

STREAMLINING COLOUR COMMUNICATION

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Rezumat. *Tehnologia grafică este un beneficiar direct al progresului și invențiilor în domeniile ingineriei, tehnologiei informației, fizicii și chimiei, în timp ce dinamica acestei revoluții industriale promovează nișe noi și remodelează, redefiniște și reinvestește aplicațiile de imprimare existente. Standardizarea impune o nouă modelare, mai bună, a proceselor tehnologice grafice, rezultând un flux de lucru mai automatizat și mai bine integrat, simplificând procesul, reducând în același timp rata de eroare și necesitatea intervenției operatorului. Această provocare conduce la cercetarea și dezvoltarea metodelor de testare și a specificațiilor care vizează fluxul tipic de producție tipografică de la originalul furnizat la produselor finite.*

Abstract. *Graphic Technology is a direct beneficiary of progress and advancements into the fields of engineering, information technology, physics and chemistry, while the dynamic of this industrial revolution adds new niches and reshapes, redefines and reinvents existing printing applications. The standardization is pushing for better and new modelling of graphic technology processes resulting into more automated and better integrated workflow streamlining the process while reduces the error rate and the need for operator intervention. This challenge is leading to research and development of test methods and specifications aimed at the typical printing production workflow from the original provided to the finished products.*

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1. Introduction

In every industrial domain, the consistent relation between the original specification and technological process result indicates a high level of quality. A fundamental requirement of this relation is the usage of a meaningful and significant set of applicable norms in such a manner as to standardize the respective process. It must be a clear distinction between the fulfillment of the original specification and the necessary steps that the production process shall follow to achieve it. The first statement refers to what is called Quality Assurance and in graphic technology this is practically “what we see”, the aim being here to

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