

一种分区变锚点的高饱和度色域匹配算法

刘瑞华, 王义峰, 曾平

西安电子科技大学 计算机外部设备研究所, 陕西 西安 710071

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摘要 提出了一种高饱和度小色差的色域匹配算法. 通过研究匹配饱和度与目的色域几何特性的关系, 将色彩空间划分为5个区, 在每个区采用不同匹配策略以提高匹配后色彩的饱和度和精度, 并在最大彩度点所在区域使用变锚点技术来保证匹配结果的色彩连续性. 实验结果表明, 该算法改善了色彩跨设备再现的饱和度与精度, 可显著提高打印输出彩图的质量.

关键词 [色域匹配](#) [色彩再现](#) [彩色打印](#)

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A high saturation mapping algorithm using the gamut partition and variant anchor

LIU Rui-hua, WANG Yi-feng, ZENG Ping

Research Inst. of Computer Peripherals, Xidian Univ., Xi'an 710071, China

Abstract

A high saturation algorithm for gamut mapping with a minimized color difference is presented. The color space is partitioned into 5 subareas by studying the relationship between saturation of mapping and geometric characteristics of the destination gamut. In each subarea, a different mapping strategy is selected to improve the saturation and precision of colors after mapping. Particularly, a method of variant anchor is used in the subarea which contains the maximum chroma point to ensure the color continuity of the mapping result. Experimental results show that the algorithm greatly enhances the saturation and precision of color reproduction, and significantly improves the quality of the color image output.

Key words [gamut mapping](#) [color reproduction](#) [color printing](#)

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