

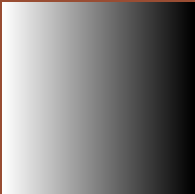
GRAYSCALE - LineX



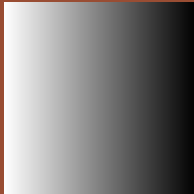
4 levels per channel (2 bits)



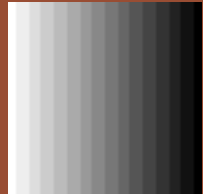
2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)



16 levels per channel (4 bits)

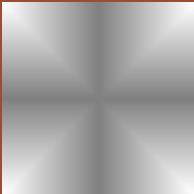
GRAYSCALE - Cross



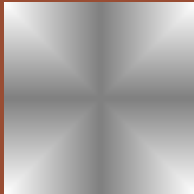
4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)

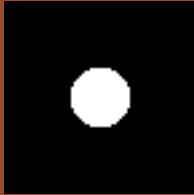


16 levels per channel (4 bits)

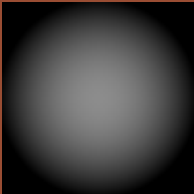
GRAYSCALE - InvertedEllipseC



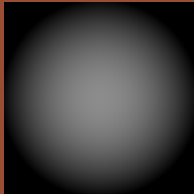
4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)



16 levels per channel (4 bits)

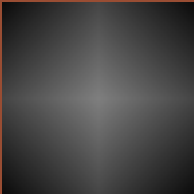
GRAYSCALE - Rhomboid



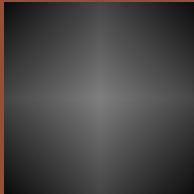
4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)



16 levels per channel (4 bits)

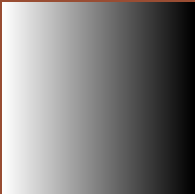
GRAYSCALE - LineX (from file)



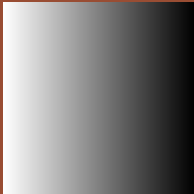
4 levels per channel (2 bits)



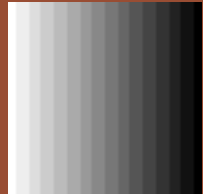
2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)



16 levels per channel (4 bits)

GRAYSCALE - 67x59



4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)



16 levels per channel (4 bits)

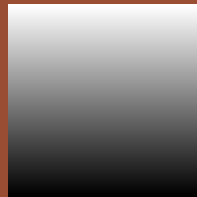
GRAYSCALE - gamma



gamma 1.8



gamma 1.4



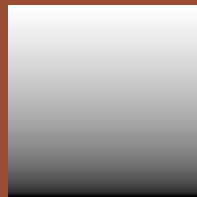
gamma 1.0



gamma 3.0



gamma 2.6



gamma 2.2

GRAYSCALE - 144 dpi



4 levels per channel (2 bits)



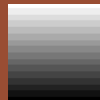
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

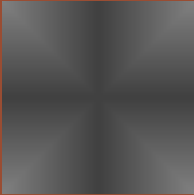


256 levels per channel (8 bits)

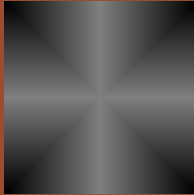


16 levels per channel (4 bits)

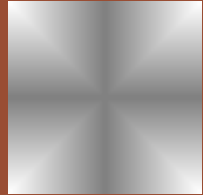
GRAYSCALE - decode



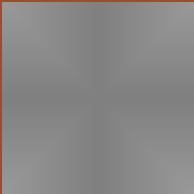
decode [0.000000, 0.500000]



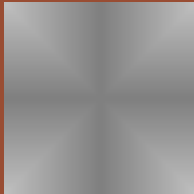
decode [1.000000, 0.000000]



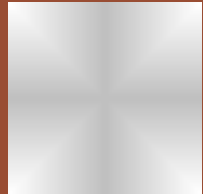
decode [0.000000, 1.000000]



decode [0.400000, 0.600000]

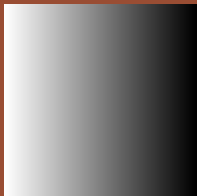


decode [0.250000, 0.750000]

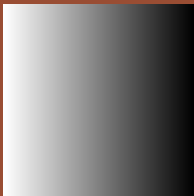


decode [0.500000, 1.000000]

