

# **ISO 13655 MEASUREMENT CONDITIONS**

**What they are and where  
they apply**

# ISO STANDARDS FOR THE PRINTING INDUSTRY



## ISO 3664:2009

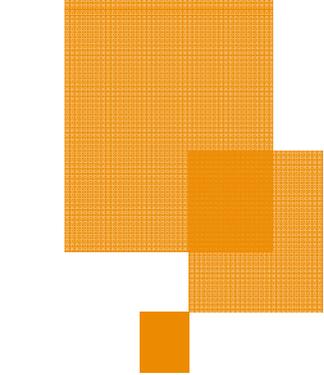
- Viewing conditions
- D50/2°

## ISO 5 Series:2009

- Densitometry

## ISO 13655:2009

- Spectral Measurement and Colorimetric Computation for Graphic Arts Images
- M-Standards introduced



## WHY MEASURE?

- Process setup
- Process control
- Print specification
- Spot color matching
- Reporting
- Independent reference
- Easy to share



**Better agreement between visual assessment and measurements**

# ISO 3664:2009 – VIEWING CONDITIONS



## Light source

- Relative spectral power distribution must match CIE illuminant D50
- UV energy must meet CIE illuminant D50 (correlates to M1 within ISO 13655)

## Two levels of light intensity conditions

- **P1** Critical Comparison: e.g. two prints: illuminance  $2000 \pm 500$  Lux
- **P2** Practical Appraisal: less critical comparisons e.g. hardcopy to softproof:  $500 \pm 125$  Lux or exact illuminance adjustment of lightbooth to monitor

## Further definitions

- Homogeneity
- Surrounding: neutral gray diffuse surface
- Viewing angle to avoid glare



