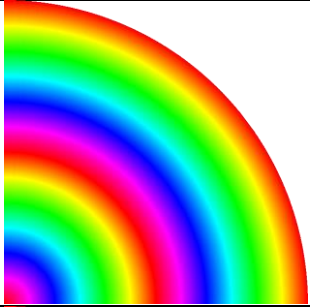
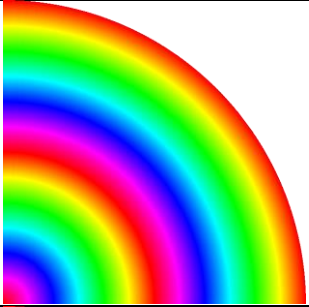
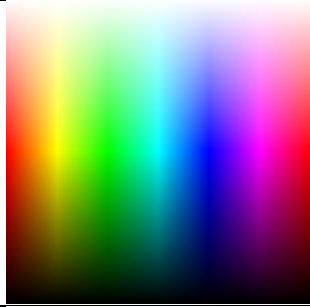
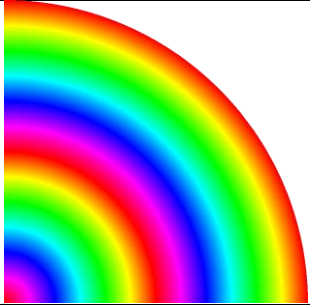
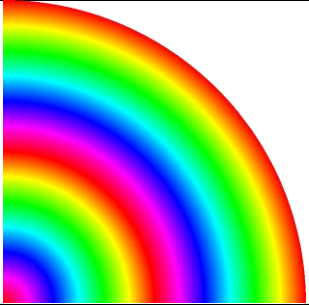
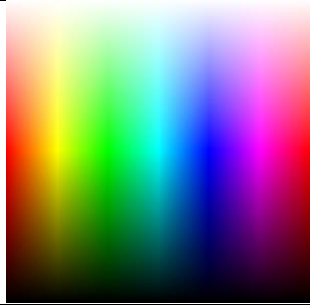
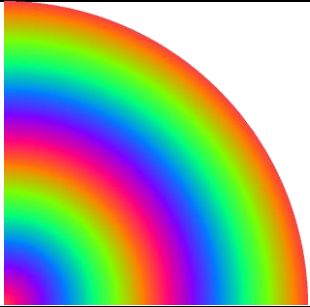
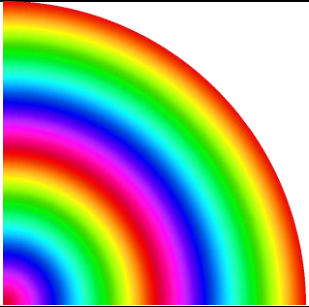
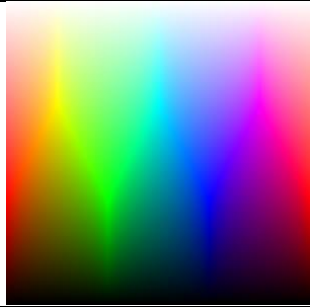
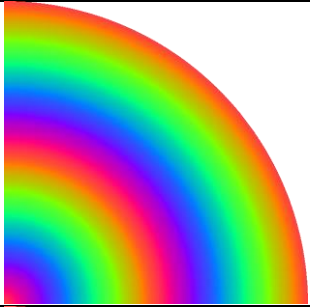
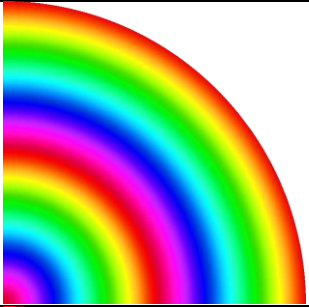
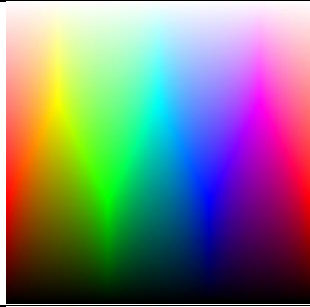
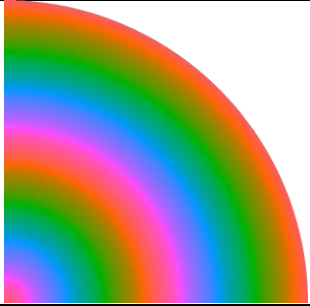
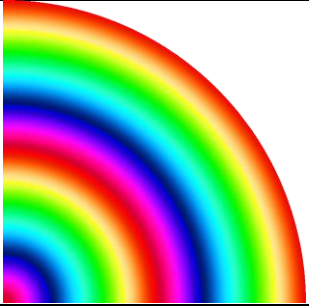
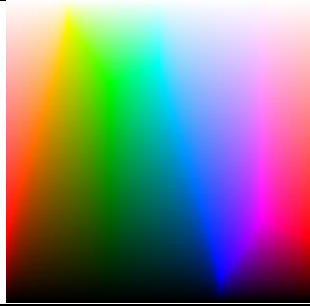


	Saturation = 1 Lightness = 0.5	Saturation = 1 Lightness dependent on Hue so that, except black and white, all other six corners of the RGB cube are reached	<b>Visualization</b> Hue: x-axis Saturation: 1 Lightness: y-axis
Wikipedia			
Standard			
Mathematical			
Hybrid			
Mathematical + Gamma Correction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