

# \_rendering intent

The following table describes each [rendering intent](#) and their applications:

Rendering intent	Where to use for	Description
<b>Perceptual</b>	Photographs (scans and images)	Fits all colors in the source space into the destination space while preserving overall color relationships. This method is suitable for images that contain significant out-of-gamut colors (RGB to CMYK)
<b>Saturation</b>	Business graphics (charts and solid colors)	Converts saturated colors in the source to saturated colors in the destination. This method may not be suitable for preserving original colors in an image
<b>Relative Colorimetric</b>	Proof output where the destination gamut is larger than source gamut	Maps white in the source to white in the destination, reproducing all in-gamut colors and clipping out-of-gamut colors to the closest reproducible hue. This method preserves more of the original colors than the <b>Perceptual</b> method
<b>Absolute Colorimetric</b>	Proof output where the media white color of the source needs to be reproduced on the destination media	Maintains color accuracy and does not change any colors that fall inside the destination color gamut (including white)