# WHAT IS WRONG IN THIS SCENE?



**THIS IS MUCH BETTER!**



# PAPER FLUORESCENCE (OBAS)

# DIFFERENT LIGHTING CREATES DIFFERENT RESULTS



A – Tungsten



TL84 – Retail Store



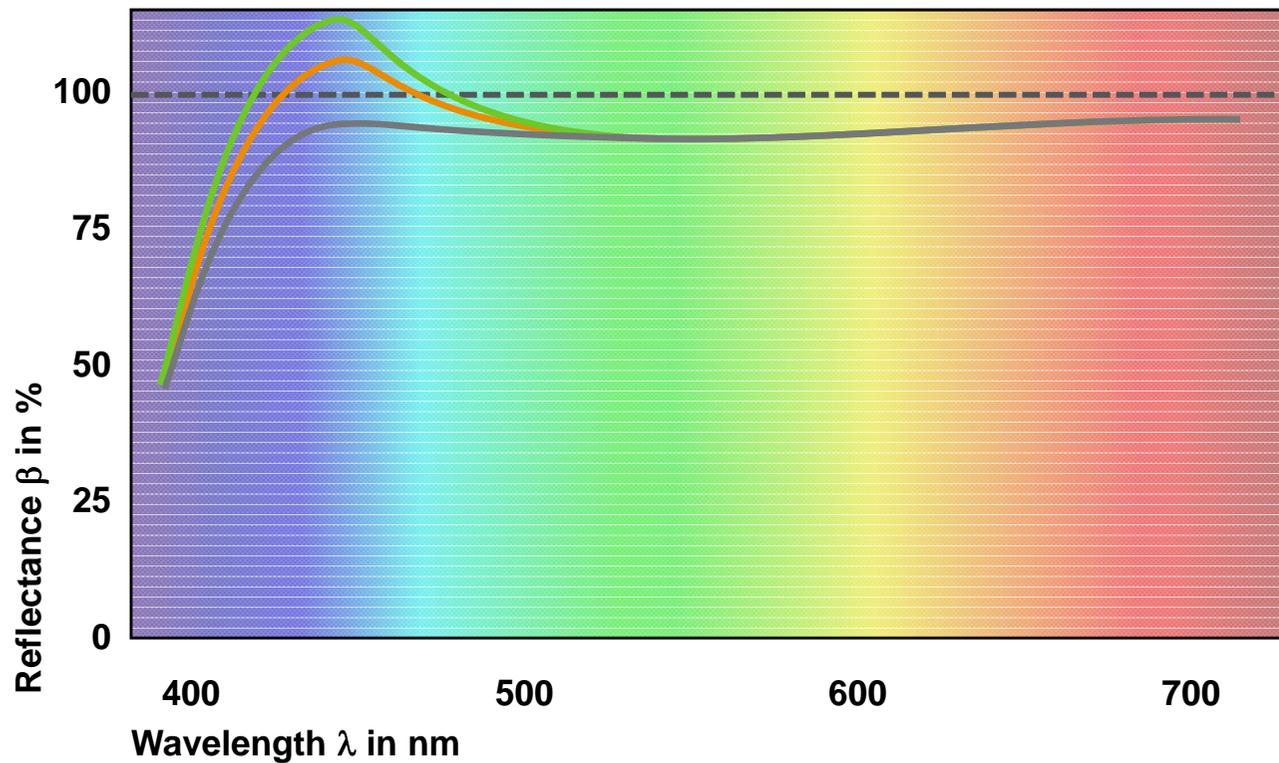
