

vedi file simili: http://farbe.li.tu-berlin.de/MI96/MI96.HTM
http://130.149.60.45/~farbmeterik o http://farbe.li.tu-berlin.de

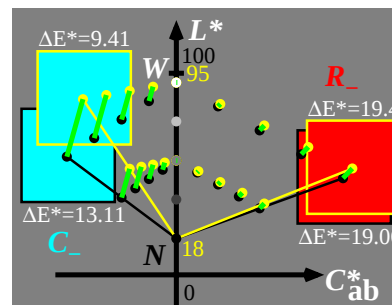
percieved color terms (colorness: cube root coordinates)

percieved color terms	name and relationship with standard valori cromatico	Note:
chiarezza	$L^* = 116 (Y / 100)^{1/3} - 16$ Approssimazione: $L^* = 100 (Y / 100)^{1/3}$	definition 1976 in: CIELUV, CIELAB
chroma	per diagramma chroma (A, B)	
rosso-verde	$a^* = 500 [(X / X_n)^{1/3} - (Y / Y_n)^{1/3}]$ $= 500 (a' - a'_n) Y^{1/3}$	definition 1976 per: CIELAB
giallo-blu	$b^* = 200 [(Y / Y_n)^{1/3} - (Z / Z_n)^{1/3}]$ $= 500 (b' - b'_n) Y^{1/3}$	$n=D65$ (sfondo)
radiale	$C^* = [a^{*2} + b^{*2}]^{1/2}$	
saturation	= chroma / chiarezza	definition
rosso-verde	$S_a^* = a^* / [100 (Y / 100)^{1/3}]$ $= 21,6 (a' - a'_n)$	per: CIELAB 1976
giallo-blu	$S_b^* = b^* / [100 (Y / 100)^{1/3}]$ $= 21,6 (b' - b'_n)$	
radiale	$S_c^* = C^* / [100 (Y / 100)^{1/3}]$ $= 21,6 [(a' - a'_n)^2 + (b' - b'_n)^2]^{1/2}$	
chromaticito	for nonlinear chromaticity diagram (a' , b') definition	
rosso-verde	$a' = (1 / X_n)^{1/3} (x / y)^{1/3}$	opponent
giallo-blu	$= 0,2191 (x / y)^{1/3}$ per D65	color system
radiale	$b' = -0,4 (1 / Z_n)^{1/3} (z / y)^{1/3}$ $= -0,08376 (z / y)^{1/3}$ per D65	
	$c' = [(a' - a'_n)^2 + (b' - b'_n)^2]^{1/2}$	

tre superficie i colori



4-103000-L0 MI961-1N, B2_33

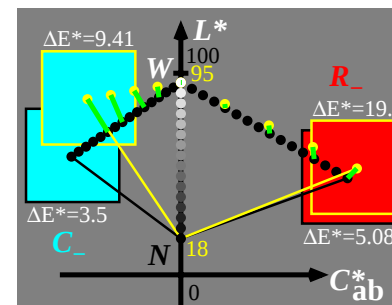


4-103000-L0 MI961-3N

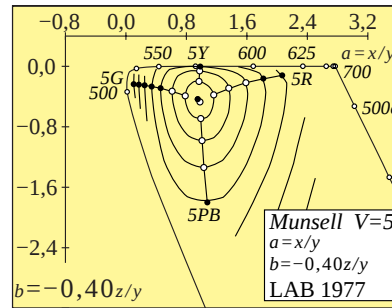
tre superficie i colori



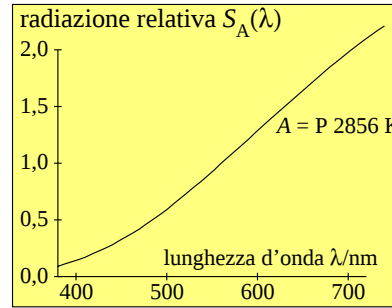
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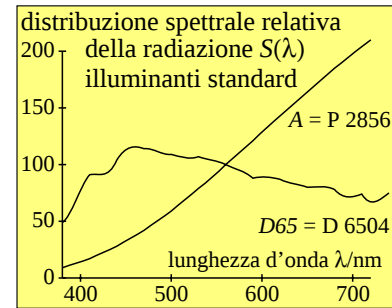
4-103000-L0 MI961-4N



