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**Information technology — Media context  
and control —**

**Part 6:  
Common types and tools**

*Technologies de l'information — Contrôle et contexte de supports —  
Partie 6: Types communs et outils*

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Published in Switzerland

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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

ISO/IEC 23005-6 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

ISO/IEC 23005 consists of the following parts, under the general title *Information technology — Media context and control*:

- *Part 1: Architecture*
- *Part 2: Control information*
- *Part 3: Sensory information*
- *Part 4: Virtual world object characteristics*
- *Part 5: Data formats for interaction devices*
- *Part 6: Common types and tools*
- *Part 7: Conformance and reference software*

## Introduction

ISO/IEC 23005 (MPEG-V) provides an architecture and specifies associated information representations to enable interoperability between virtual worlds, e.g. digital content provider of a virtual world, (serious) gaming, simulation, DVD, and with the real world, e.g. sensors, actuators, vision and rendering, robotics (e.g. for revalidation), (support for) independent living, social and welfare systems, banking, insurance, travel, real estate, rights management and many others.

Virtual worlds (often referred to as 3D3C for 3D visualization & navigation and the 3C's of Community, Creation and Commerce) integrate existing and emerging (media) technologies (e.g. instant messaging, video, 3D, VR, AI, chat, voice, etc.) that allow for the support of existing, and the development of new kinds of, social networks. The emergence of virtual worlds as platforms for social networking is recognized by businesses as an important issue for at least two reasons:

- It offers the power to reshape the way companies interact with their environments (markets, customers, suppliers, creators, stakeholders, etc.) in a fashion comparable to the Internet.
- It allows for the development of new (breakthrough) business models, services, applications and devices.

Each virtual world however has a different culture and audience making use of these specific worlds for a variety of reasons. These differences in existing metaverses permit users to have unique experiences. Resistance to real-world commercial encroachment still exists in many virtual worlds, where users primarily seek an escape from real life. Hence, marketers should get to know a virtual world beforehand and the rules that govern each individual universe.

Although realistic experiences have been achieved via devices such as 3-D audio/visual devices, it is hard to realize sensory effects only with the presentation of audiovisual contents. The addition of sensory effects leads to even more realistic experiences in the consumption of audiovisual contents. This will lead to the application of new media for enhanced experiences of users in a more realistic sense.

Such new media will benefit from the standardization of control and sensory information which can include sensory effect metadata, sensory device capabilities/commands, user sensory preferences, and various delivery formats. The MPEG-V architecture can be applicable for various business models for which audiovisual contents can be associated with sensory effects that need to be rendered on appropriate sensory devices.

This part of ISO/IEC 23005 contains the data types and tools which are common to more than one tool defined in more than one part of ISO/IEC 23005.

The International Organization for Standardization (ISO) and the International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of patents.

ISO and the IEC take no position concerning the evidence, validity and scope of these patent rights.

The holders of these patent rights have assured ISO and the IEC that they are willing to negotiate licences under reasonable and non-discriminatory terms and conditions with applicants throughout the world. In this respect, the statements of the holders of these patent rights are registered with ISO and the IEC. Information may be obtained from the companies listed in Annex C.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights other than those identified in Annex C. ISO and the IEC shall not be held responsible for identifying any or all such patent rights.

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# Information technology — Media context and control —

## Part 6: Common types and tools

### 1 Scope

This part of ISO/IEC 23005 specifies syntax and semantics of the data types and tools common to the tools defined in the other parts of ISO/IEC 23005, such as basic data types which are used as basic building blocks in more than one of the tools in ISO/IEC 23005, color-related basic types which are used in light and color-related tools to help in specifying color-related characteristics of the devices or commands, and time stamp types which can be used in device commands, and sensed information to specify timing related information.

Several classification schemes which are used in more than one part of ISO/IEC 23005 are also defined in Annex A of this part of ISO/IEC 23005. Other tools to be developed are included in this part of ISO/IEC 23005, if those tools are to be used with the tools defined in more than one part of ISO/IEC 23005. Most of the tools defined in this part are not intended to be used alone, but to be used as a part or as a supporting tool of other tools defined in other parts of ISO/IEC 23005.

### 2 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the cited edition applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 15938-3, *Information technology — Multimedia content description interface — Part 3: Visual*

ISO/IEC 15938-5, *Information technology — Multimedia content description interface — Part 5: Multimedia description schemes*

ISO/IEC 23005-1, *Information technology — Media context and control — Part 1: Architecture*

### 3 Terms, definitions, and abbreviated terms

For the purposes of this document, the following terms and definitions, and abbreviated terms apply.

#### 3.1 Terms and definitions

##### 3.1.1

##### **adaptation engine**

adaptation RV and/or adaptation VR

### 3.1.2

#### **adaptation RV**

entity that takes the sensory effect metadata (3.1.13), the sensory device capabilities (3.1.10), the sensor capabilities (3.1.8), and/or the user's sensory preferences (3.1.15) as inputs and generates sensory device commands (3.1.11) and/or the sensed information (3.1.6) based on those and then takes the sensor capabilities (3.1.8) as inputs and the sensed information (3.1.6) from sensors and adapts the sensed information (3.1.16) based on the sensor capabilities (3.1.8)

EXAMPLE      RoSE Engine.

### 3.1.3

#### **adaptation VR**

entity that can process the **sensory information** in order to be consumed within the real world's context

NOTE      This can include the adaptation or transformation of the sensory information according to the capabilities of real world devices or the preferences of the user. A specification of these capabilities and preferences can be found in ISO/IEC 23005-2.

### 3.1.4

#### **interaction device**

device that accepts inputs from users and/or gives output to users in the form of various modalities

### 3.1.5

#### **provider**

entity that acts as the source of the **sensory effect metadata** (3.1.13)

EXAMPLE      Broadcaster.

### 3.1.6

#### **sensed information**

information acquired by a sensor

### 3.1.7

#### **sensor**

consumer device by which user input or environmental information can be gathered

EXAMPLES      Temperature sensor, distance sensor, motion sensor, etc.

### 3.1.8

#### **sensor capability**

description to represent the characteristics of **sensors** (3.1.7) in terms of the capability of the given **sensor** (3.1.7) such as accuracy, or sensing range

### 3.1.9

#### **sensory device**

consumer device by which the corresponding **sensory effect** (3.1.12) can be made

EXAMPLES      Light, fan, heater, etc.

### 3.1.10

#### **sensory device capability**

description to represent the characteristics of **sensory devices** (3.1.9) in terms of the capability of the given sensory device

### 3.1.11

#### **sensory device command**

description to control **sensory devices** (3.1.9)

**3.1.12****sensory effect**

effect to augment perception by stimulating human senses in a particular scene of a multimedia application

EXAMPLES Scent, wind, light, haptic [kinesthetic-force, stiffness, weight, friction, texture, widget (button, slider, joystick), tactile: air-jet, suction pressure, thermal, current, vibration, etc. Note that combinations of tactile display can also provide directional, shape information].

**3.1.13****sensory effect metadata**

defines the description schemes and descriptors to represent **sensory effects** (3.1.12)

**3.1.14****sensory information**

standardized representation format of ISO/IEC 23005 in the standardization area B as defined in ISO/IEC 23005-1

EXAMPLES Sensory effect metadata, haptic (kinesthetic/tactile) information, emotion information, avatar information.

**3.1.15****user's sensory preferences**

description schemes and descriptors to represent user's preferences with respect to rendering of **sensory effects** (3.1.12)

**3.2 Abbreviated terms**

For the purposes of this document, the following abbreviations apply:

MPEG-21: ISO/IEC 21000

DIA: Digital Item Adaptation (see ISO/IEC 21000-7)

URI: Uniform Resource Identifier (IETF Standard is RFC 2396)

URL: Uniform Resource Locator (IETF Standard is RFC 2396)

XML: Extensible Markup Language (W3C, <http://www.w3.org/XML/>)

RoSE: Representation of Sensory Effects

**4 Common Types****4.1 Introduction**

This Clause describes types common to more than one part of ISO/IEC 23005 including the schema wrapper conventions, basic data types, color related data types, and time stamp type. The types defined in this clause are defined to be used in combination with tools defined in other parts of ISO/IEC 23005, and are not intended to be instantiated by themselves.

## 4.2 Schema wrapper conventions

The Syntax defined in this Clause assumes the following Schema Wrapper to form a valid XML schema document.

```
<schema xmlns="http://www.w3.org/2001/XMLSchema"
xmlns:mpeg7="urn:mpeg:mpeg7:schema:2004" xmlns:mpegvct="urn:mpeg:mpeg-v:2010:01-
CT-NS" targetNamespace="urn:mpeg:mpeg-v:2010:01-CT-NS"
elementFormDefault="qualified" attributeFormDefault="unqualified"
version="ISO/IEC 23005-x" id="MPEG-V-CT.xsd">
  <import namespace="urn:mpeg:mpeg7:schema:2004"
schemaLocation="http://standards.iso.org/ittf/PubliclyAvailableStandards/MPEG-
7_schema_files/mpeg7-v2.xsd"/>
```

Additionally, the following line should be appended to the resulting schema document in order to obtain a well-formed XML document.

```
</schema>
```

## 4.3 Basic datatypes

### 4.3.1 Introduction

This Clause describes structure of the basic datatypes which are commonly used in more than one part of ISO/IEC 23005 as a basic building block of the tools.