Daylight D50



UV only

# REFLECTANCE OF PAPER WITH OBA

Different UV Content in Light or Measurement Mode -> Different Result



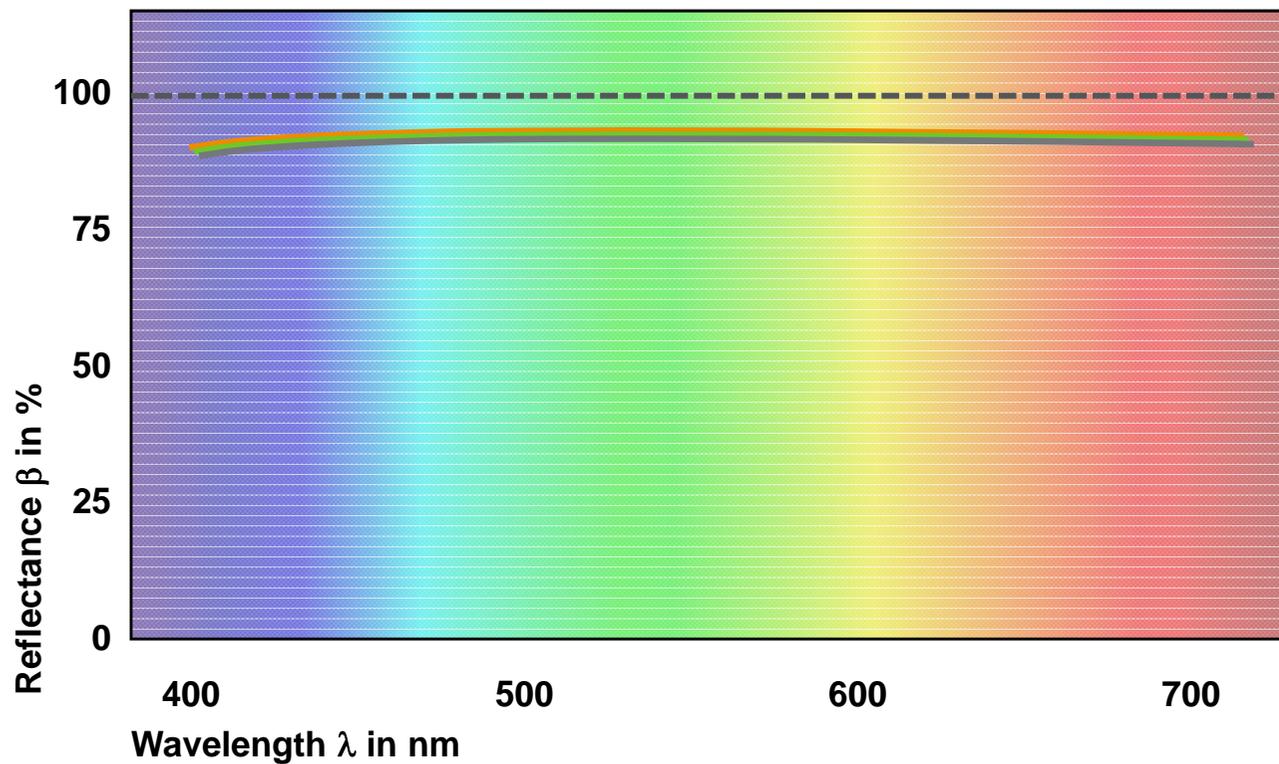
	M0	M1	M2
L*	94	94	94
a*	2,5	3	0,5
b*	-9	-12	-4

