

Grafico TUB-TI70; ME16(ISO 9241-306) & 3(ISO/IEC 15775)  
 Input: *rgb/cmyk* → *rgb/cmyk*  
 Output: nessun cambiamento

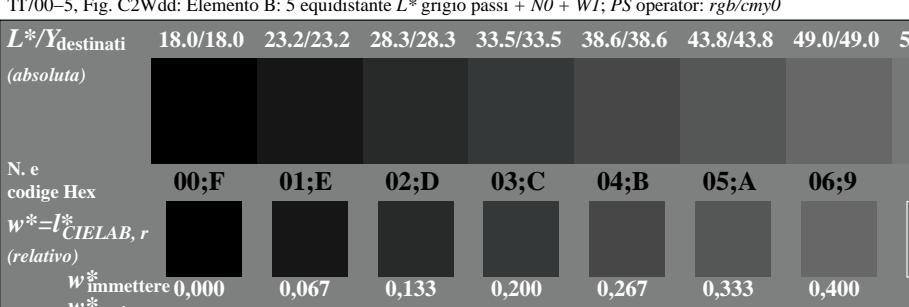
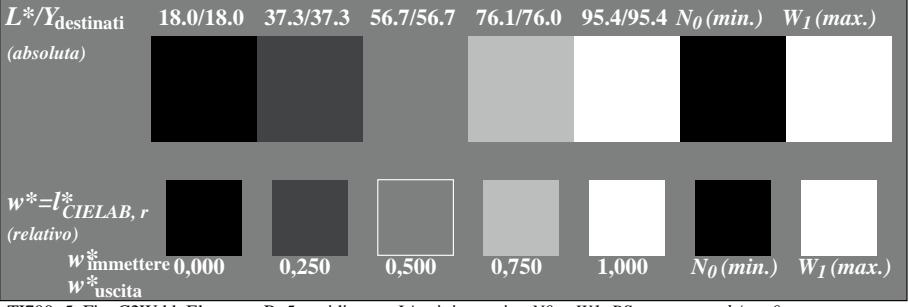
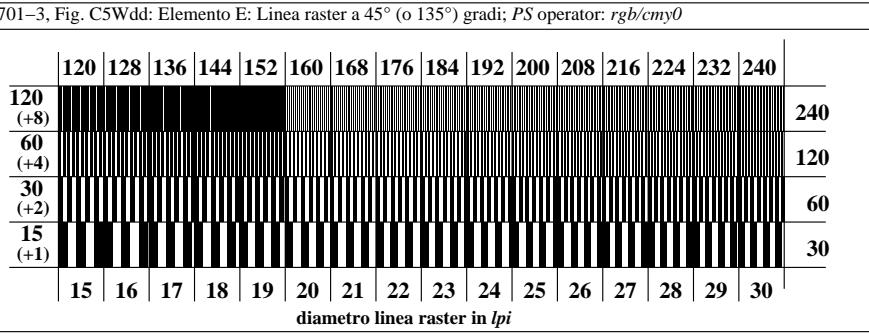
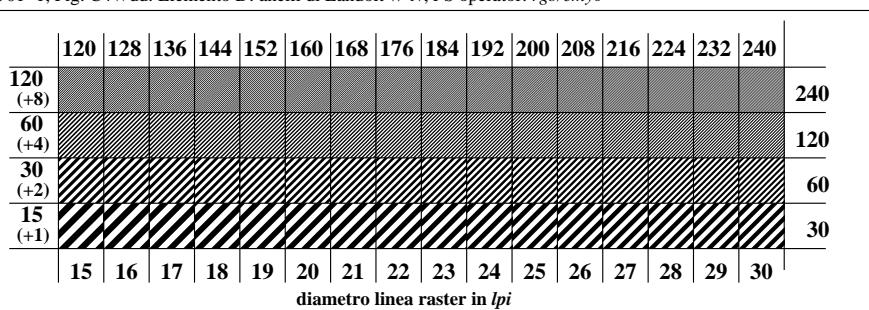