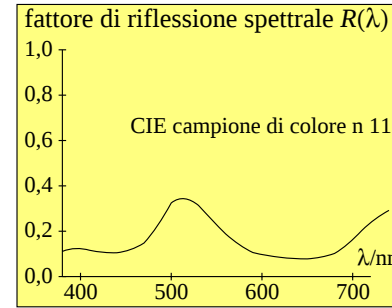
4-103000-L0 MI961-5N, B4_17_1



4-103000-L0 MI961-7N, B3_09_1



4-103000-L0 MI961-6N, B3_08



4-103000-L0 MI961-8N, B3_09_2

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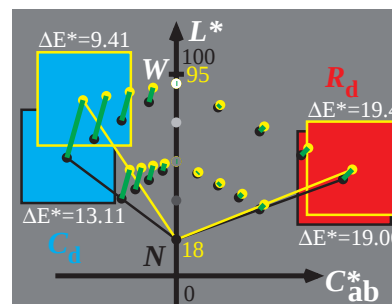
tre superficie i colori



colori: bianco W_d (I), rosso R_d (II)
e fluorescente rosso R_{df} (III)

4-103100-L0

MI961-12, B2_33



4-103100-L0

MI961-32

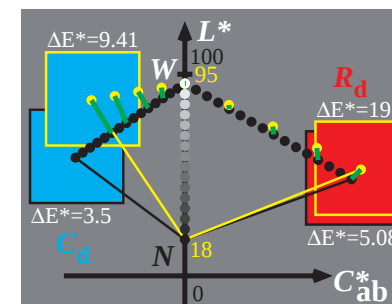
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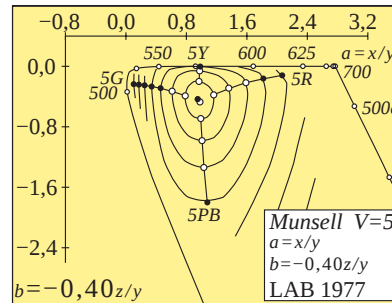
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MI961-22, B2_33



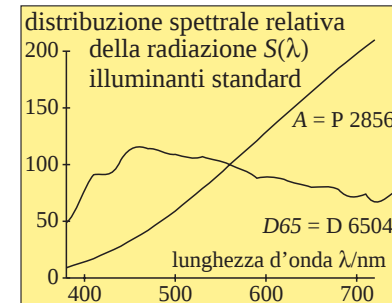
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MI961-42



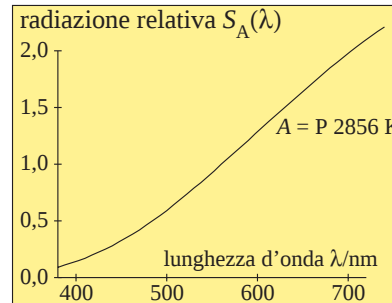
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MI961-52, B4_17_1



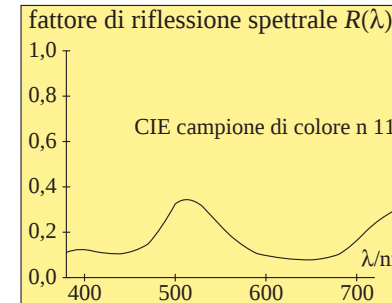
4-103100-L0

MI961-62, B3_08



4-103100-L0

MI961-72, B3_09_1



4-103100-L0

MI961-82, B3_09_2

Grafico TUB-MI96; Grafica computerizzata e colorimetria
Serie di immagini MI96, 3D=1, de=0, L-cmyn6*

Input: rgb/cmyk -> rgb_{dd}
Output: linearizzazazione 3D a rgb_{dd}*

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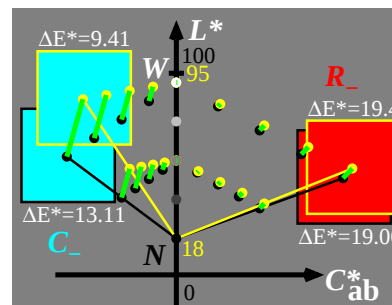
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tre superficie i colori