D50 - old	- new	- UVCut

# REFLECTANCE OF PAPER WITHOUT OBA

Different UV Content in Light or Measurement Mode -> Same Result



	M0	M1	M2
L*	95	95	95
a*	-0,5	-0,5	-0,5
b*	0	0	0

D50 - old	- new	- UVCut

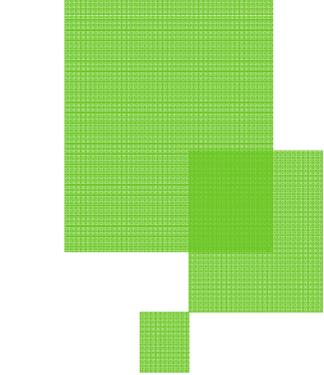
# WHAT'S NEW IN MEASUREMENT – ISO 5 SERIES

## Density and Colorimetry requirements harmonized

- For Graphic Arts all illuminants defined in 13655 allowed

## Spectral Calculation methods defined for Status Density





# ISO 13655: 2009/2017 – MEASUREMENT CONDITIONS

## Specifies spectral measurement conditions for graphic arts

- **Measurement geometry**
  - 0°/45° or 45°/0°
- **Backing**
  - **Black Backing:** Matte black substrate visual density  $1.5 \pm 0.2$
  - **White Backing:** Matte white substrate w/o OBA,
    - 2009: L\* between 92 and 96, C\* below 3
    - 2017: C\* below 3 and spectral curve defines reflectance (effectively lowering high end of L\*)
- **Provides a mathematical formula for substrate compensation**
- **Applies to press characterization, pressroom control, proof-print verification**

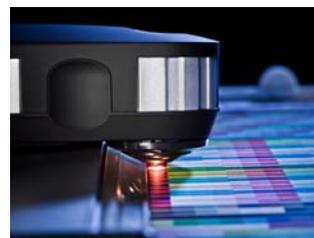
# ISO 13655: 2009/2017 – MEASUREMENT CONDITIONS

## Specifies spectral measurement conditions for graphic arts

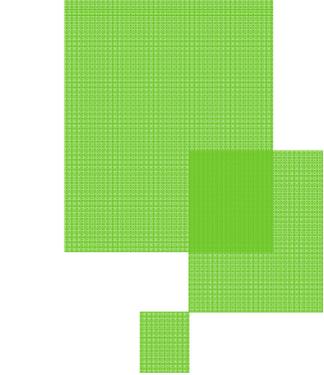
- **Measurement illumination conditions**
  - M0: Should be CIE Illuminant A (many legacy spectrophotometers)
    - undefined UV amount
    - covers unknown illuminants as well
  - M1: CIE Illuminant D50, 1 for paper (OBA) only
    - Part 1 is D50 match use for all fluorescence (ink, papers, etc)
    - Part 2 Calculated UV response to emulate UV excitation of OBA's (for paper only)
  - M2: UV cut
    - Little energy below 420 nm, continuous illumination above
  - M3: Polarization Filter with UV cut equal to M2
    - Special use cases