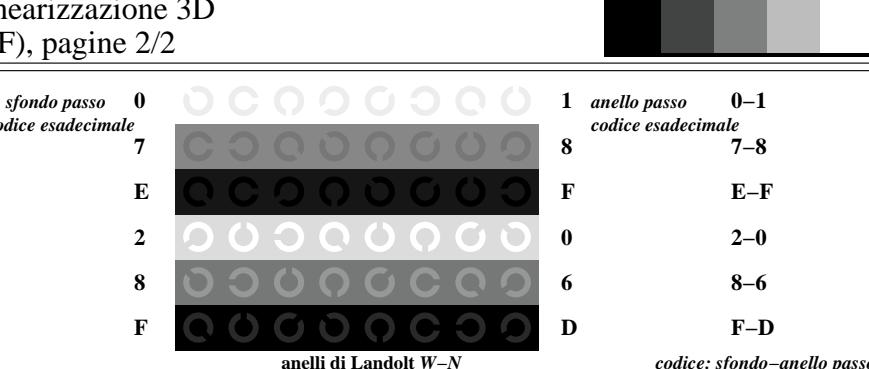
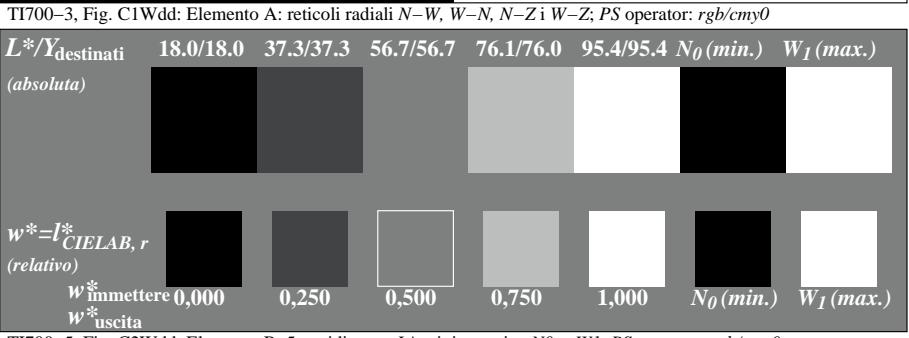
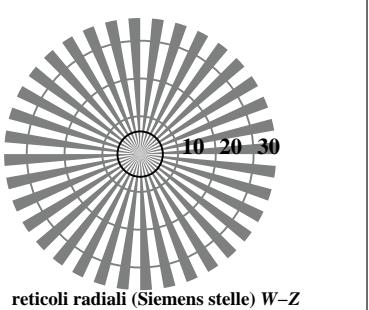
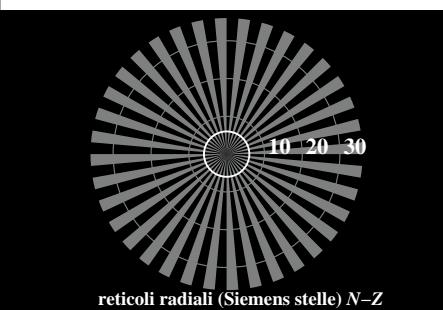
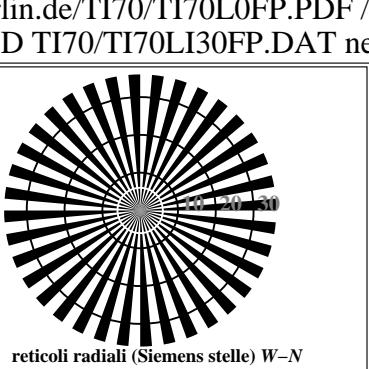
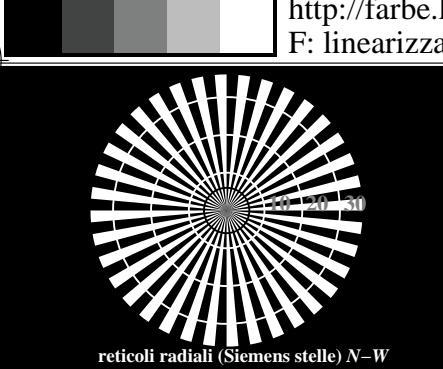
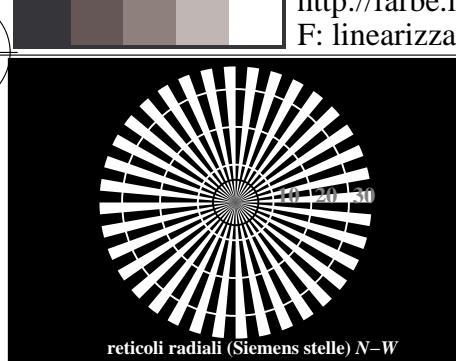


