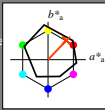


Entrada i salida: Offset Reflective System ORS18a for relative CIELAB hue  $h_{ab,a,rel} = h_{ab}/360 = 46/360 = 0.12$

$H^*_e = R25Y_$

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

$HIC^*_e$   
 código de tono para los colores  
 esta página:  
 $H^*_e = R25Y_$   
 triángulo claridad  $T^*$



ORS18a; datos adaptados 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

Los datos de color máximo (Ma):

LabCh\*\_..Ma: 56 48 50 69 46

$HIC^*_e$ ..Ma: R25Y\_100\_100\_

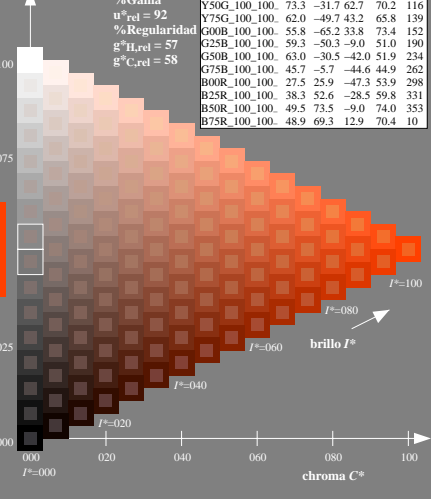
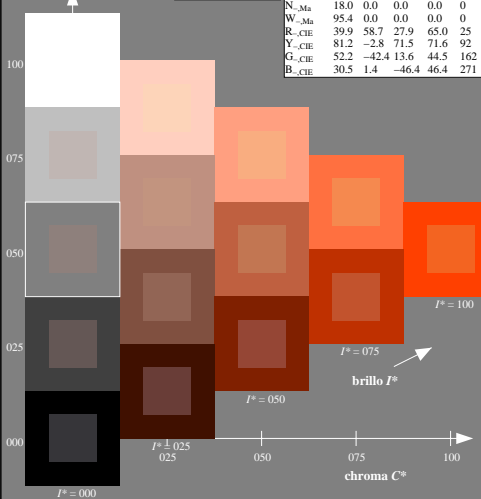
$rgbic^*_e$ ..Ma:

1.0 0.23 0.0 1.0 1.0

triángulo claridad  $T^*$

%Gama  
 $u^*_{rel} = 92$   
 %Regularidad  
 $g^*_{H,rel} = 57$   
 $g^*_{C,rel} = 58$

ORS20a; datos adaptados 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



vea archivos semajantes: <http://130.149.60.45/~farbmetrik/QS02/QS02.HTM>  
 información técnica: <http://www.ps.bande.o> <http://130.149.60.45/~farbmetrik>

TUB matrícula: 20130201-QS02-QS02LONI.TXT /.PS  
 aplicación para la medida de display output

TUB material: code=thata