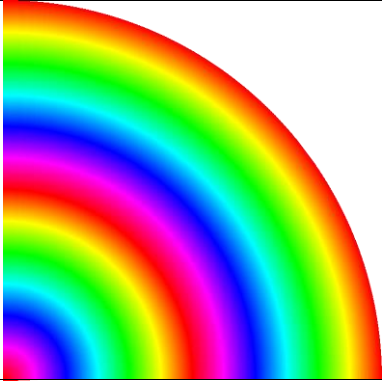
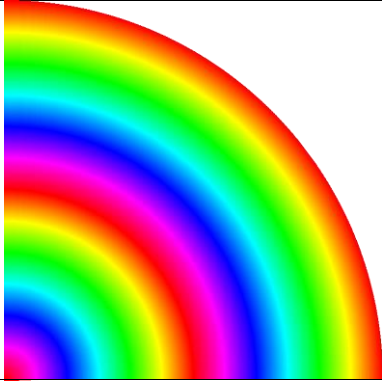
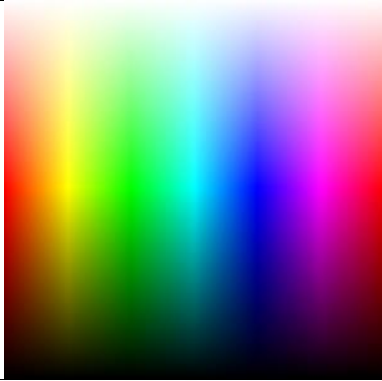
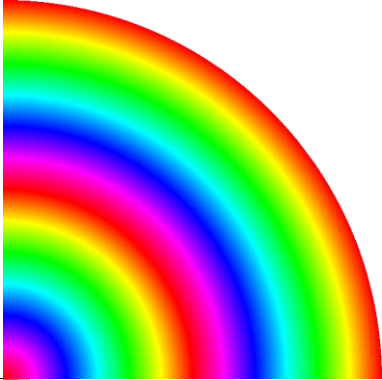
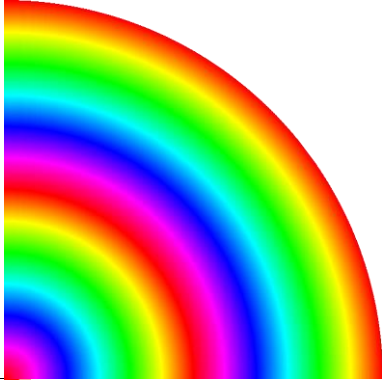
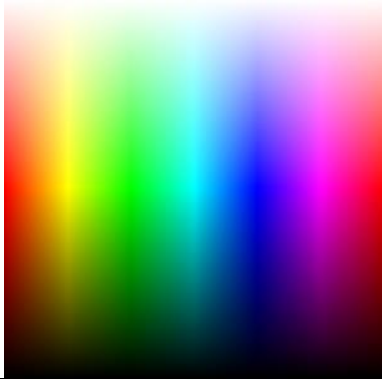
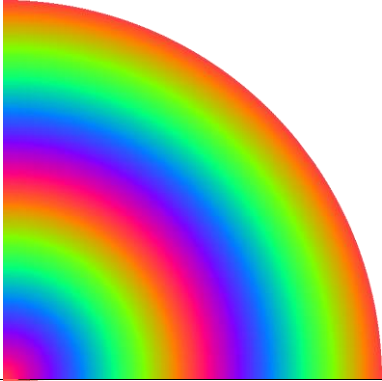
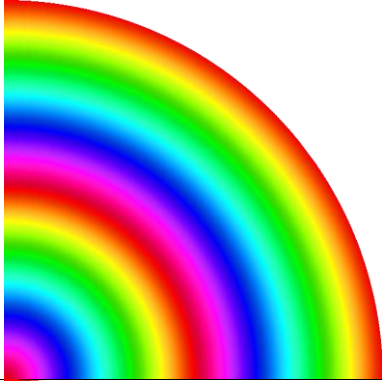
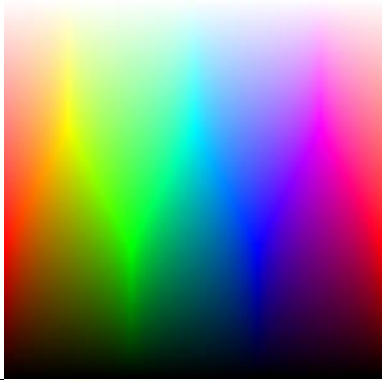


	<p>Saturation = 1 Lightness = 0.5</p>	<p>Saturation = 1 Lightness dependend on Hue so that, except black and white, all other six corners of the RGB cube are reached</p>	<p>Visualization Hue: x-axis Saturation: 1 Lightness: y-axis</p>
Wikipedia			
Standard			
Mathematical			
Mathematical + Gamma Correction	