

rendering intent

All output devices have a gamut or range of colors that they can reproduce. If a specific input color is outside the gamut of an output device, it must be mapped to some other color that exists within the gamut. Rendering Intent describes a strategy for compressing or mapping out-of-gamut colors from one color space to another. The four rendering intents are Perceptual, Relative Colorimetric, Absolute Colorimetric and Saturation, and different rendering intents are typically chosen depending on whether the source gamut is larger or smaller than the destination gamut.