M0, M1<sub>1</sub>, M2, M3



M0, M1<sub>2</sub>, M2

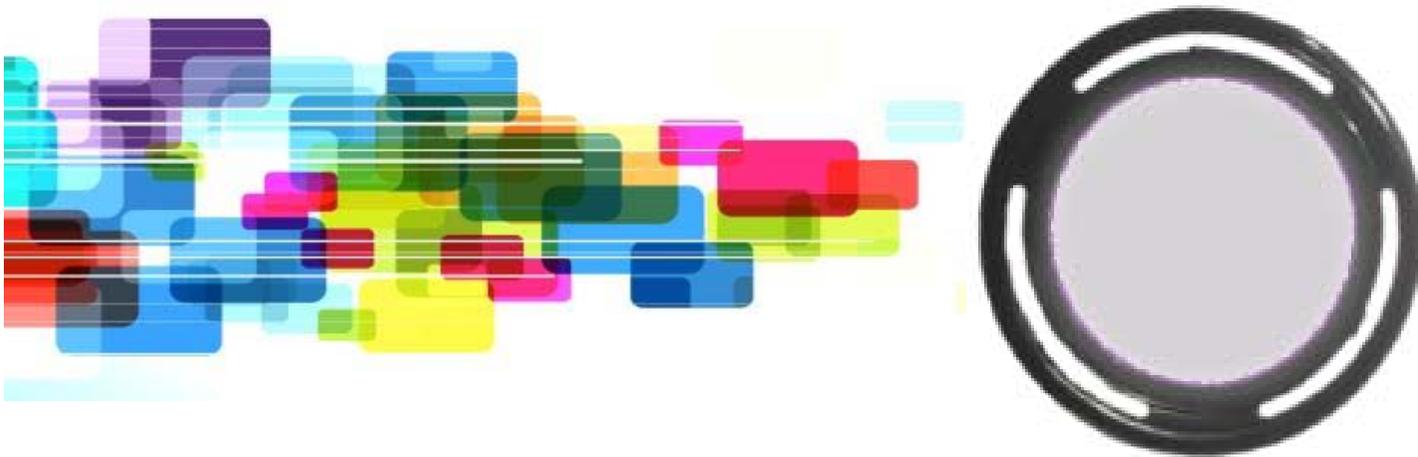


## M3 – POLARIZATION

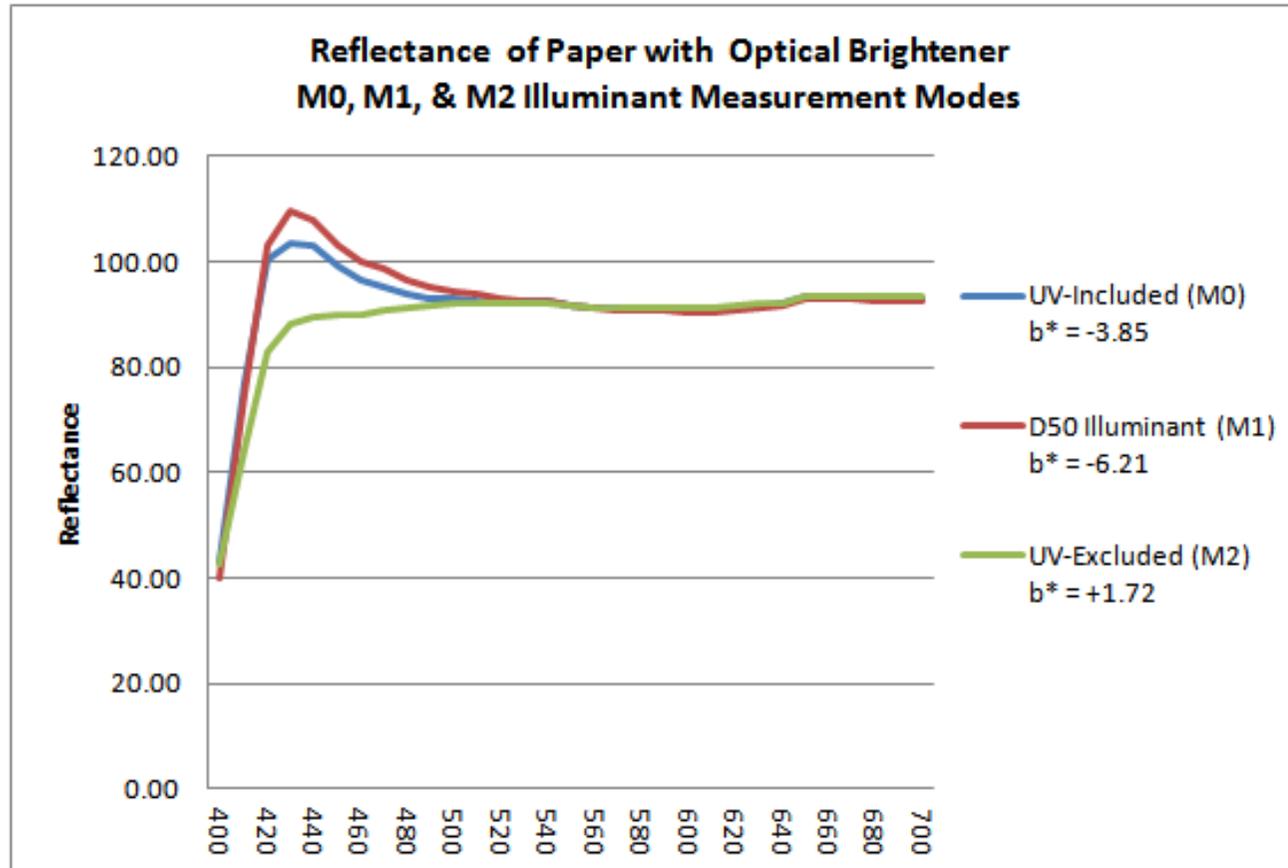
### Colour Assessment independent of the surface

- Polarization reduces reflections caused by the surface reflection or bronzing
- On method of density comparison between wet and dry inks.
- It also removes UV equivalent to M2.
- Is used in ISO 12647 for as an option for density process control.

