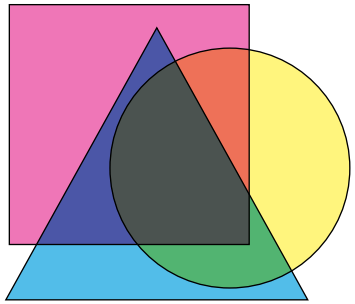
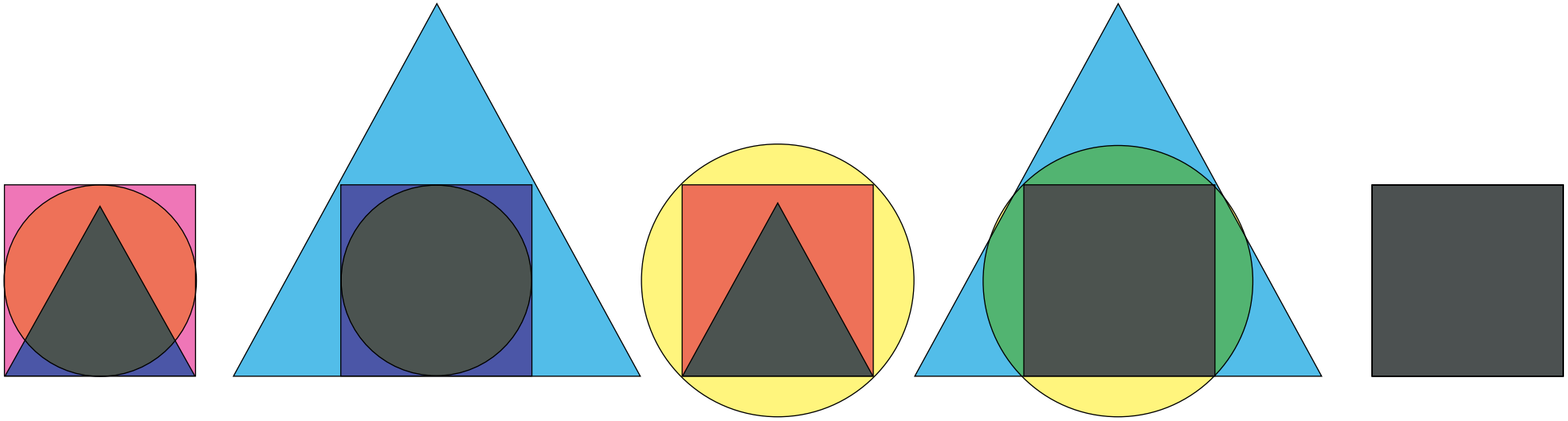
Colorimetric / Device View:



Device A
Device B
PRMG
no clipping: ■ + ■

ICC PCS/PRMG based Gamut Mapping dilemma (PCS view):



a) Compress
Dev. A and Dev. B:

Clipping
in both directions

b) Expand Dev. A,
compress Dev. B:

Dev. A to Dev. B: clipping
Dev. B to Dev. A: desaturation

c) Compress Dev. A,
Expand Dev. B:

Dev. A to Dev. B: desaturation
Dev. B to Dev. A: clipping

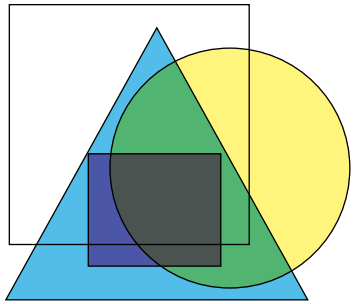
d) Expand
Dev. A and Dev. B:

Clipping
in both directions

e) Distort Dev. A and
Dev. B to mach PRMG:

No clipping,
but ***is this perceptual?***

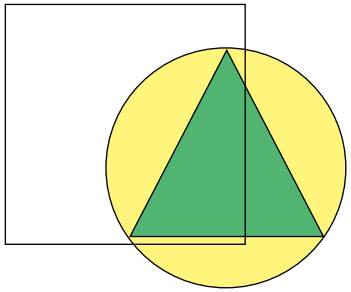
Colorimetric / Device View:

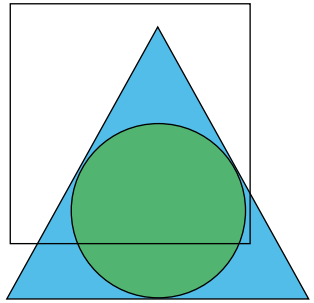


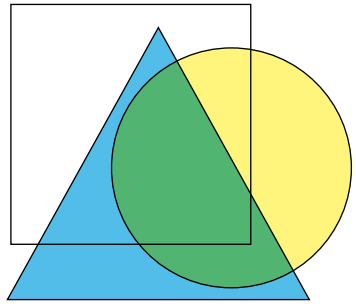
Device A
Device B
Image
PRMG (not required)
no device clipping:
no image clipping:

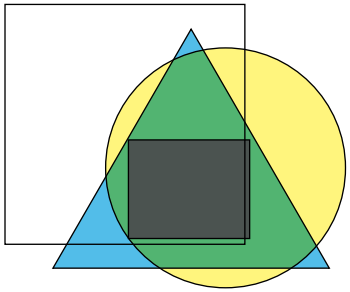
Smart CMM
Device specific Gamut Mapping (colorimetric view), PRMG not required:

Smart CMM
Image specific Gamut Mapping:









a) Dev. A to Dev. B
perceptual:

Compress Dev. A

no clipping in this direction,
less desaturation

b) Dev. B to Dev. A
perceptual:

Compress dev. B

no clipping in this direction,
less desaturation

c) Colorimetric (both directions):

Identical with ordinary ICC
Rendering Intent

Dev. A to Dev. B
image-specific:

Compress Dev. A

no image clipping,
least possible desaturation