|  |  |  |  |
| --- | --- | --- | --- |
|  | Saturation = 1  Lightness = 0.5 | Saturation = 1  Lightness dependend on Hue so that all six corners oft the RGB cube are reached (no white nor black) | **Visualization**  Hue: x-axis  Saturation: 1  Lightness: y-axis |
| Wikipedia |  |  |  |
| Standard |  |  |  |
| Mathematical |  |  |  |
| Mathematical + Gamma Correction |  |  |  |