Grafico TUB-TI70; ME16(ISO 9241-306) & 3(ISO/IEC 15775)  
 Tavola dei colori acromatici N, 3D=1, de=0, sRGB\*

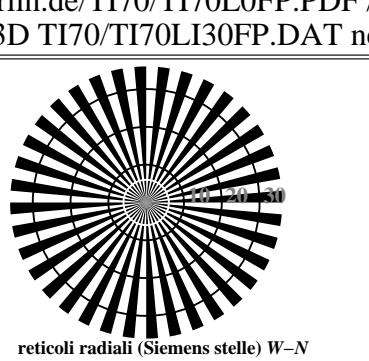
Input: *rgb/cmyk* → *rgb<sub>dd</sub>*  
 Output: linearizzazione 3D a *rgb<sub>dd</sub>\**



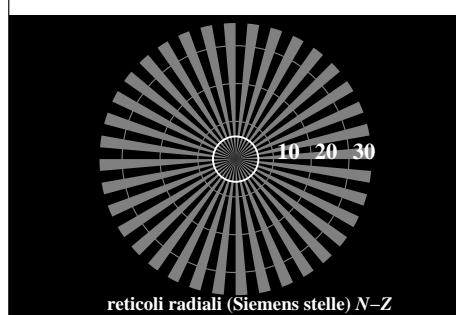
v http://farbe.li.tu-berlin.de/TI70/TI70L0FP.PDF /PS; inizio dell'output  
 F: linearizzazione 3D TI70/TI70LI30FP.DAT nel file (F), pagine 1/2



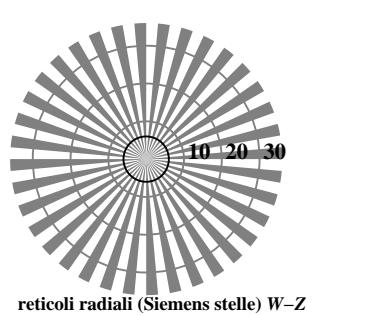
reticolli radiali (Siemens stelle) N-W



reticolli radiali (Siemens stelle) W-N



reticolli radiali (Siemens stelle) N-Z



reticolli radiali (Siemens stelle) W-Z

TI700-3, Fig. C1W-: Elemento A: reticolli radiali N-W, W-N, N-Z i W-Z; PS operator: rgb/cmy0