### 4.3.2 Syntax

```
<!-- ##### -->
<!-- Basic Datatypes -->
<!-- ##### -->
<!-- unit types -->
<simpleType name="unitType">
  <restriction base="mpeg7:termReferenceType"/>
</simpleType>
<!-- Inclination Degree Type -->
<simpleType name="InclineAngleType">
  <restriction base="integer">
    <minInclusive value="-360"/>
    <maxInclusive value="360"/>
  </restriction>
</simpleType>
<complexType name="Float3DVectorType">
  <sequence>
    <element name="X" type="float"/>
    <element name="Y" type="float"/>
    <element name="Z" type="float"/>
  </sequence>
</complexType>
```

### 4.3.3 Semantics

Semantics of the basic datatypes :

| Name              | Definition                                                                                                                                                                                                                                                                                                                                                             |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| unitType          | <p>Tool for describing a unit as a reference to a classification scheme term provided by UnitTypeCS defined in A.2.1. The details of the structure and use of classification scheme and termReferenceType description is defined in ISO/IEC 15938-5.</p> <p>EXAMPLE urn:mpeg:mpeg-v:01-CI-UnitTypeCS-NS:mps would describe the unit for speed in meter per second.</p> |
| InclineAngleType  | Describes the angle of inclination from -360 to 360 in degrees.                                                                                                                                                                                                                                                                                                        |
| Float3DVectorType | Describes a set of vector including values for x, y, z, direction.                                                                                                                                                                                                                                                                                                     |
| X                 | A Value that describes a float value(can be force, torque, position) for x-axis                                                                                                                                                                                                                                                                                        |
| Y                 | A Value that describes a float value(can be force, torque, position) for y-axis                                                                                                                                                                                                                                                                                        |
| Z                 | A Value that describes a float value(can be force, torque, position) for z-axis                                                                                                                                                                                                                                                                                        |

## 4.4 Color-related Datatypes

### 4.4.1 Introduction

This Clause describes basic structure of the tools which are commonly used in more than one part of ISO/IEC 23005 to specify characteristics related to the light and/or color.

### 4.4.2 Syntax

```

<!-- ##### -->
<!-- Color Related Datatypes -->
<!-- ##### -->
<!-- colorType for Lighting Device type -->
<simpleType name="colorType">
  <union memberTypes="mpeg7:termReferenceType mpegvct:colorRGBType"/>
</simpleType>

<!-- colorRGB Type for Lighting Device type -->
<simpleType name="colorRGBType">
  <restriction base="NMTOKEN">
    <whiteSpace value="collapse"/>
    <pattern value="#[0-9A-Fa-f]{6}"/>
  </restriction>
</simpleType>

<complexType name="ToneReproductionCurvesType">
  <sequence maxOccurs="256">
    <element name="DAC_Value" type="mpeg7:unsigned8"/>
  </sequence>
</complexType>

```

```

    <element name="RGB_Value" type="mpeg7:doubleVector"/>
  </sequence>
</complexType>

<complexType name="ConversionLUTType">
  <sequence>
    <element name="RGB2XYZ_LUT" type="mpeg7:DoubleMatrixType"/>
    <element name="RGBScalar_Max" type="mpeg7:doubleVector"/>
    <element name="Offset_Value" type="mpeg7:doubleVector"/>
    <element name="Gain_Offset_Gamma" type="mpeg7:DoubleMatrixType"/>
    <element name="InverseLUT" type="mpeg7:DoubleMatrixType"/>
  </sequence>
</complexType>

<complexType name="IlluminantType">
  <choice>
    <sequence>
      <element name="xy_Value" type="mpegvct:ChromaticityType"/>
      <element name="Y_Value" type="mpeg7:unsigned7"/>
    </sequence>
    <element name="Correlated_CT" type="mpeg7:unsigned8"/>
  </choice>
</complexType>

<complexType name="InputDeviceColorGamutType">
  <sequence>
    <element name="IDCG_Type" type="string"/>
    <element name="IDCG_Value" type="mpeg7:DoubleMatrixType"/>
  </sequence>
</complexType>

<complexType name="ChromaticityType">
  <attribute name="x" type="mpeg7:zeroToOneType" use="required"/>
  <attribute name="y" type="mpeg7:zeroToOneType" use="required"/>
</complexType>

```

#### 4.4.3 Semantics

Semantics of the basic datatypes:

| Name                       | Definition                                                                                                                                                                                                                                                                                                                                  |
|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| colorType                  | <p>Describes the list of colors which the lighting device can provide as a reference to a classification scheme term or as RGB value. A CS that may be used for this purpose is the <code>ColorCS</code> defined in A.2.2.</p> <p>EXAMPLE <code>urn:mpeg:mpeg-v:01-SI-ColorCS-NS:alice_blue</code> would describe the color Alice blue.</p> |
| colorRGBType               | <p>Tool for describing a color as RGB.</p> <p>EXAMPLE <code>#F0F8FF</code> would describe the color Alice blue.</p>                                                                                                                                                                                                                         |
| ToneReproductionCurvesType | A type defining the schema of the Tone Reproduction Curves.                                                                                                                                                                                                                                                                                 |
| DAC_Value                  | An element describing discrete DAC values of input device.                                                                                                                                                                                                                                                                                  |

| Name                      | Definition                                                                                                                                                                                                                                                               |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RGB_Value                 | An element describing normalized gamma curve values with respect to DAC values.                                                                                                                                                                                          |
| ConversionLUTType         | A type of defining the schema of the conversion look-up table (matrix).                                                                                                                                                                                                  |
| RGB2XYZ_LUT               | This look-up table (matrix) converts an image from RGB to CIE XYZ. The size of the conversion matrix is 3x3 such as $\begin{bmatrix} R_x & G_x & B_x \\ R_y & G_y & B_y \\ R_z & G_z & B_z \end{bmatrix}.$                                                               |
| RGBScalar_Max             | An element describing maximum RGB scalar values for GOG transformation. The order of describing the RGBScalar_Max is $R_{max}$ , $G_{max}$ , $B_{max}$ .                                                                                                                 |
| Offset_Value              | An element describing offset values of input display device when the DAC is 0. The value is described in CIE XYZ form. The order of describing the Offset_Value is X, Y, and Z.                                                                                          |
| Gain_Offset_Gamma         | An element describing the gain, offset, gamma of RGB channels for GOG transformation. The size of the Gain_Offset_Gamma matrix is 3x3 such as $\begin{bmatrix} Gain_r & Gain_g & Gain_b \\ Offset_r & Offset_g & Offset_b \\ Gamma_r & Gamma_g & Gamma_b \end{bmatrix}.$ |
| InverseLUT                | This look-up table (matrix) converts an image from CIE XYZ to RGB. The size of the InverseLUT is 3x3 such as $\begin{bmatrix} R'_x & G'_x & B'_x \\ R'_y & G'_y & B'_y \\ R'_z & G'_z & B'_z \end{bmatrix}.$                                                             |
| IlluminantType            | A type defining the schema of the white point setting (e.g. D65, D93) of the input display device.                                                                                                                                                                       |
| xy_Value                  | An element describing the chromaticity of the light source.                                                                                                                                                                                                              |
| Y_Value                   | An element describing the luminance of the light source between 0 and 100.                                                                                                                                                                                               |
| Correlated_CT             | Indicates the correlated color temperature of the overall illumination. The value expression is obtained through quantizing the range [1667, 25000] into 28 bins in a non-uniform way as specified in ISO/IEC 15938-3.                                                   |
| InputDeviceColorGamutType | A type defining the schema of the Input device color gamut.                                                                                                                                                                                                              |
| IDCG_Type                 | An element describing the type of input device color gamut (e.g., NTSC, SMPTE).                                                                                                                                                                                          |

| Name             | Definition                                                                                                                                                                                                           |
|------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| IDCG_Value       | An element describing the chromaticity values of RGB channels when the DAC values are maximum. The size of the IDCG_Value matrix is 3x2 such as $\begin{bmatrix} x_r & y_r \\ x_g & y_g \\ x_b & y_b \end{bmatrix}.$ |
| ChromaticityType | Tool that describes the chromaticity.                                                                                                                                                                                |
| X                | Describes the x-value of chromaticity.                                                                                                                                                                               |
| Y                | Describes the y-value of chromaticity.                                                                                                                                                                               |

#### 4.4.4 Additional validation rules

For the purpose of referencing the additional validation rules are numbered.

