

# can:spectralize

**can:spectralize** requires for automatic correction of images & textures:

1. Multispectral reference image of **can:scan**
2. Scanned image or texture data of an RGB scanner (e.g. Metis Superscan data)

With caddon **can:connect**, RGB image and texture scans can be colored with the multispectral reference values of the images of the physical reference without the need for masking or colour separation, etc. This is also possible with a high proportion of halftones in the decors.

Such „multispectral coloured images and textures“ are automatically coloured into the RGB colours for various standard lighting conditions of the required target colour space in a single process step in seconds.

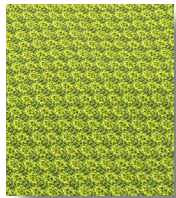
In 80 to 90% of all cases, no further manual correction step is required; the renderings of these images and textures are then almost identical to the original multispectral reference. Any corrections that may still need to be made can then be made with very little effort to achieve optimum color reproduction.

## **Requirements can:spectralize**

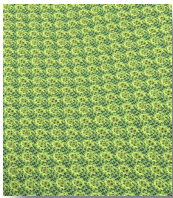
- PC-workstation, Intel Core I9, MS Windows 10/11
- 500 GB SSD
- Min. 32 GB RAM
- Medium-range NVIDIA graphics card (no high-end required)

physical samples

rgb images & textures



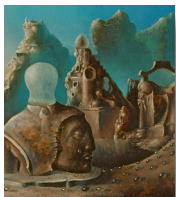
mesh



textile



wood

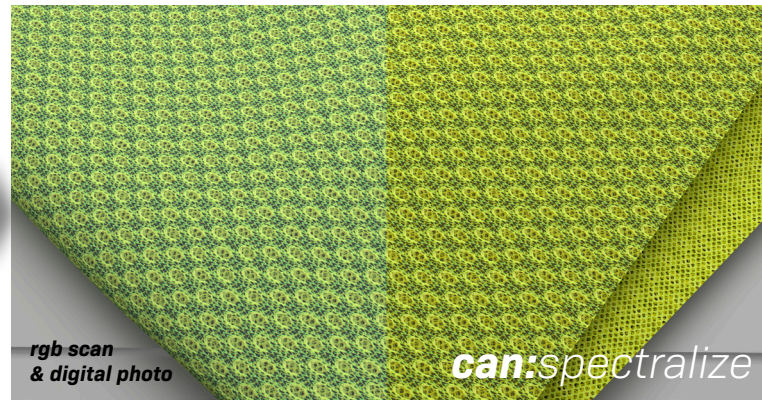


art & heritage

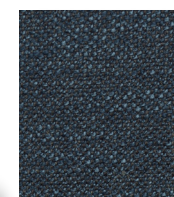
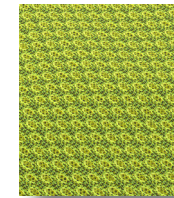


perfect results within minutes

rgb scan  
& digital photo



spectral images  
& textures



loss-free  
transformation  
to required  
colorspace:

- sRGB
- AdobeRGB
- eciRGB
- P3-RGB
- Lab°

and standard  
illuminant:

- D50
- D65
- F11 / TL84
- A
- F2
- a. o.

multispectral samples