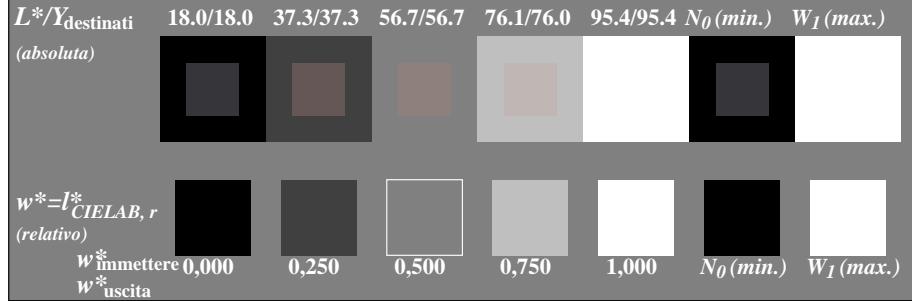
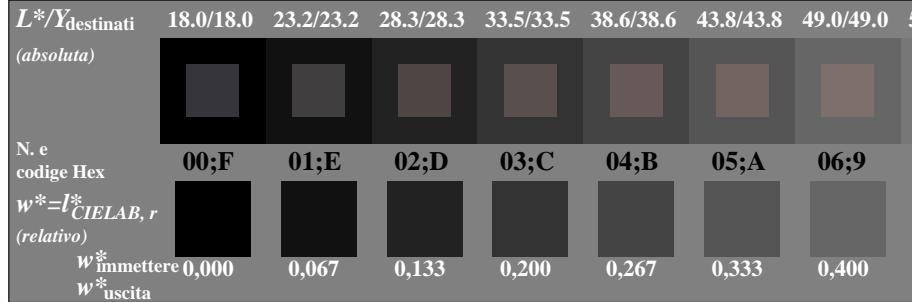
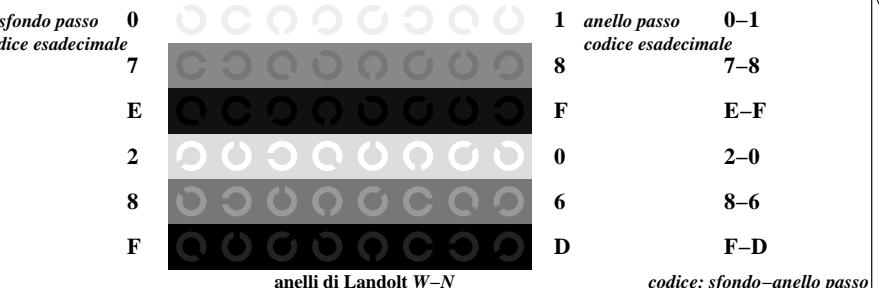
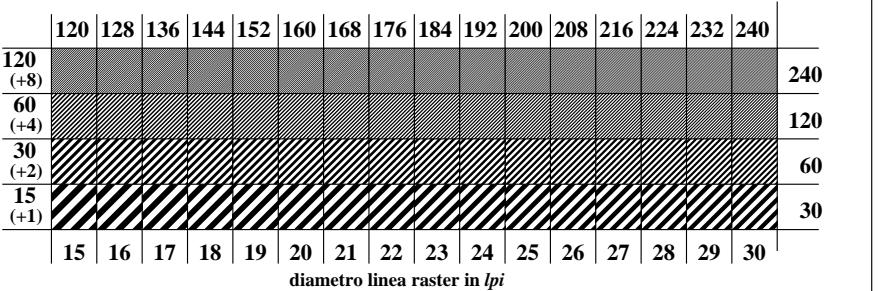
TI700-5, Fig. C2W-: Elemento B: 5 equidistante  $L^*$  grigio passi +  $N_0$  +  $W_1$ ; PS operator: rgb/cmy0TI700-7, Fig. C3W-: Elemento C: 16 equidistante  $L^*$  grigio passi; PS operator: rgb/cmy0

Grafico TUB-TI70; ME16(ISO 9241-306) & 3(ISO/IEC 15775)  
 Tavola dei colori acromatici N



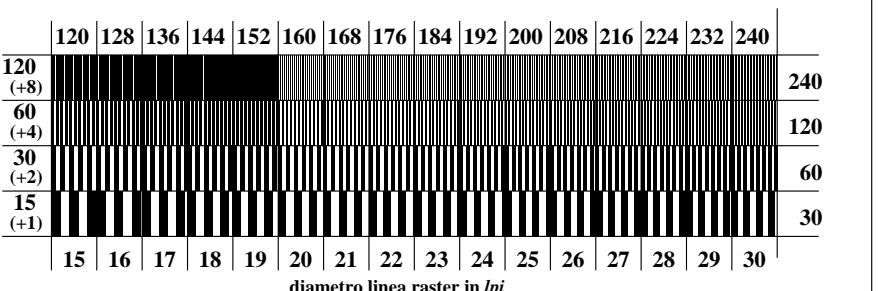
anelli di Landolt W-N codice: sfondo-anello passo

TI701-1, Fig. C4W-: Elemento D: anelli di Landolt W-N; PS operator: rgb/cmy0



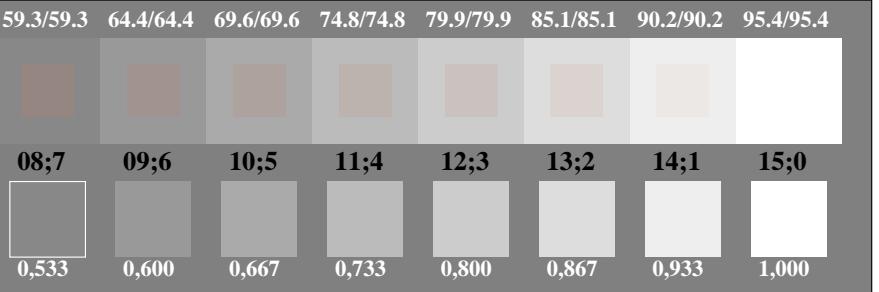
diametro linea raster in lpi

TI701-3, Fig. C5W-: Elemento E: Linea raster a 45° (o 135°) gradi; PS operator: rgb/cmy0