1. The number of RGB\_value must be 3(red, green, and blue). Therefore the length of vector is fixed to 3.
2. The size of RGB2XYZ\_LUT matrix shall be 3 by 3. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 3.
3. The number of RGBScalar\_Max must be 3(red, green, and blue). Therefore the length of RGBScalar\_Max vector is fixed to 3.
4. The number of Offset\_Value must be 3(red offset, green offset, blue offset). Therefore the length of Offset\_Value vector is fixed to 3.
5. The size of Gain, Offset, and Gamma is 3, respectively. The size of matrix Gain\_Offset\_Gamma is 3 by 3. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 3.
6. The size of Inverse\_LUT matrix is 3 by 3. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 3.
7. The size of IDCG\_Value matrix is 3 by 2. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 2.

## 4.5 Time stamp type

### 4.5.1 Introduction

This Clause describes the TimeStampType to specify the timing information for device commands and sensed information.

#### 4.5.2 Syntax

```

<complexType name="TimeStampType" abstract="true"/>

<complexType name="AbsoluteTimeType">
  <complexContent>
    <extension base="mpegvct:TimeStampType">
      <attribute name="absTimeScheme" type="string" use="optional"/>
      <attribute name="absTime" type="string"/>
    </extension>
  </complexContent>
</complexType>

<complexType name="ClockTickTimeType">
  <complexContent>
    <extension base="mpegvct:TimeStampType">
      <attribute name="timeScale" type="unsignedInt" use="optional"/>
      <attribute name="pts" type="nonNegativeInteger"/>
    </extension>
  </complexContent>
</complexType>

<complexType name="ClockTickTimeDeltaType">
  <complexContent>
    <extension base="mpegvct:TimeStampType">
      <attribute name="timeScale" type="unsignedInt" use="optional"/>
      <attribute name="ptsDelta" type="unsignedInt"/>
    </extension>
  </complexContent>
</complexType>

```

#### 4.5.3 Semantics

Semantics of the TimeStampType:

| Name              | Definition                                                                                                                                                                                                                                      |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TimeStampType     | An abstract type providing root for three different tools, which are absoluteTimeType, ClockTickTimeType, and ClockTickTimeDeltaType, for specifying timing information for interaction devices to be synchronized with media or other devices. |
| AbsoluteTimeType  | Defines the timing information in one of the absolute time schemes provided by other standards such as ISO/IEC 15938-5 (MPEG-7) or SMPTE by extending TimeStampType.                                                                            |
| absTimeScheme     | Specifies the absolute time scheme used in the format of string. See the annex C of ISO/IEC 21000-17:2006 for examples of time schemes syntax. If mpeg-7 time scheme is used, the value for this field shall be "mp7t".                         |
| absTime           | Provides value of time information in the format defined in the absolute time scheme specified in absTimeScheme attribute.                                                                                                                      |
| ClockTickTimeType | Defines the timing information in terms of number of clock ticks from the origin of the target device.                                                                                                                                          |

| <i>Name</i>            | <i>Definition</i>                                                                                                                      |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------|
| timescale              | An optional attribute to provide the time scale for the clock tick, i.e. the number of clock ticks per second.                         |
| Pts                    | Specifies the number of clock ticks from the origin of the target device.                                                              |
| ClockTickTimeDeltaType | Defines the timing information in terms of relative time interval since the last timing information provided, in terms of clock ticks. |
| timescale              | An optional attribute to provide the time scale for the clock tick, i.e. the number of clock ticks per second.                         |
| ptsDelta               | Specifies the number of clock ticks from the time point specified by the last timing information provided.                             |

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## Annex A (normative)

### Classification Schemes

#### A.1 Introduction

This Annex specifies a set of classification schemes that may be used by applications using description tools specified in this part of ISO/IEC 23005. Applications need not use these classification schemes; they can use proprietary or third party ones. However, if they choose to use the classification schemes defined in this clause, no modifications or extensions are allowed to these classification schemes. The classification schemes in this clause are specified using the `ClassificationScheme` defined in ISO/IEC 15938-5. All of the classification schemes defined in this clause are uniquely identified by a URN following the "urn:mpeg:mpeg-v:01-CI-NameCS-NS" namespace identifier where Name should be replaced with the name of the classification scheme. For example, the URN "urn:mpeg:mpeg-v:01-CI-TactileDisplayCS-NS" identifies the classification scheme provided for `actuatorType` values of `TactileCapabilityType`.

In some cases there are several classification schemes associated with a single description. In such a case, any one of these classification schemes (as well as classification schemes not defined in this part of ISO/IEC 23005) may be used depending on the application domain.

#### A.2 Classification Schemes

##### A.2.1 UnitTypeCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-CI-UnitTypeCS-NS">
  <Term termId="micrometer">
    <Name xml:lang="en">micrometer</Name>
    <Definition xml:lang="en">
      A unit of length or distance equal to one millionth of a meter
    </Definition>
  </Term>
  <Term termId="mm">
    <Name xml:lang="en">millimeter</Name>
    <Definition xml:lang="en">
      A unit of length or distance equal to one thousandth of a meter
    </Definition>
  </Term>
  <Term termId="cm">
    <Name xml:lang="en">centimeter</Name>
    <Definition xml:lang="en">
      A unit of length or distance equal to one hundredth of a meter
    </Definition>
  </Term>
  <Term termId="meter">
    <Name xml:lang="en">meter</Name>
    <Definition xml:lang="en">
      The basic unit of length in International System of Units
    </Definition>
  </Term>
  <Term termId="km">
```

```

<Name xml:lang="en">kilometer</Name>
<Definition xml:lang="en">
  A unit of length or distance equal to one thousand meter
</Definition>
</Term>
<Term termId="inch">
  <Name xml:lang="en">inch</Name>
  <Definition xml:lang="en">
    A unit of length or distance equal to 0.0254 meter
  </Definition>
</Term>
<Term termId="yard">
  <Name xml:lang="en">yard</Name>
  <Definition xml:lang="en">
    A unit of length or distance equal to 0.9144 meter
  </Definition>
</Term>
<Term termId="mile">
  <Name xml:lang="en">mile</Name>
  <Definition xml:lang="en">
    A unit of length or distance equal to 1609.344 meter
  </Definition>
</Term>
<Term termId="mg">
  <Name xml:lang="en">milligram</Name>
  <Definition xml:lang="en">
    A unit of mass or weight equal to one millionth of a kilogram
  </Definition>
</Term>
<Term termId="gram">
  <Name xml:lang="en">gram</Name>
  <Definition xml:lang="en">
    A unit of mass or weight equal to one thousandth of a kilogram
  </Definition>
</Term>
<Term termId="kg">
  <Name xml:lang="en">kilogram</Name>
  <Definition xml:lang="en">
    The base unit of mass in International System of Units
  </Definition>
</Term>
<Term termId="ton">
  <Name xml:lang="en">ton</Name>
  <Definition xml:lang="en">
    A unit of mass or weight equal to a thousand kilogram
  </Definition>
</Term>
<Term termId="micrometerpersec">
  <Name xml:lang="en">micrometerpersec</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a millionth of a meterpersecond
  </Definition>
</Term>
<Term termId="mmpersec">
  <Name xml:lang="en">millimeterpersecond</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a thousandth of a meterpersecond
  </Definition>
</Term>
<Term termId="cmpersec">

```

```

<Name xml:lang="en">centimeterpersecond</Name>
<Definition xml:lang="en">
  A unit of velocity equal to a hundredth of a meterpersecond
</Definition>
</Term>
<Term termId="meterpersec">
  <Name xml:lang="en">meterpersecond</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of velocity in International System of Units
  </Definition>
</Term>
<Term termId="kmperssec">
  <Name xml:lang="en">kilometerpersecond</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a thousand meterpersecond
  </Definition>
</Term>
<Term termId="inchpersec">
  <Name xml:lang="en">inchpersecond</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 0.0254 meterpersecond
  </Definition>
</Term>
<Term termId="yardpersec">
  <Name xml:lang="en">yardpersecond</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 0.9144 meterpersecond
  </Definition>
</Term>
<Term termId="milepersec">
  <Name xml:lang="en">milepersecond</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 1609.344 meterpersecond
  </Definition>
</Term>
<Term termId="micrometerpermin">
  <Name xml:lang="en">micrometerperminute</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a millionth of a meterperminute
  </Definition>
</Term>
<Term termId="mmpermin">
  <Name xml:lang="en">millimeterperminute</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a thousandth of a meterperminute
  </Definition>
</Term>
<Term termId="cmpermin">
  <Name xml:lang="en">centimeterperminute</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a hundredth of a meterperminute
  </Definition>
</Term>
<Term termId="meterpermin">
  <Name xml:lang="en">meterperminute</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to one sixtyth of a meterpersecond
  </Definition>
</Term>
<Term termId="kmpermin">

```