**Attention:** There is no viewing condition that matches this measurement condition

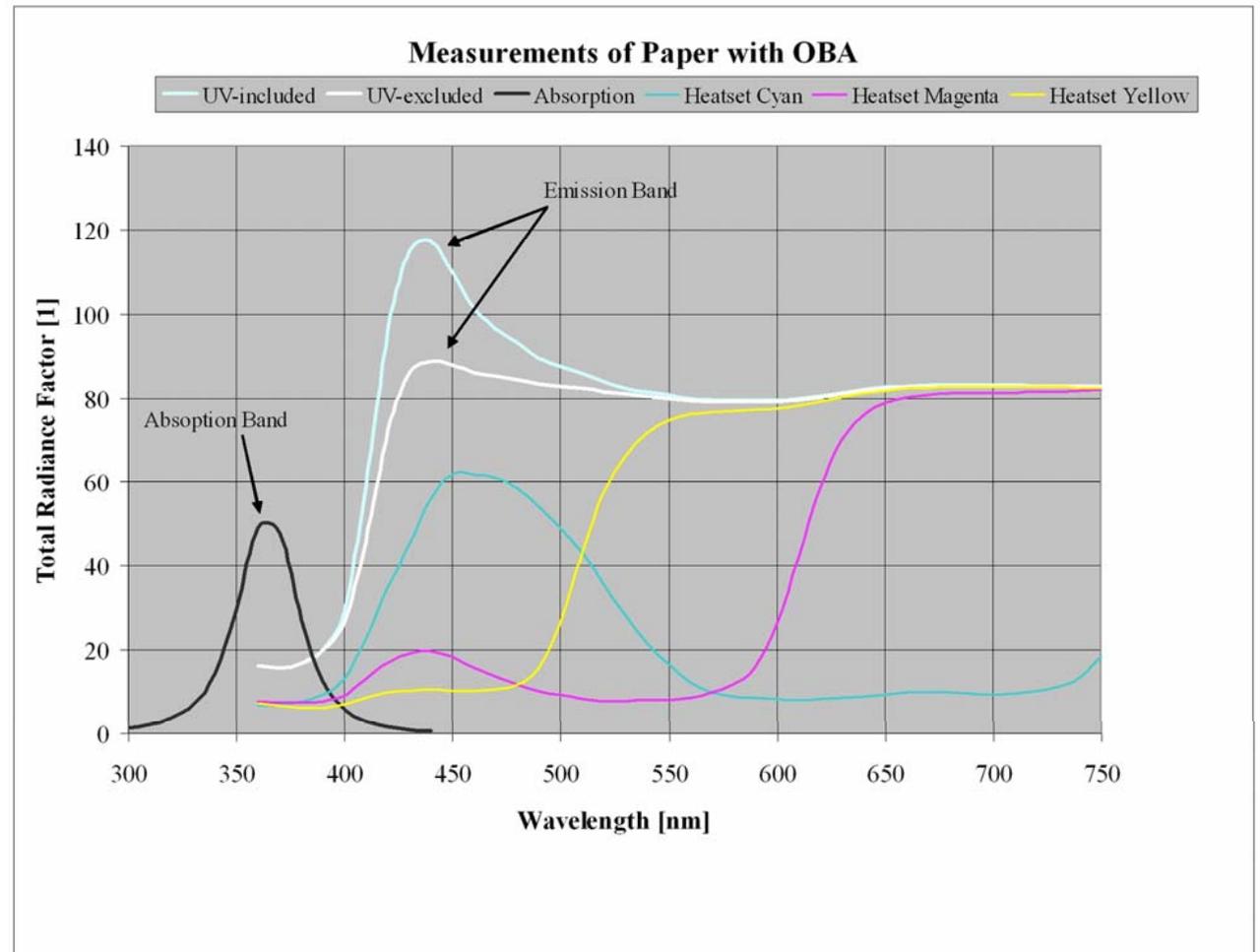


# M'S THE GRAPHS

