_100_d}$	57.2	94.3	-58.4	110.9	328
$B75R_{100_100_d}$	52.0	81.1	4.1	81.2	2



2-003130-L0 PE900-70

gráfico TUB-PE90; código de tono: $H^*_d=R00Y_d$
gráfico según a DIN 33872, 3D=0, de=0, sRGB

entrada: $rgb/cmyk \rightarrow rgb_d$
salida: transfiera a rgb_d