```

<Name xml:lang="en">kilometerperminute</Name>
<Definition xml:lang="en">
  A unit of velocity equal to a thousand meterperminute
</Definition>
</Term>
<Term termId="inchpermin">
  <Name xml:lang="en">inchperminute</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 0.0254 meterperminute
  </Definition>
</Term>
<Term termId="yardpermin">
  <Name xml:lang="en">yardperminute</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 0.9144 meterperminute
  </Definition>
</Term>
<Term termId="milepermin">
  <Name xml:lang="en">mileperminute</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 1609.344 meterperminute
  </Definition>
</Term>
<Term termId="micrometerperhour">
  <Name xml:lang="en">micrometerperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a millionth of a meterperhour
  </Definition>
</Term>
<Term termId="mmperhour">
  <Name xml:lang="en">millimeterperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a thousandth of a meterperhour
  </Definition>
</Term>
<Term termId="cmperhour">
  <Name xml:lang="en">centimeterperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a hundredth of a meterperhour
  </Definition>
</Term>
<Term termId="meterperhour">
  <Name xml:lang="en">meterperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to one over thirty-six hundred of a
meterpersecond
  </Definition>
</Term>
<Term termId="kmperhour">
  <Name xml:lang="en">kilometerperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to a thousand meterperhour
  </Definition>
</Term>
<Term termId="inchperhour">
  <Name xml:lang="en">inchperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 0.0254 meterperhour
  </Definition>
</Term>

```

```

<Term termId="yardperhour">
  <Name xml:lang="en">yardperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 0.9144 meterperhour
  </Definition>
</Term>
<Term termId="mileperhour">
  <Name xml:lang="en">mileperhour</Name>
  <Definition xml:lang="en">
    A unit of velocity equal to 1609.344 meterperhour
  </Definition>
</Term>

<Term termId="micrometerpersecsquared">
  <Name xml:lang="en">micrometerpersecsquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a millionth of a meterpersecondsquared
  </Definition>
</Term>
<Term termId="mmpersecsquared">
  <Name xml:lang="en">millimeterpersecondsquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a thousandth of a meterpersecondsquared
  </Definition>
</Term>
<Term termId="cmpersecsquared">
  <Name xml:lang="en">centimeterpersecondsquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a hundredth of a meterpersecondsquared
  </Definition>
</Term>
<Term termId="meterpersecsquared">
  <Name xml:lang="en">meterpersecondsquared</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of acceleration in International System of
Units
  </Definition>
</Term>
<Term termId="kmperscsquared">
  <Name xml:lang="en">kilometerpersecondsquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a thousand meterpersecondsquared
  </Definition>
</Term>
<Term termId="inchpersecsquared">
  <Name xml:lang="en">inchpersecondsquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to 0.0254 meterpersecondsquared
  </Definition>
</Term>
<Term termId="yardpersecsquared">
  <Name xml:lang="en">yardpersecondsquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to 0.9144 meterpersecondsquared
  </Definition>
</Term>
<Term termId="milepersecsquared">
  <Name xml:lang="en">milepersecondsquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to 1609.344 meterpersecondsquared
  </Definition>
</Term>

```

```

    </Definition>
</Term>
<Term termId="micrometerperminsquared">
  <Name xml:lang="en">micrometerperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a millionth of a meterperminsquared
  </Definition>
</Term>
<Term termId="mmperminsquared">
  <Name xml:lang="en">millimeterperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a thousandth of a meterperminsquared
  </Definition>
</Term>
<Term termId="cmperminsquared">
  <Name xml:lang="en">centimeterperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a hundredth of a meterperminsquared
  </Definition>
</Term>
<Term termId="meterperminsquared">
  <Name xml:lang="en">meterperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to one over thirty-six hundred of a
meterpersecondsquared
  </Definition>
</Term>
<Term termId="kmperminsquared">
  <Name xml:lang="en">kilometerperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a thousand meterperminsquared
  </Definition>
</Term>
<Term termId="inchperminsquared">
  <Name xml:lang="en">inchperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to 0.0254 meterperminsquared
  </Definition>
</Term>
<Term termId="yardperminsquared">
  <Name xml:lang="en">yardperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to 0.9144 meterperminsquared
  </Definition>
</Term>
<Term termId="mileperminsquared">
  <Name xml:lang="en">mileperminutesquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to 1609.344 meterperminsquared
  </Definition>
</Term>
<Term termId="micrometerperhoursquared">
  <Name xml:lang="en">micrometerperhoursquared</Name>
  <Definition xml:lang="en">
    A unit of acceleration equal to a millionth of a meterperhoursquared
  </Definition>
</Term>
<Term termId="mmperhoursquared">
  <Name xml:lang="en">millimeterperhoursquared</Name>
  <Definition xml:lang="en">

```

A unit of acceleration equal to a thousandth of a meterperhoursquared  
 </Definition>  
 </Term>  
 <Term termId="cmperhoursquared">  
 <Name xml:lang="en">centimeterperhoursquared</Name>  
 <Definition xml:lang="en">  
 A unit of acceleration equal to a hundredth of a meterperhoursquared  
 </Definition>  
 </Term>  
 <Term termId="meterperhoursquared">  
 <Name xml:lang="en">meterperhoursquared</Name>  
 <Definition xml:lang="en">  
 A unit of acceleration equal to one over twelve million ninty-six hundred  
 thousand of a meterpersecondsquared  
 </Definition>  
 </Term>  
 <Term termId="kmperhoursquared">  
 <Name xml:lang="en">kilometerperhoursquared</Name>  
 <Definition xml:lang="en">  
 A unit of acceleration equal to a thousand meterperhoursquared  
 </Definition>  
 </Term>  
 <Term termId="inchperhoursquared">  
 <Name xml:lang="en">inchperhoursquared</Name>  
 <Definition xml:lang="en">  
 A unit of acceleration equal to 0.0254 meterperhoursquared  
 </Definition>  
 </Term>  
 <Term termId="yardperhoursquared">  
 <Name xml:lang="en">yardperhoursquared</Name>  
 <Definition xml:lang="en">  
 A unit of acceleration equal to 0.9144 meterperhoursquared  
 </Definition>  
 </Term>  
 <Term termId="mileperhoursquared">  
 <Name xml:lang="en">mileperhoursquared</Name>  
 <Definition xml:lang="en">  
 A unit of acceleration equal to 1609.344 meterperhoursquared  
 </Definition>  
 </Term>  
 <Term termId="Newton">  
 <Name xml:lang="en">Newton</Name>  
 <Definition xml:lang="en">  
 The SI coherent derived unit of force in International System of Units,  
 which is equal to one kilogram-meter per second squared  
 </Definition>  
 </Term>  
 <Term termId="Nmm">  
 <Name xml:lang="en">Newtonmillimeter</Name>  
 <Definition xml:lang="en">  
 The derived unit of energy, work, and quantity of heat in International  
 System of Units, which is equal to a thousandth of one kilogram-square meter per  
 second squared  
 </Definition>  
 </Term>  
 <Term termId="Npmm">  
 <Name xml:lang="en">Newtonpermillimeter</Name>  
 <Definition xml:lang="en">  
 The derived unit of surface tension in International System of Units,  
 which is equal to a thousandth of one kilogram per second squared

```

    </Definition>
  </Term>
  <Term termId="Pa">
    <Name xml:lang="en">Pascal</Name>
    <Definition xml:lang="en">
      The basic SI (International System of Units) unit for pressure, which is
      equal to one newton per square meter
    </Definition>
  </Term>
  <Term termId="psi">
    <Name xml:lang="en">poundpersquareinch</Name>
    <Definition xml:lang="en">
      A unit for pressure, which is equal to 0.00014504 Pascal
    </Definition>
  </Term>
  <Term termId="bar">
    <Name xml:lang="en">bar</Name>
    <Definition xml:lang="en">
      A conventional unit for pressure, which is equal to 0.00001 Pascal
    </Definition>
  </Term>
  <Term termId="hPa">
    <Name xml:lang="en">hectopascal</Name>
    <Definition xml:lang="en">
      A unit for pressure, which is equal to 100 pascal
    </Definition>
  </Term>
  <Term termId="mbar">
    <Name xml:lang="en">millibar</Name>
    <Definition xml:lang="en">
      A conventional unit for pressure, which is equal to 0.001 bar
    </Definition>
  </Term>
  <Term termId="kPa">
    <Name xml:lang="en">killopascal</Name>
    <Definition xml:lang="en">
      A unit for pressure, which is equal to 1000 pascal
    </Definition>
  </Term>
  <Term termId="dbar">
    <Name xml:lang="en">decibar</Name>
    <Definition xml:lang="en">
      A conventional unit for pressure, which is equal to 0.1 bar
    </Definition>
  </Term>
  <Term termId="atm">
    <Name xml:lang="en">atmosphere</Name>
    <Definition xml:lang="en">
      An established constant to denote the standard atmosphere (atm), which is
      approximately equal to the typical air pressure at earth mean sea level and is
      defined as 101325 pascal
    </Definition>
  </Term>
  <Term termId="Hz">
    <Name xml:lang="en">Hertz</Name>
    <Definition xml:lang="en">
      The derived unit of frequency in International System of Units, which is
      equal to one over second
    </Definition>
  </Term>

```