diametro linea raster in lpi

TI701-5, Fig. C6W-: Elemento F: Linea raster a 90° (o 180°) gradi; PS operator: rgb/cmy0



diametro linea raster in lpi

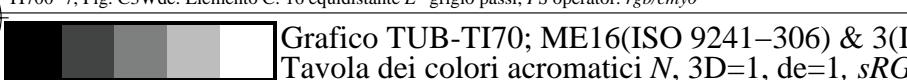
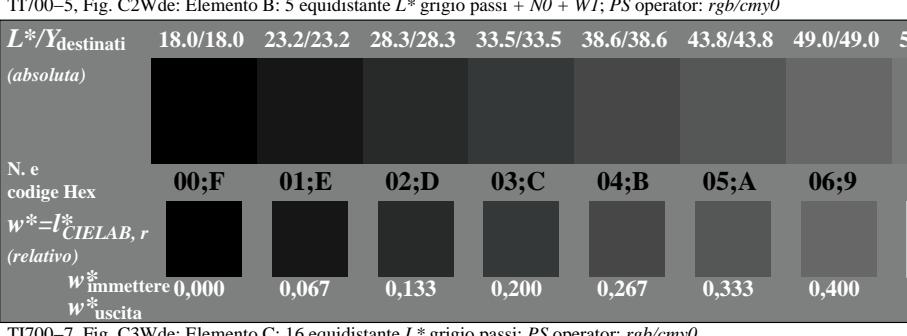
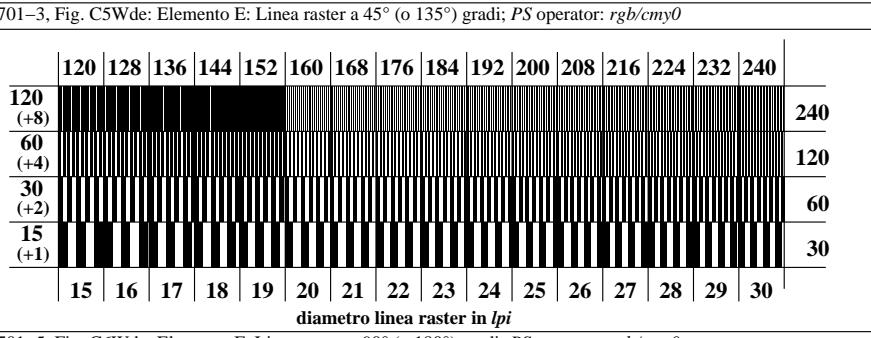
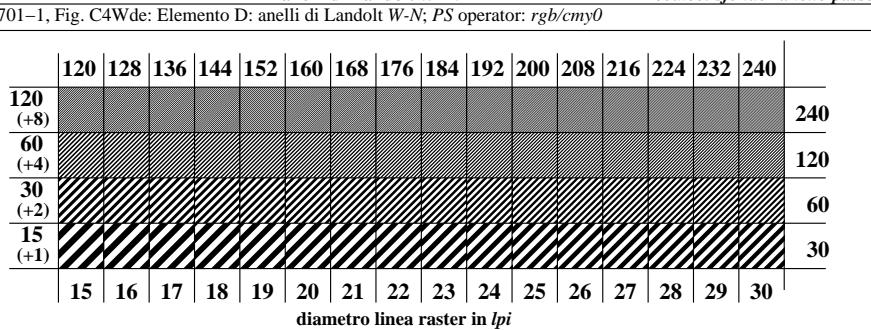
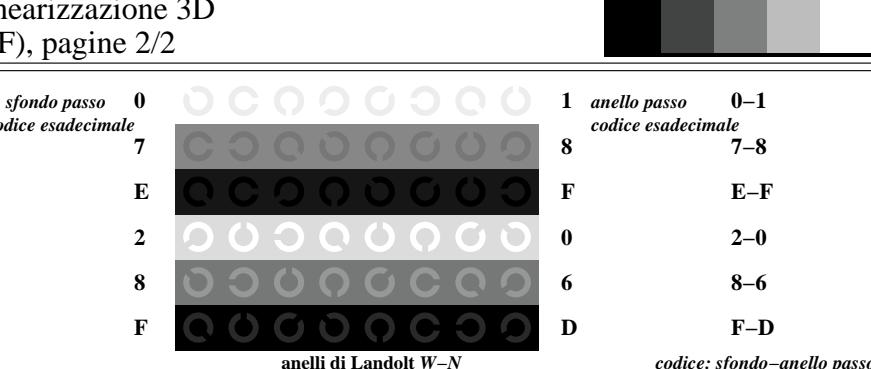
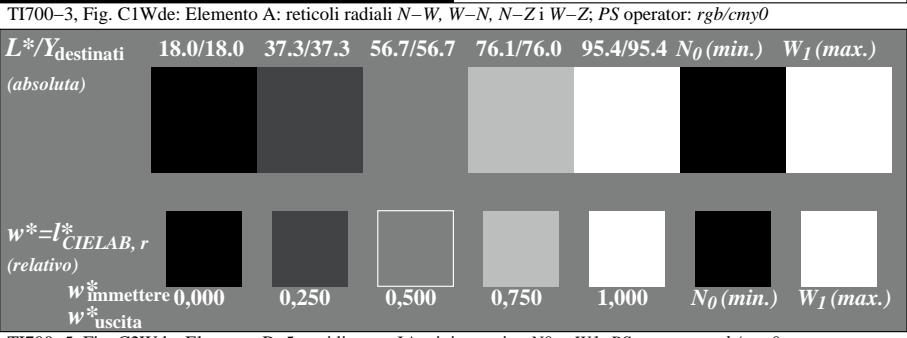