GRAYSCALE - alternate for print



not alternated

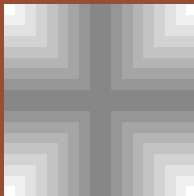


alternated

GRAYSCALE - interpolate



interpolated



not interpolated

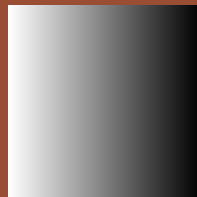
GRAYSCALE - color key mask



<0.50, 1.00>



<0.00, 0.50>



not-masked



<0.13, 0.88>



<0.38, 0.63>



<0.25, 0.75>



GRAYSCALE - hard mask



interpolate .. no, reverse yes



interpolate .. yes, reverse no



interpolate .. no, reverse no



interpolate .. yes, reverse yes

RGB



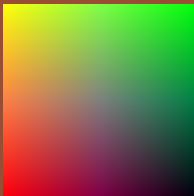
4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)



16 levels per channel (4 bits)

RGB - rendering intent



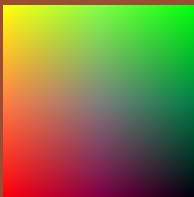
ABSOLUTE_COLORIMETRIC



default



PERCEPTUAL



SATURATION



RELATIVE_COLORIMETRIC

RGB - 67x59



4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)

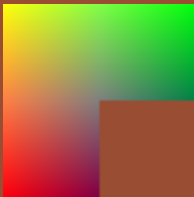


16 levels per channel (4 bits)

RGB - color key mask



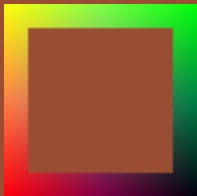
<0.50, 1.00>



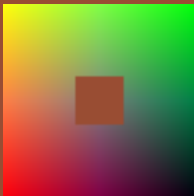
<0.00, 0.50>



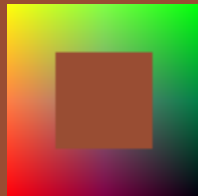
not-masked



<0.13, 0.88>



<0.38, 0.63>



<0.25, 0.75>

RGB - hard mask



interpolate .. no, reverse yes



interpolate .. yes, reverse no



interpolate .. no, reverse no



interpolate .. yes, reverse yes

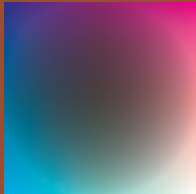
CMYK



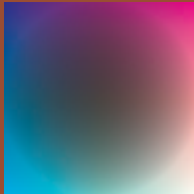
4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)



256 levels per channel (8 bits)



16 levels per channel (4 bits)

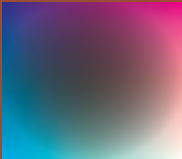
CMYK - 67x59



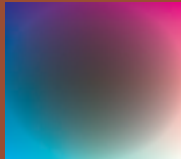
4 levels per channel (2 bits)



2 levels per channel (1 bit)



65536 levels per channel (16 bits)

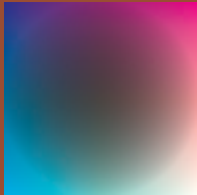


256 levels per channel (8 bits)

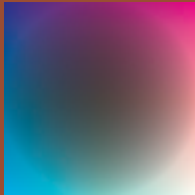


16 levels per channel (4 bits)

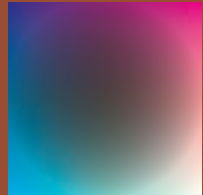
CMYK - color key mask



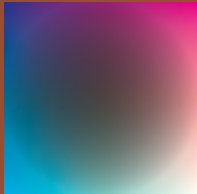
<0.50, 1.00>



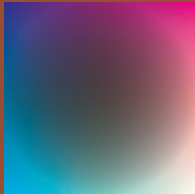
<0.00, 0.50>



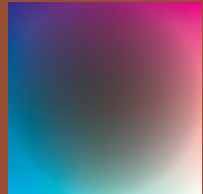
not-masked



<0.13, 0.88>



<0.38, 0.63>



<0.25, 0.75>

CMYK - hard mask



interpolate .. no, reverse yes



interpolate .. yes, reverse no



interpolate .. no, reverse no

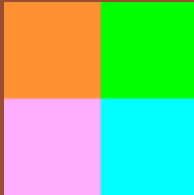


interpolate .. yes, reverse yes

CIE Lab



4 levels per channel (2 bits)



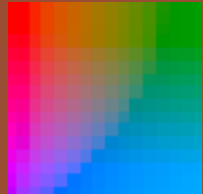
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

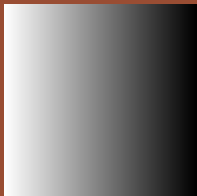


256 levels per channel (8 bits)



16 levels per channel (4 bits)

Palette



256 levels per channel (8 bits)