```

<Term termId="KHz">
  <Name xml:lang="en">KiloHertz</Name>
  <Definition xml:lang="en">
    A unit of frequency equal to a thousand Hertz
  </Definition>
</Term>
<Term termId="MHz">
  <Name xml:lang="en">MegaHertz</Name>
  <Definition xml:lang="en">
    A unit of frequency equal to a million Hertz
  </Definition>
</Term>
<Term termId="GHz">
  <Name xml:lang="en">GigaHertz</Name>
  <Definition xml:lang="en">
    A unit of frequency equal to a billion Hertz
  </Definition>
</Term>
<Term termId="volt">
  <Name xml:lang="en">volt</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of electric potential difference or
    electromotive force in International System of Units, which is equal to one
    kilogram-square meter per second cubed-ampere
  </Definition>
</Term>
<Term termId="millivolt">
  <Name xml:lang="en">millivolt</Name>
  <Definition xml:lang="en">
    A unit of electric potential difference or electromotive force equal to a
    a thousandth of a volt
  </Definition>
</Term>
<Term termId="ampere">
  <Name xml:lang="en">ampere</Name>
  <Definition xml:lang="en">
    The basic unit of electric current in International System of Units
  </Definition>
</Term>
<Term termId="milliampere">
  <Name xml:lang="en">milliampere</Name>
  <Definition xml:lang="en">
    A unit of electric current equal to a thousandth of an ampere
  </Definition>
</Term>
<Term termId="milliwatt">
  <Name xml:lang="en">milliwatt</Name>
  <Definition xml:lang="en">
    A unit of power or radiant flux equal to a thousandth of a watt
  </Definition>
</Term>
<Term termId="watt">
  <Name xml:lang="en">watt</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of power or radiant flux in International
    System of Units, which is equal to one kilogram-square meter per second cubed
  </Definition>
</Term>
<Term termId="kilowatt">
  <Name xml:lang="en">kilowatt</Name>

```

```

<Definition xml:lang="en">
  A unit of power or radiant flux equal to a thousand watt
</Definition>
</Term>

<Term termID="lux">
  <Name xml:lang="en">Lux</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of illuminance in International System of
    Units, which is equal to one candela per square meter
  </Definition>
</Term>

<Term termID="celsius">
  <Name xml:lang="en">Celsius</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of Celsius temperature in International
    System of Units
  </Definition>
</Term>

<Term termID="fahrenheit">
  <Name xml:lang="en">Fahrenheit</Name>
  <Definition xml:lang="en">
    A unit of temperature which is equal to a Celsius temperature times nine
    fifths plus thirty-two
  </Definition>
</Term>

<Term termID="radian">
  <Name xml:lang="en">Radian</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of plane angle in International System of
    Units
  </Definition>
</Term>

<Term termID="degree">
  <Name xml:lang="en">Degree</Name>
  <Definition xml:lang="en">
    A unit of plane angle which is equal to pi over hundred-eighty radian (pi
    is a mathematical constant whose value is the ratio of any circle's circumference
    to its diameter in Euclidean space)
  </Definition>
</Term>

<Term termID="radpersec">
  <Name xml:lang="en">radianpersecond</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of angular velocity in International System
    of Units, which is equal to one radian per second
  </Definition>
</Term>

<Term termID="degpersec">
  <Name xml:lang="en">degreepersecond</Name>
  <Definition xml:lang="en">
    A unit of angular velocity which is equal to pi over hundred-eighty
    radianpersecond
  </Definition>
</Term>

<Term termID="radpersecsquared">
  <Name xml:lang="en">radianpersecondsquared</Name>
  <Definition xml:lang="en">
    The SI coherent derived unit of angular acceleration in International
    System of Units, which is equal to one radian per second squared
  </Definition>
</Term>

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```

    </Definition>
  </Term>
  <Term termID="degpersecsquared">
    <Name xml:lang="en">degreepersecondssquared</Name>
    <Definition xml:lang="en">
      A unit of angular acceleration which is equal to pi over hundred-eighty
      radianpersecondssquared
    </Definition>
  </Term>
  <Term termID="Npermmsquare">
    <Name xml:lang="en">Newtonpermillimetersquare</Name>
    <Definition xml:lang="en">
      A unit for pressure, which is equal to a millionth of a pascal
    </Definition>
  </Term>
</ClassificationScheme>

```

## A.2.2 ColorCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-ColorCS-NS">
  <Term termID="alice_blue">
    <Name xml:lang="en">Alice blue</Name>
    <Definition>Describes the color Alice blue. Hex: #F0F8FF; RGB: 240, 248, 255;
    HSV: 208°, 6%, 100%.</Definition>
  </Term>
  <Term termID="alizarin">
    <Name xml:lang="en">Alizarin</Name>
    <Definition>Describes the color Alizarin. Hex: #E32636; RGB: 227, 38, 54;
    HSV: 355°, 83%, 89%.</Definition>
  </Term>
  <Term termID="amaranth">
    <Name xml:lang="en">Amaranth</Name>
    <Definition>Describes the color Amaranth. Hex: #E52B50; RGB: 229, 43, 80;
    HSV: 345°, 78%, 64%.</Definition>
  </Term>
  <Term termID="amaranth_pink">
    <Name xml:lang="en">Amaranth Pink</Name>
    <Definition>Describes the color Amaranth Pink. Hex: #F19CBB; RGB: 241, 156,
    187; HSV: 345°, 47%, 92%.</Definition>
  </Term>
  <Term termID="amber">
    <Name xml:lang="en">Amber</Name>
    <Definition>Describes the color Amber. Hex: #FFBF00; RGB: 255, 191, 0; HSV:
    45°, 100%, 100%.</Definition>
  </Term>
  <Term termID="amethyst">
    <Name xml:lang="en">Amethyst</Name>
    <Definition>Describes the color Amethyst. Hex: #9966CC; RGB: 153, 102, 204;
    HSV: 270°, 50%, 80%.</Definition>
  </Term>
  <Term termID="apricot">
    <Name xml:lang="en">Apricot</Name>
    <Definition>Describes the color Apricot. Hex: #FBCB1; RGB: 251, 206, 177;
    HSV: 30°, 25%, 87%.</Definition>
  </Term>
  <Term termID="aqua">
    <Name xml:lang="en">Aqua</Name>

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```

    <Definition>Describes the color Aqua. Hex: #00FFFF; RGB: 0, 255, 255; HSV:
180°, 100%, 100%.</Definition>
  </Term>
  <Term termID="aquamarine">
    <Name xml:lang="en">Aquamarine</Name>
    <Definition>Describes the color Aquamarine. Hex: #7FFFD4; RGB: 127, 255, 212;
HSV: 160°, 50%, 100%.</Definition>
  </Term>
  <Term termID="army_green">
    <Name xml:lang="en">Army green</Name>
    <Definition>Describes the color Army green. Hex: #4B5320; RGB: 75, 83, 32;
HSV: 46°, 106%, 54%.</Definition>
  </Term>
  <Term termID="asparagus">
    <Name xml:lang="en">Asparagus</Name>
    <Definition>Describes the color Asparagus. Hex: #7BA05B; RGB: 123, 160, 91;
HSV: 92°, 43%, 63%.</Definition>
  </Term>
  <Term termID="atomic_tangerine">
    <Name xml:lang="en">Atomic tangerine</Name>
    <Definition>Describes the color Atomic tangerine. Hex: #FF9966; RGB: 255,
153, 102; HSV: 20°, 100%, 75%.</Definition>
  </Term>
  <Term termID="auburn">
    <Name xml:lang="en">Auburn</Name>
    <Definition>Describes the color Auburn. Hex: #6D351A; RGB: 111, 53, 26; HSV:
7°, 67%, 45%.</Definition>
  </Term>
  <Term termID="azure_color_wheel">
    <Name xml:lang="en">Azure (color wheel)</Name>
    <Definition>Describes the color Azure (color wheel). Hex: #007FFF; RGB: 0,
127, 255; HSV: 210°, 100%, 50%.</Definition>
  </Term>
  <Term termID="azure_web">
    <Name xml:lang="en">Azure (web)</Name>
    <Definition>Describes the color Azure (web). Hex: #F0FFFF; RGB: 240, 255,
255; HSV: 210°, 100%, 98%.</Definition>
  </Term>
  <Term termID="baby_blue">
    <Name xml:lang="en">Baby blue</Name>
    <Definition>Describes the color Baby blue. Hex: #E0FFFF; RGB: 224, 255, 255;
HSV: 180°, 12%, 100%.</Definition>
  </Term>
  <Term termID="beige">
    <Name xml:lang="en">Beige</Name>
    <Definition>Describes the color Beige. Hex: #F5F5DC; RGB: 245, 245, 220; HSV:
60°, 10%, 96%.</Definition>
  </Term>
  <Term termID="bistre">
    <Name xml:lang="en">Bistre</Name>
    <Definition>Describes the color Bistre. Hex: #3D2B1F; RGB: 61, 43, 31; HSV:
24°, 49%, 24%.</Definition>
  </Term>
  <Term termID="black">
    <Name xml:lang="en">Black</Name>
    <Definition>Describes the color Black. Hex: #000000; RGB: 0, 0, 0; HSV: 0°,
0%, 0%.</Definition>
  </Term>
  <Term termID="blue">
    <Name xml:lang="en">Blue</Name>

