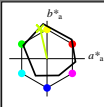


Immettere y uscita: Offset Reflective System ORS18a for relative CIELAB hue $h_{ab,a,rel} = h_{ab}/360 = 102/360 = 0.28$

Dati del dispositivo (d) o colori elementari (e):

HIC^*_e
 codice di tonalità per i colori
 questa pagina:
 $H^*_e = Y25G_$
 triangolo chiarezza T^*



ORS18a; dati atti CIELAB (a)						
name	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{,ab,a}$	$h^*_{,ab,a}$	
R_.,Ma	47.9	65.3	50.5	82.6	37	
Y_.,Ma	90.3	-10.2	91.7	92.3	96	
G_.,Ma	50.9	-62.8	34.9	71.9	150	
C_.,Ma	58.6	-30.3	-45.0	54.2	236	
B_.,Ma	25.7	31.0	-44.4	54.2	305	
M_.,Ma	48.1	75.2	-8.3	75.7	353	
N_.,Ma	18.0	0.0	0.0	0.0	0	
W_.,Ma	95.4	0.0	0.0	0.0	0	
R_.,CIE	39.9	58.7	27.9	65.0	25	
Y_.,CIE	81.2	-2.8	71.5	71.6	92	
G_.,CIE	52.2	-42.4	13.6	44.5	162	
B_.,CIE	30.5	1.4	-46.4	46.4	271	

Il dati per il massimo colore (Ma):

$LabCh^*_{-,Ma}$: 83 -18 79 81 102

$HIC^*_{-,Ma}$: Y25G_100_100_

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

0.76 1.0 0.0 1.0 1.0

triangolo chiarezza T^*

%Gamma

$u^*_{,rel} = 92$

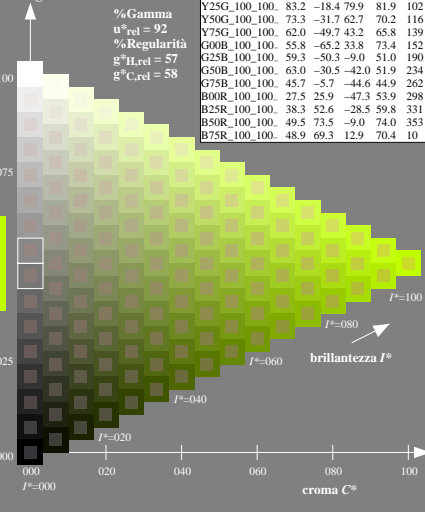
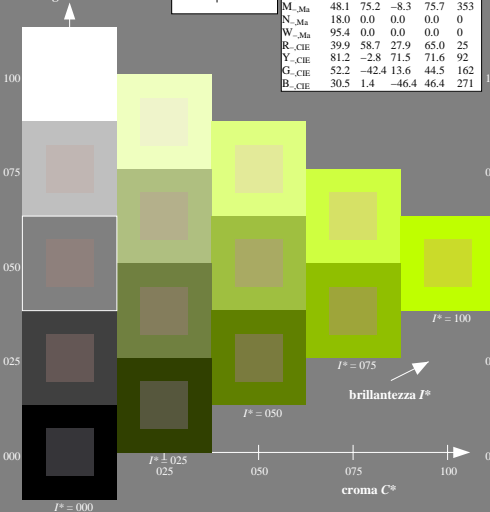
%Regularità

$g^*_{,H,rel} = 57$

$g^*_{,C,rel} = 58$

ORS20a; dati atti CIELAB (a)

H^*_e	$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{,ab,a}$	$h^*_{,ab,a}$
R00Y_100_100_	48.4	66.1	40.2	77.3	31
R25Y_100_100_	56.8	48.0	50.5	69.6	46
R50Y_100_100_	68.6	25.0	63.9	68.6	68
R75Y_100_100_	80.6	4.8	77.2	77.3	86
Y00G_100_100_	90.2	-9.6	88.2	88.7	96
Y25G_100_100_	83.2	-18.4	79.9	81.9	102
Y50G_100_100_	73.3	-31.7	62.7	70.2	116
Y75G_100_100_	62.0	-49.7	43.2	65.8	139
G00B_100_100_	55.8	-65.2	33.8	73.4	152
G25B_100_100_	59.3	-50.3	-9.0	51.0	190
G50B_100_100_	63.0	-30.5	-42.0	51.9	234
G75B_100_100_	45.7	-5.7	-44.6	44.9	262
B00R_100_100_	27.5	25.9	-47.3	53.9	298
B25R_100_100_	38.3	52.6	-28.5	59.8	331
B50R_100_100_	49.5	73.5	-9.0	74.0	353
B75R_100_100_	48.9	69.3	12.9	70.4	10



vedere dei file simili: <http://130.149.60.45/~farbmetrik/QI42/QI42.L0N1.TXT>
 informazioni tecniche: <http://www.ps.bam.de> o <http://130.149.60.45/~farbmetrik>

TUB iscrizione: 20130201-QI42/QI42L0N1.TXT /PS
 la domanda per la misura di stampa di display

TUB materiale: code=rhd1da