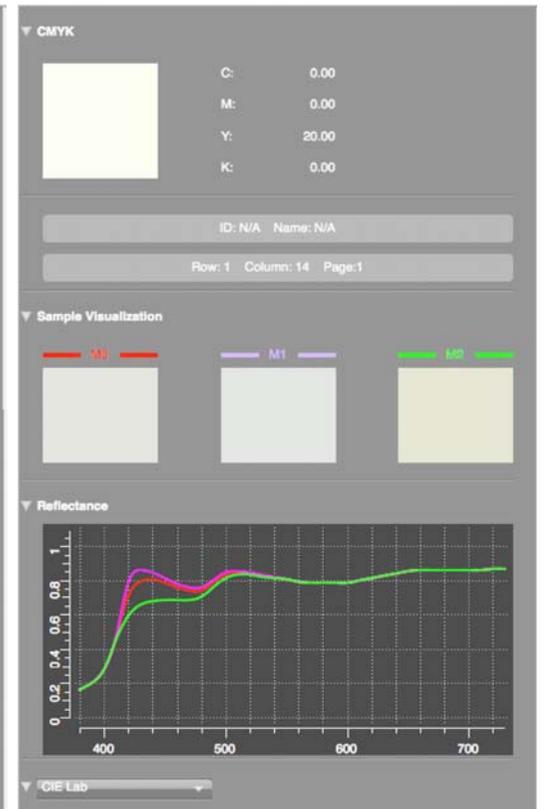
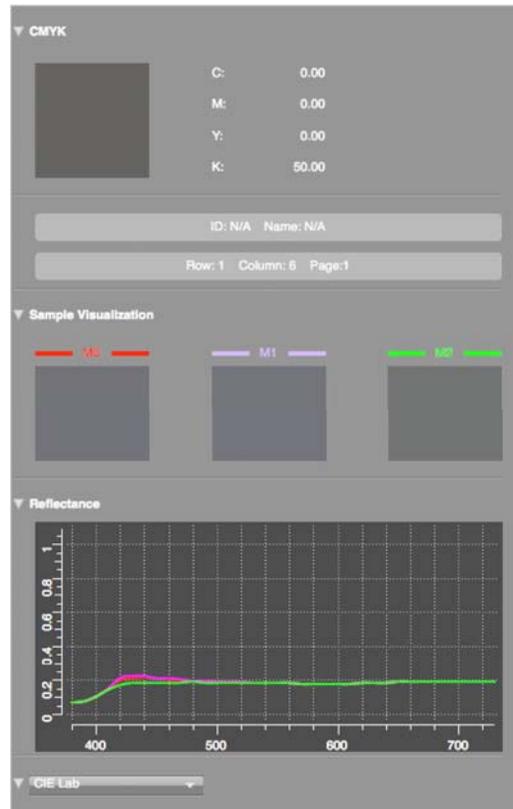
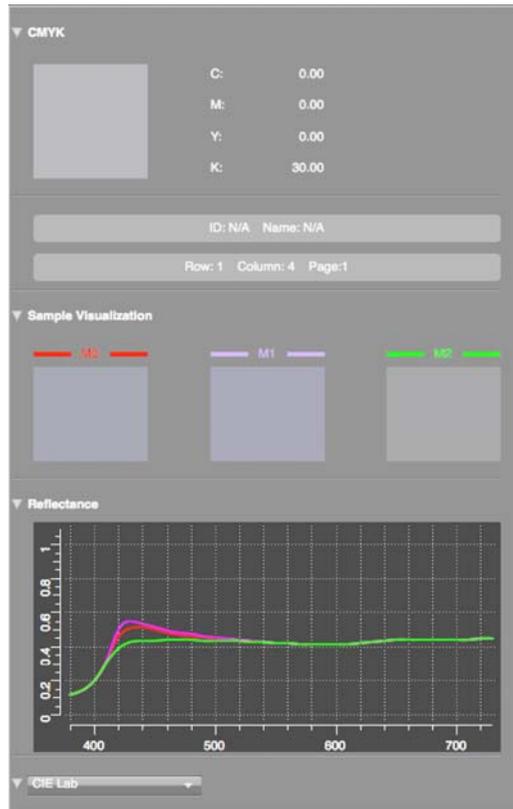
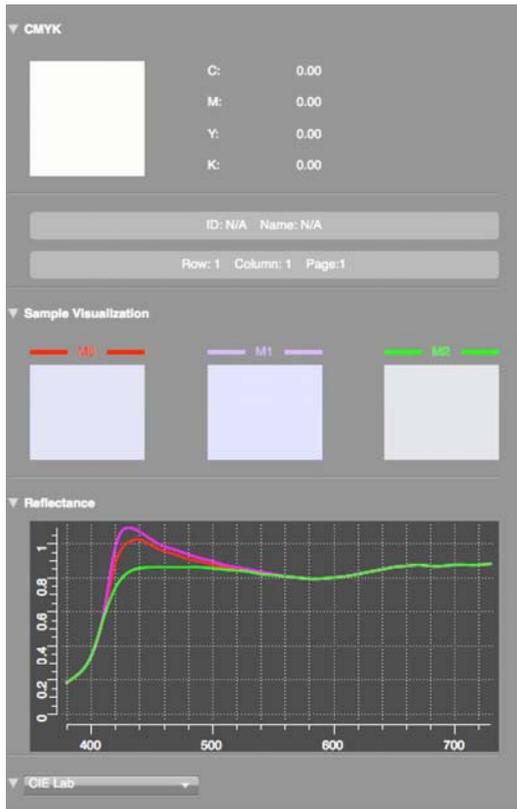