```

```

    <Definition>Describes the color Blue. Hex: #0000FF; RGB: 0, 0, 255; HSV:
    240°, 100%, 100%.</Definition>
  </Term>
  <Term termID="blue_pigment">
    <Name xml:lang="en">Blue (pigment)</Name>
    <Definition>Describes the color Blue (pigment). Hex: #333399; RGB: 51, 51,
    153; HSV: 240°, 50%, 35%.</Definition>
  </Term>
  <Term termID="blue_ryb">
    <Name xml:lang="en">Blue (RYB)</Name>
    <Definition>Describes the color Blue (RYB). Hex: #0247FE; RGB: 2, 71, 254;
    HSV: 240°, 100%, 82%.</Definition>
  </Term>
  <Term termID="blue-green">
    <Name xml:lang="en">Blue-green</Name>
    <Definition>Describes the color Blue-green. Hex: #00DDDD; RGB: 0, 223, 223;
    HSV: 180°, 100%, 50%.</Definition>
  </Term>
  <Term termID="blue-violet">
    <Name xml:lang="en">Blue-violet</Name>
    <Definition>Describes the color Blue-violet. Hex: #8A2BE2; RGB: 138, 43, 226;
    HSV: 271°, 81%, 42%.</Definition>
  </Term>
  <Term termID="bondi_blue">
    <Name xml:lang="en">Bondi blue</Name>
    <Definition>Describes the color Bondi blue. Hex: #0095B6; RGB: 0, 149, 182;
    HSV: 191°, 100%, 71%.</Definition>
  </Term>
  <Term termID="brass">
    <Name xml:lang="en">Brass</Name>
    <Definition>Describes the color Brass. Hex: #B5A642; RGB: 181, 166, 66; HSV:
    37°, 119%, 124%.</Definition>
  </Term>
  <Term termID="bright_green">
    <Name xml:lang="en">Bright green</Name>
    <Definition>Describes the color Bright green. Hex: #66FF00; RGB: 102, 255, 0;
    HSV: 96°, 100%, 100%.</Definition>
  </Term>
  <Term termID="bright_pink">
    <Name xml:lang="en">Bright pink</Name>
    <Definition>Describes the color Bright pink. Hex: #FF007F; RGB: 255, 0, 127;
    HSV: 330°, 100%, 100%.</Definition>
  </Term>
  <Term termID="bright_turquoise">
    <Name xml:lang="en">Bright turquoise</Name>
    <Definition>Describes the color Bright turquoise. Hex: #08E8DE; RGB: 8, 232,
    222; HSV: 177°, 97%, 91%.</Definition>
  </Term>
  <Term termID="brilliant_rose">
    <Name xml:lang="en">Brilliant rose</Name>
    <Definition>Describes the color Brilliant rose. Hex: #FF55A3; RGB: 255, 85,
    163; HSV: 330°, 75%, 84%.</Definition>
  </Term>
  <Term termID="brink_pink">
    <Name xml:lang="en">Brink Pink</Name>
    <Definition>Describes the color Brink Pink. Hex: #FB607F; RGB: 251, 96, 127;
    HSV: 333°, 88%, 80%.</Definition>
  </Term>
  <Term termID="bronze">
    <Name xml:lang="en">Bronze</Name>

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    <Definition>Describes the color Bronze. Hex: #CD7F32; RGB: 205, 127, 50; HSV:
21°, 155%, 128%.</Definition>
  </Term>
  <Term termID="brown">
    <Name xml:lang="en">Brown</Name>
    <Definition>Describes the color Brown. Hex: #964B00; RGB: 150, 75, 0; HSV:
30°, 100%, 59%.</Definition>
  </Term>
  <Term termID="buff">
    <Name xml:lang="en">Buff</Name>
    <Definition>Describes the color Buff. Hex: #F0DC82; RGB: 240, 220, 130; HSV:
49°, 46%, 94%.</Definition>
  </Term>
  <Term termID="burgundy">
    <Name xml:lang="en">Burgundy</Name>
    <Definition>Describes the color Burgundy. Hex: #900020; RGB: 128, 0, 32; HSV:
345°, 50%, 50%.</Definition>
  </Term>
  <Term termID="burnt_orange">
    <Name xml:lang="en">Burnt orange</Name>
    <Definition>Describes the color Burnt orange. Hex: #CC5500; RGB: 204, 85, 0;
HSV: 25°, 100%, 80%.</Definition>
  </Term>
  <Term termID="burnt_sienna">
    <Name xml:lang="en">Burnt sienna</Name>
    <Definition>Describes the color Burnt sienna. Hex: #E97451; RGB: 233, 116,
81; HSV: 14°, 65%, 91%.</Definition>
  </Term>
  <Term termID="burnt_umber">
    <Name xml:lang="en">Burnt umber</Name>
    <Definition>Describes the color Burnt umber. Hex: #8A3324; RGB: 138, 51, 36;
HSV: 9°, 74%, 54%.</Definition>
  </Term>
  <Term termID="camouflage_green">
    <Name xml:lang="en">Camouflage green</Name>
    <Definition>Describes the color Camouflage green. Hex: #78866B; RGB: 120,
134, 107; HSV: 91°, 20%, 53%.</Definition>
  </Term>
  <Term termID="caput_mortuum">
    <Name xml:lang="en">Caput Mortuum</Name>
    <Definition>Describes the color Caput Mortuum. Hex: #592720; RGB: 89, 39, 32;
HSV: 7°, 64%, 35%.</Definition>
  </Term>
  <Term termID="cardinal">
    <Name xml:lang="en">Cardinal</Name>
    <Definition>Describes the color Cardinal. Hex: #C41E3A; RGB: 196, 30, 58;
HSV: 350°, 85%, 77%.</Definition>
  </Term>
  <Term termID="carmine">
    <Name xml:lang="en">Carmine</Name>
    <Definition>Describes the color Carmine. Hex: #960018; RGB: 150, 0, 24; HSV:
350°, 100%, 59%.</Definition>
  </Term>
  <Term termID="carmine_pink">
    <Name xml:lang="en">Carmine Pink</Name>
    <Definition>Describes the color Carmine Pink. Hex: #EB4C42; RGB: 235, 76, 66;
HSV: 0°, 75%, 80%.</Definition>
  </Term>
  <Term termID="carnation_pink">
    <Name xml:lang="en">Carnation pink</Name>

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    <Definition>Describes the color Carnation pink. Hex: #FFA6C9; RGB: 255, 166,
    201; HSV: 330°, 100%, 80%.</Definition>
  </Term>
  <Term termID="carolina_blue">
    <Name xml:lang="en">Carolina blue</Name>
    <Definition>Describes the color Carolina blue. Hex: #99BADD; RGB: 156, 186,
    227; HSV: 210.9°, 30.8%, 86.7%.</Definition>
  </Term>
  <Term termID="carrot_orange">
    <Name xml:lang="en">Carrot orange</Name>
    <Definition>Describes the color Carrot orange. Hex: #ED9121; RGB: 237, 145,
    33; HSV: 33°, 86%, 93%.</Definition>
  </Term>
  <Term termID="celadon">
    <Name xml:lang="en">Celadon</Name>
    <Definition>Describes the color Celadon. Hex: #ACE1AF; RGB: 172, 225, 175;
    HSV: 123°, 24%, 88%.</Definition>
  </Term>
  <Term termID="cerise">
    <Name xml:lang="en">Cerise</Name>
    <Definition>Describes the color Cerise. Hex: #DE3163; RGB: 222, 49, 99; HSV:
    343°, 78%, 87%.</Definition>
  </Term>
  <Term termID="cerise_pink">
    <Name xml:lang="en">Cerise Pink</Name>
    <Definition>Describes the color Cerise Pink. Hex: #EC3B83; RGB: 236, 59, 131;
    HSV: 343°, 70%, 89%.</Definition>
  </Term>
  <Term termID="cerulean">
    <Name xml:lang="en">Cerulean</Name>
    <Definition>Describes the color Cerulean. Hex: #007BA7; RGB: 0, 123, 167;
    HSV: 196°, 100%, 65%.</Definition>
  </Term>
  <Term termID="cerulean_blue">
    <Name xml:lang="en">Cerulean blue</Name>
    <Definition>Describes the color Cerulean blue. Hex: #2A52BE; RGB: 42, 82,
    190; HSV: 224°, 78%, 75%.</Definition>
  </Term>
  <Term termID="champagne">
    <Name xml:lang="en">Champagne</Name>
    <Definition>Describes the color Champagne. Hex: #F7E7CE; RGB: 247, 231, 206;
    HSV: 37°, 17%, 97%.</Definition>