4-113000-L0 MI961-1N, B2_33

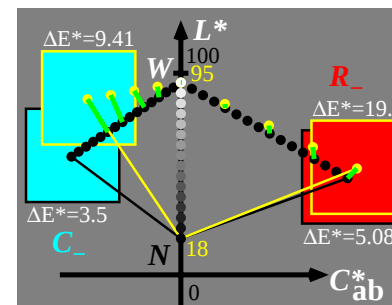


4-113000-L0 MI961-3N

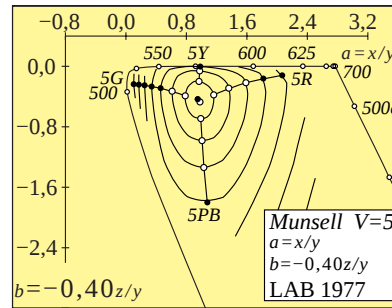
tre superficie i colori



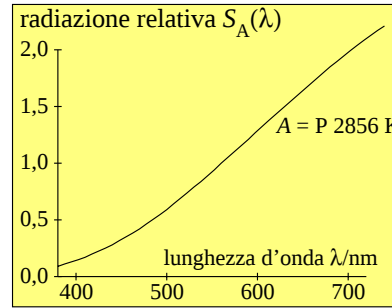
4-113000-L0 MI961-2N, B2_33



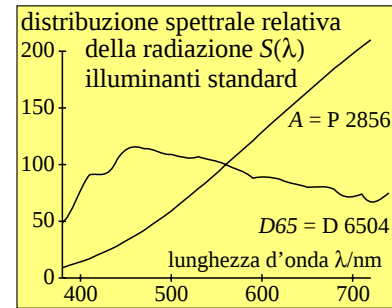
4-113000-L0 MI961-4N



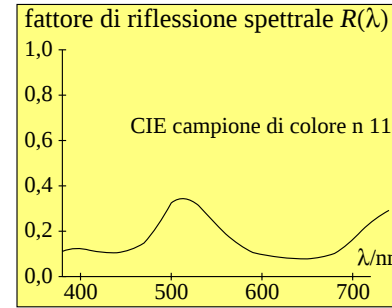
4-113000-L0 MI961-5N, B4_17_1



4-113000-L0 MI961-7N, B3_09_1



4-113000-L0 MI961-6N, B3_08



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rosso-verde	$a' = (1 / X_n)^{1/3} (x / y)^{1/3}$	opponent color system
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radiale	$b' = -0,4 (1 / Z_n)^{1/3} (z / y)^{1/3}$ $= -0,08376 (z / y)^{1/3}$ per D65	
	$c' = [(a' - a'_n)^2 + (b' - b'_n)^2]^{1/2}$	

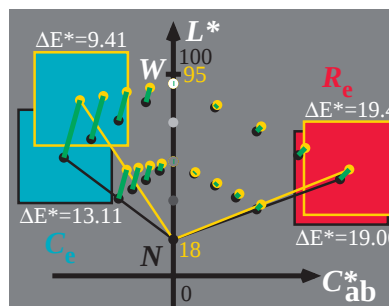
tre superficie i colori



colori: bianco W_d (I), rosso R_d (II)
e fluorescente rosso R_{df} (III)

4-113100-L0

MI961-13, B2_33



4-113100-L0

MI961-33

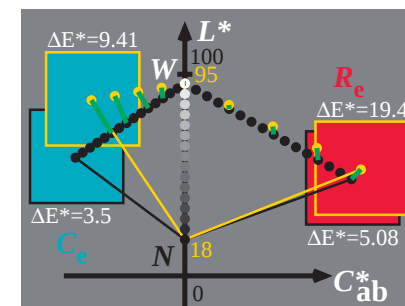
tre superficie i colori



colori: bianco W_d (I), rosso R_d (II)
e fluorescente rosso R_{df} (III)

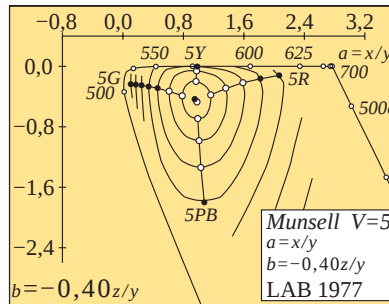
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MI961-23, B2_33



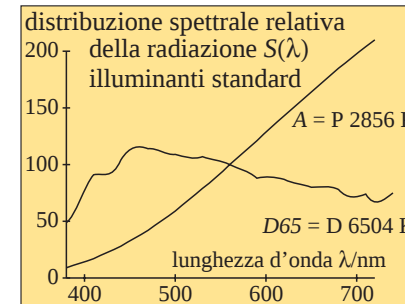
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MI961-43



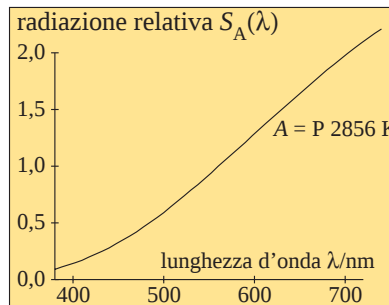
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MI961-53, B4_17_1



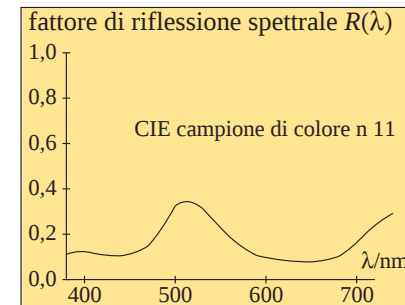
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MI961-63, B3_08



4-113100-L0

MI961-73, B3_09_1



4-113100-L0

MI961-83, B3_09_2