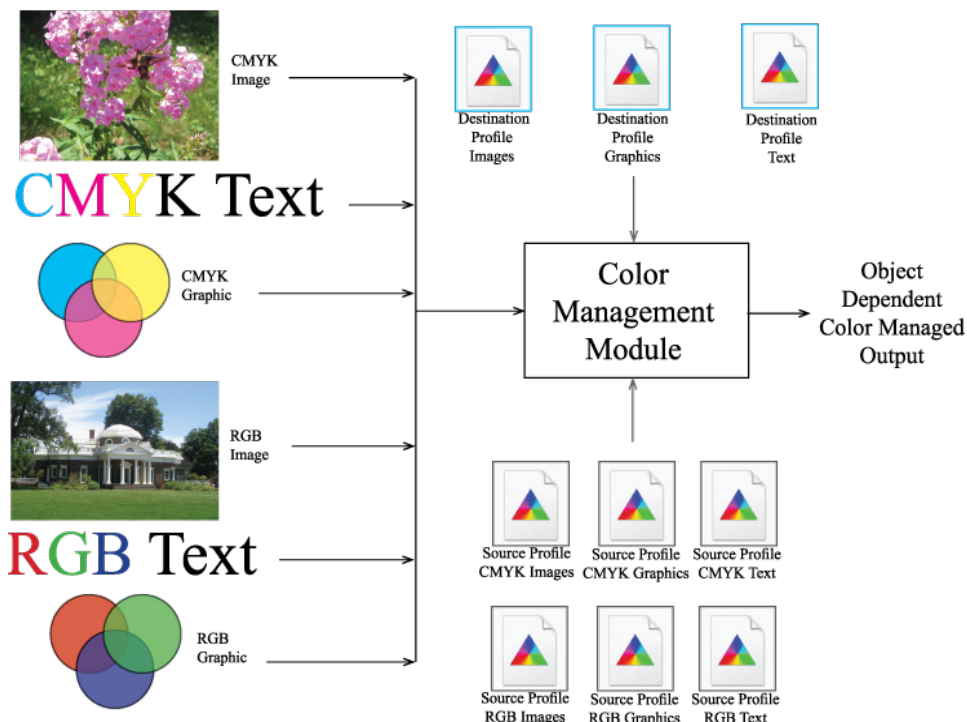


*Graphic Object Dependent Color Management technology provides significant flexibility for controlling color based on graphic object type, all on the same page.*

**Ghostscript 9.0X provides significant flexibility** for controlling color based upon the graphic object type. It is now possible to specify different destination ICC profiles and rendering intents for images, text, and vector graphics. This enables text to be readily printed with K only while gray scale images can be printed with composite CMYK. In addition, vector graphics can be printed with an ICC profile that provides more saturated colors, while images can be printed using an ICC profile that provides perceptually pleasing images.

**Internal ICC profiles in the document are now easily overridden** with Ghostscript's default profiles. It's no longer necessary to create specific ICC profiles to achieve black text. DeviceGray source colors can now easily be specified to map either to K only or composite CMYK when the output device supports CMYK colorants.

**Ghostscript 9.0X allows for more control** of source colors based upon object type. It is possible to specify source ICC profiles and rendering intents for images, graphics, and text. These profiles will override color spaces specified within the document for those objects. With the use of these source profiles and the above destination profiles, the complete color management of graphic object types within a document is under the user's control. These settings can be made through the command line interface or through the setting of device and/or user parameters at Ghostscript's command prompt.





## Graphic Object Dependent Color Management

### Our proprietary color management system provides:

- All color spaces are defined in terms of ICC profiles.
- Linked transformations and internally generated profiles are cached.
- Easy to specify default profiles for source DeviceGray, DeviceRGB, and DeviceCMYK color spaces.
- Devices can readily communicate their ICC profiles and have their ICC profiles set.
- Operates efficiently in a multithreaded environment.
- Handles named colors (spots) with ICC named color profile or proprietary format.
- ICC color management of Device-N colors or alternatively customizable spot color handling.
- Includes object type (e.g. image, graphic, text), rendering intent and black point compensation into the computation of the linked transform.
- Ability to override document embedded ICC profiles with Ghostscript's default ICC profiles.
- Easy to specify unique source and destination ICC profiles to use with graphic, image and text objects.
- Easy to specify different rendering intents (perceptual, colorimetric, saturation, absolute colorimetric) for graphic, image and text objects.
- Easy to specify different black point compensation settings for graphic, image and text objects.
- Ability to make use of a PDF output intent ICC profile.
- Ability to use an NCLR ICC output profile when rendering to a separation device.
- Control to force gray source colors to black ink only when rendering to output devices that support black ink.
- Ability to make use of device link ICC profiles for direct mapping of source colors to the device color space.
- Ability to make use of device link ICC profiles for retargeting from SWOP/Fogra standard color space to a specific device color space.
- Ability to monitor for the presence of color on individual pages, which is useful for certain print systems.
- Ability to specify different default transparency blending color spaces.
- Ability to specify a post rendering ICC profile for certain devices