  </Term>
  <Term termID="charcoal">
    <Name xml:lang="en">Charcoal</Name>
    <Definition>Describes the color Charcoal. Hex: #464646; RGB: 70, 70, 70; HSV:
    170°, 0%, 70%.</Definition>
  </Term>
  <Term termID="chartreuse_traditional">
    <Name xml:lang="en">Chartreuse (traditional)</Name>
    <Definition>Describes the color Chartreuse (traditional). Hex: #DFFF00; RGB:
    223, 255, 0; HSV: 67.5°, 100%, 100%.</Definition>
  </Term>
  <Term termID="chartreuse_web">
    <Name xml:lang="en">Chartreuse (web)</Name>
    <Definition>Describes the color Chartreuse (web). Hex: #7FFF00; RGB: 127,
    255, 0; HSV: 90°, 100%, 100%.</Definition>
  </Term>
  <Term termID="cherry_blossom_pink">
    <Name xml:lang="en">Cherry blossom pink</Name>

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    <Definition>Describes the color Cherry blossom pink. Hex: #FFB7C5; RGB: 255,
183, 197; HSV: 350°, 100%, 84%.</Definition>
  </Term>
  <Term termID="chestnut">
    <Name xml:lang="en">Chestnut</Name>
    <Definition>Describes the color Chestnut. Hex: #CD5C5C; RGB: 205, 92, 92;
HSV: 0°, 55%, 80%.</Definition>
  </Term>
  <Term termID="chocolate">
    <Name xml:lang="en">Chocolate</Name>
    <Definition>Describes the color Chocolate. Hex: #7B3F00; RGB: 123, 63, 0;
HSV: 31°, 100%, 48%.</Definition>
  </Term>
  <Term termID="cinnabar">
    <Name xml:lang="en">Cinnabar</Name>
    <Definition>Describes the color Cinnabar. Hex: #E34234; RGB: 227, 66, 52;
HSV: 5°, 77%, 89%.</Definition>
  </Term>
  <Term termID="cinnamon">
    <Name xml:lang="en">Cinnamon</Name>
    <Definition>Describes the color Cinnamon. Hex: #D2691E; RGB: 210, 105, 30;
HSV: 25°, 86%, 82%.</Definition>
  </Term>
  <Term termID="cobalt">
    <Name xml:lang="en">Cobalt</Name>
    <Definition>Describes the color Cobalt. Hex: #0047AB; RGB: 0, 71, 171; HSV:
215°, 100%, 67%.</Definition>
  </Term>
  <Term termID="columbia_blue">
    <Name xml:lang="en">Columbia blue</Name>
    <Definition>Describes the color Columbia blue. Hex: #9BDDFF; RGB: 155, 221,
255; HSV: 200°, 39%, 100%.</Definition>
  </Term>
  <Term termID="copper">
    <Name xml:lang="en">Copper</Name>
    <Definition>Describes the color Copper. Hex: #B87333; RGB: 184, 115, 51; HSV:
29°, 72%, 72%.</Definition>
  </Term>
  <Term termID="copper_rose">
    <Name xml:lang="en">Copper rose</Name>
    <Definition>Describes the color Copper rose. Hex: #996666; RGB: 153, 102,
102; HSV: 344°, 35%, 57%.</Definition>
  </Term>
  <Term termID="coral">
    <Name xml:lang="en">Coral</Name>
    <Definition>Describes the color Coral. Hex: #FF7F50; RGB: 255, 127, 80; HSV:
16°, 69%, 100%.</Definition>
  </Term>
  <Term termID="coral_pink">
    <Name xml:lang="en">Coral pink</Name>
    <Definition>Describes the color Coral pink. Hex: #F88379; RGB: 248, 131, 121;
HSV: 16°, 69%, 100%.</Definition>
  </Term>
  <Term termID="coral_red">
    <Name xml:lang="en">Coral red</Name>
    <Definition>Describes the color Coral red. Hex: #FF4040; RGB: 255, 64, 64;
HSV: 3°, 82%, 100%.</Definition>
  </Term>
  <Term termID="corn">
    <Name xml:lang="en">Corn</Name>

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    <Definition>Describes the color Corn. Hex: #FBEC5D; RGB: 251, 236, 93; HSV:
54°, 63%, 98%.</Definition>
  </Term>
  <Term termID="cornflower_blue">
    <Name xml:lang="en">Cornflower blue</Name>
    <Definition>Describes the color Cornflower blue. Hex: #6495ED; RGB: 100, 149,
237; HSV: 219°, 58%, 93%.</Definition>
  </Term>
  <Term termID="cosmic_latte">
    <Name xml:lang="en">Cosmic latte</Name>
    <Definition>Describes the color Cosmic latte. Hex: #FFF8E7; RGB: 255, 248,
231; HSV: 40°, 94%, 90%.</Definition>
  </Term>
  <Term termID="cream">
    <Name xml:lang="en">Cream</Name>
    <Definition>Describes the color Cream. Hex: #FFFDD0; RGB: 255, 253, 208; HSV:
57°, 18%, 100%.</Definition>
  </Term>
  <Term termID="crimson">
    <Name xml:lang="en">Crimson</Name>
    <Definition>Describes the color Crimson. Hex: #DC143C; RGB: 220, 20, 60; HSV:
348°, 91%, 86%.</Definition>
  </Term>
  <Term termID="cyan">
    <Name xml:lang="en">Cyan</Name>
    <Definition>Describes the color Cyan. Hex: #00FFFF; RGB: 0, 255, 255; HSV:
180°, 100%, 100%.</Definition>
  </Term>
  <Term termID="cyan_process">
    <Name xml:lang="en">Cyan (process)</Name>
    <Definition>Describes the color Cyan (process). Hex: #00B7EB; RGB: 0, 180,
247; HSV: 180°, 100%, 97%.</Definition>
  </Term>
  <Term termID="dark_blue">
    <Name xml:lang="en">Dark blue</Name>
    <Definition>Describes the color Dark blue. Hex: #00008B; RGB: 0, 0, 139; HSV:
240°, 100%, 25%.</Definition>
  </Term>
  <Term termID="dark_brown">
    <Name xml:lang="en">Dark brown</Name>
    <Definition>Describes the color Dark brown. Hex: #654321; RGB: 101, 67, 33;
HSV: 30°, 67%, 40%.</Definition>
  </Term>
  <Term termID="dark_cerulean">
    <Name xml:lang="en">Dark cerulean</Name>
    <Definition>Describes the color Dark cerulean. Hex: #08457E; RGB: 8, 69, 126;
HSV: 209°, 94%, 49%.</Definition>
  </Term>
  <Term termID="dark_chestnut">
    <Name xml:lang="en">Dark chestnut</Name>
    <Definition>Describes the color Dark chestnut. Hex: #986960; RGB: 152, 105,
96; HSV: 10°, 37%, 60%.</Definition>
  </Term>
  <Term termID="dark_coral">
    <Name xml:lang="en">Dark coral</Name>
    <Definition>Describes the color Dark coral. Hex: #CD5B45; RGB: 205, 91, 69;
HSV: 10°, 66%, 80%.</Definition>
  </Term>
  <Term termID="dark_goldenrod">
    <Name xml:lang="en">Dark goldenrod</Name>

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    <Definition>Describes the color Dark goldenrod. Hex: #B8860B; RGB: 184, 134,
11; HSV: 43°, 94%, 72%.</Definition>
  </Term>
  <Term termID="dark_green">
    <Name xml:lang="en">Dark green</Name>
    <Definition>Describes the color Dark green. Hex: #013220; RGB: 1, 50, 32;
HSV: 158°, 98%, 20%.</Definition>
  </Term>
  <Term termID="dark_khaki">
    <Name xml:lang="en">Dark khaki</Name>
    <Definition>Describes the color Dark khaki. Hex: #BDB76B; RGB: 189, 183, 107;
HSV: 56°, 43%, 74%.</Definition>
  </Term>
  <Term termID="dark_magenta">
    <Name xml:lang="en">Dark magenta</Name>
    <Definition>Describes the color Dark magenta. Hex: #8B008B; RGB: 139, 0, 139;
HSV: 300°, 33%, 25%.</Definition>
  </Term>
  <Term termID="dark_pastel_green">
    <Name xml:lang="en">Dark pastel green</Name>
    <Definition>Describes the color Dark pastel green. Hex: #03C03C; RGB: 3, 192,
60; HSV: 138°, 98%, 75%.</Definition>
  </Term>
  <Term termID="dark_pink">
    <Name xml:lang="en">Dark pink</Name>