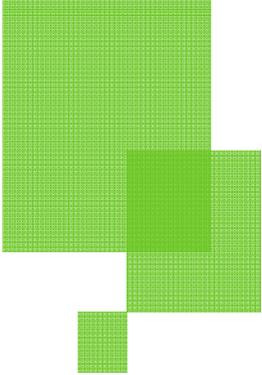
# WHAT IT REALLY MEANS

## Paper brighteners (OBA's)



# EFFECT OF INK COVERAGE





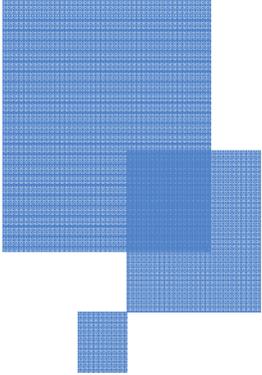
# THE RIGHT MEASUREMENT MODE TO HIT THE TARGET



# QUICK REVIEW

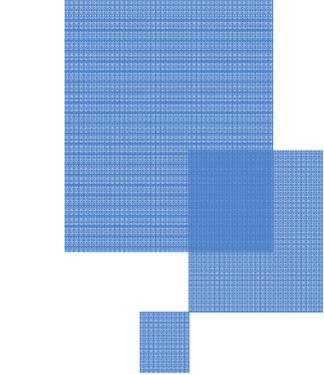
**M0 - INCANDESCENT OR UNDEFINED**





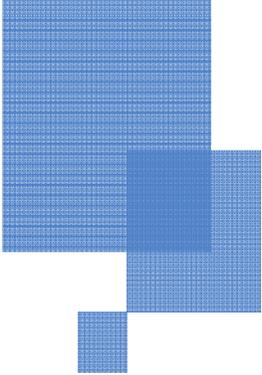
M1 - D50 OR SOMETHING LIKE IT



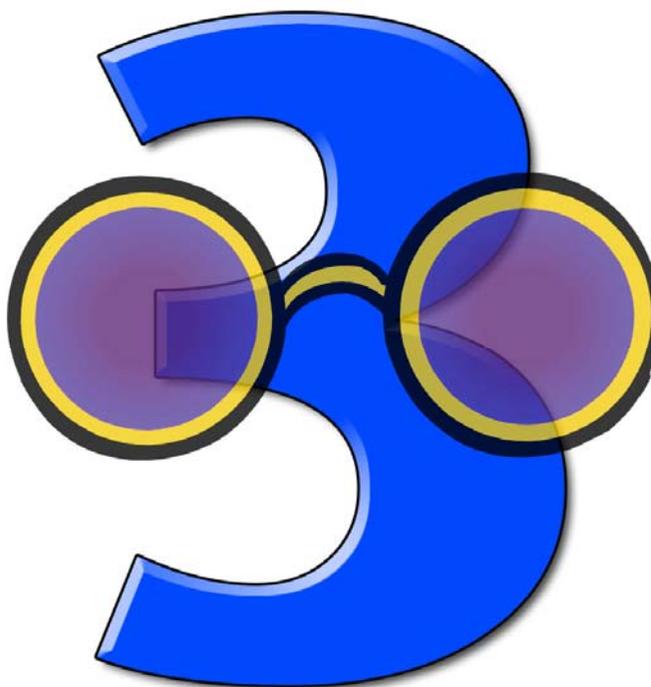


M2 – UV CUT, UV EXCLUDED, UV...





## M3 – POLARIZED (AND UV CUT)



**THANK YOU!**