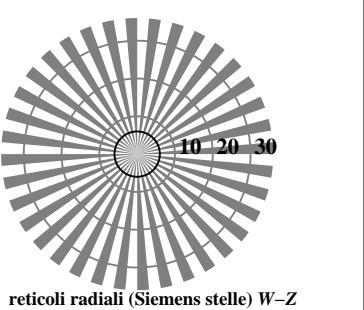
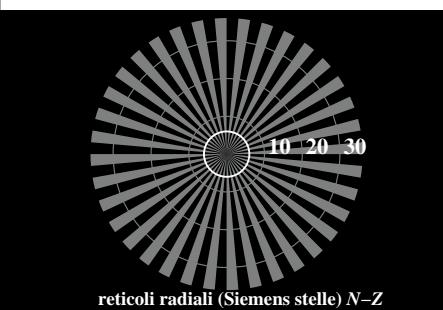
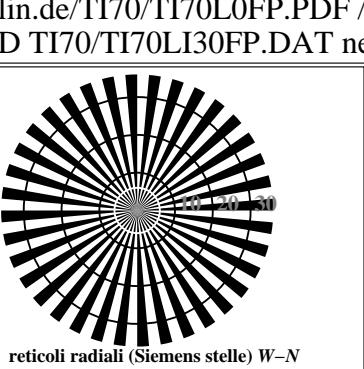
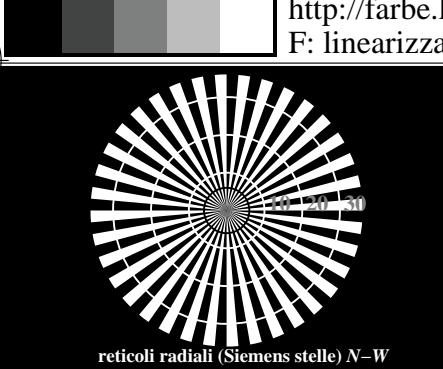


Grafico TUB-TI70; ME16(ISO 9241-306) & 3(ISO/IEC 15775)  
 Tavola dei colori acromatici N, 3D=1, de=1, sRGB\*

Input:  $rgb/cm\gamma k \rightarrow rgb_{de}$   
 Output: linearizzazione 3D a  $rgb^*_{de}$