    <Definition>Describes the color Dark pink. Hex: #E75480; RGB: 231, 84, 128;
HSV: 342°, 64%, 91%.</Definition>
  </Term>
  <Term termID="dark_scarlet">
    <Name xml:lang="en">Dark scarlet</Name>
    <Definition>Describes the color Dark scarlet. Hex: #560319; RGB: 86, 3, 25;
HSV: 8°, 100%, 13%.</Definition>
  </Term>
  <Term termID="dark_salmon">
    <Name xml:lang="en">Dark salmon</Name>
    <Definition>Describes the color Dark salmon. Hex: #E9967A; RGB: 233, 150,
122; HSV: 15°, 48%, 91%.</Definition>
  </Term>
  <Term termID="dark_slate_gray">
    <Name xml:lang="en">Dark slate gray</Name>
    <Definition>Describes the color Dark slate gray. Hex: #2F4F4F; RGB: 47, 79,
79; HSV: 180°, 41%, 31%.</Definition>
  </Term>
  <Term termID="dark_spring_green">
    <Name xml:lang="en">Dark spring green</Name>
    <Definition>Describes the color Dark spring green. Hex: #177245; RGB: 23,
114, 69; HSV: 150°, 80%, 45%.</Definition>
  </Term>
  <Term termID="dark_tan">
    <Name xml:lang="en">Dark tan</Name>
    <Definition>Describes the color Dark tan. Hex: #918151; RGB: 145, 129, 81;
HSV: 45°, 44%, 57%.</Definition>
  </Term>
  <Term termID="dark_turquoise">
    <Name xml:lang="en">Dark turquoise</Name>
    <Definition>Describes the color Dark turquoise. Hex: #00CED1; RGB: 0, 206,
209; HSV: 175°, 40%, 94%.</Definition>
  </Term>
  <Term termID="dark_violet">
    <Name xml:lang="en">Dark violet</Name>

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    <Definition>Describes the color Dark violet. Hex: #9400D3; RGB: 148, 0, 211;
    HSV: 282°, 40%, 40%.</Definition>
  </Term>
  <Term termID="deep_carmine_pink">
    <Name xml:lang="en">Deep Carmine Pink</Name>
    <Definition>Describes the color Deep Carmine Pink. Hex: #EF3038; RGB: 239,
    48, 56; HSV: 10°, 80%, 80%.</Definition>
  </Term>
  <Term termID="deep_cerise">
    <Name xml:lang="en">Deep cerise</Name>
    <Definition>Describes the color Deep cerise. Hex: #DA3287; RGB: 218, 50, 135;
    HSV: 317°, 57%, 62%.</Definition>
  </Term>
  <Term termID="deep_chestnut">
    <Name xml:lang="en">Deep chestnut</Name>
    <Definition>Describes the color Deep chestnut. Hex: #B94E48; RGB: 185, 78,
    72; HSV: 0°, 50%, 75%.</Definition>
  </Term>
  <Term termID="deep_fuchsia">
    <Name xml:lang="en">Deep fuchsia</Name>
    <Definition>Describes the color Deep fuchsia. Hex: #C154C1; RGB: 193, 84,
    193; HSV: 300°, 67%, 72%.</Definition>
  </Term>
  <Term termID="deep_lilac">
    <Name xml:lang="en">Deep lilac</Name>
    <Definition>Describes the color Deep lilac. Hex: #9955BB; RGB: 153, 85, 187;
    HSV: 270°, 68%, 67%.</Definition>
  </Term>
  <Term termID="deep_magenta">
    <Name xml:lang="en">Deep magenta</Name>
    <Definition>Describes the color Deep magenta. Hex: #CD00CC; RGB: 204, 0, 204;
    HSV: 300°, 80%, 37%.</Definition>
  </Term>
  <Term termID="deep_peach">
    <Name xml:lang="en">Deep peach</Name>
    <Definition>Describes the color Deep peach. Hex: #FFCBA4; RGB: 255, 203, 164;
    HSV: 40°, 34%, 100%.</Definition>
  </Term>
  <Term termID="deep_pink">
    <Name xml:lang="en">Deep pink</Name>
    <Definition>Describes the color Deep pink. Hex: #FF1493; RGB: 255, 20, 147;
    HSV: 328°, 92%, 100%.</Definition>
  </Term>
  <Term termID="denim">
    <Name xml:lang="en">Denim</Name>
    <Definition>Describes the color Denim. Hex: #1560BD; RGB: 21, 96, 189; HSV:
    213°, 89%, 74%.</Definition>
  </Term>
  <Term termID="dodger_blue">
    <Name xml:lang="en">Dodger blue</Name>
    <Definition>Describes the color Dodger blue. Hex: #1E90FF; RGB: 30, 144, 255;
    HSV: 210°, 88%, 100%.</Definition>
  </Term>
  <Term termID="ecru">
    <Name xml:lang="en">Ecru</Name>
    <Definition>Describes the color Ecru. Hex: #C2B280; RGB: 194, 178, 128; HSV:
    39°, 27%, 77%.</Definition>
  </Term>
  <Term termID="egyptian_blue">
    <Name xml:lang="en">Egyptian blue</Name>

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    <Definition>Describes the color Egyptian blue. Hex: #1034A6; RGB: 16, 52,
166; HSV: 244°, 77%, 42%.</Definition>
  </Term>
  <Term termID="electric_blue">
    <Name xml:lang="en">Electric blue</Name>
    <Definition>Describes the color Electric blue. Hex: #7DF9FF; RGB: 125, 249,
255; HSV: 180°, 40%, 90%.</Definition>
  </Term>
  <Term termID="electric_green_x11_green">
    <Name xml:lang="en">Electric green (X11 green)</Name>
    <Definition>Describes the color Electric green (X11 green). Hex: #00FF00;
RGB: 0, 255, 0; HSV: 120°, 100%, 100%.</Definition>
  </Term>
  <Term termID="electric_indigo">
    <Name xml:lang="en">Electric indigo</Name>
    <Definition>Describes the color Electric indigo. Hex: #6600FF; RGB: 102, 0,
255; HSV: 264°, 100%, 50%.</Definition>
  </Term>
  <Term termID="electric_lime">
    <Name xml:lang="en">Electric lime</Name>
    <Definition>Describes the color Electric lime. Hex: #CCE000; RGB: 204, 255,
0; HSV: 75°, 100%, 63%.</Definition>
  </Term>
  <Term termID="electric_purple">
    <Name xml:lang="en">Electric purple</Name>
    <Definition>Describes the color Electric purple. Hex: #BF00FF; RGB: 191, 0,
255; HSV: 285°, 100%, 80%.</Definition>
  </Term>
  <Term termID="emerald">
    <Name xml:lang="en">Emerald</Name>
    <Definition>Describes the color Emerald. Hex: #50C878; RGB: 80, 200, 120;
HSV: 140°, 60%, 78%.</Definition>
  </Term>
  <Term termID="eggplant">
    <Name xml:lang="en">Eggplant</Name>
    <Definition>Describes the color Eggplant. Hex: #614051; RGB: 97, 64, 81; HSV:
320°, 100%, 50%.</Definition>
  </Term>
  <Term termID="falu_red">
    <Name xml:lang="en">Falu red</Name>
    <Definition>Describes the color Falu red. Hex: #801818; RGB: 128, 24, 24;
HSV: 0°, 81%, 50%.</Definition>
  </Term>
  <Term termID="fern_green">
    <Name xml:lang="en">Fern green</Name>
    <Definition>Describes the color Fern green. Hex: #4F7942; RGB: 79, 121, 66;
HSV: 106°, 45%, 47%.</Definition>
  </Term>
  <Term termID="firebrick">
    <Name xml:lang="en">Firebrick</Name>
    <Definition>Describes the color Firebrick. Hex: #B22222; RGB: 178, 34, 34;
HSV: 0°, 81%, 70%.</Definition>
  </Term>
  <Term termID="flax">
    <Name xml:lang="en">Flax</Name>
    <Definition>Describes the color Flax. Hex: #EEDC82; RGB: 238, 220, 130; HSV:
50°, 45%, 93%.</Definition>
  </Term>
  <Term termID="forest_green">
    <Name xml:lang="en">Forest green</Name>

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    <Definition>Describes the color Forest green. Hex: #228B22; RGB: 34, 139, 34;
    HSV: 120°, 76%, 55%.</Definition>
  </Term>
  <Term termID="french_rose">
    <Name xml:lang="en">French Rose</Name>
    <Definition>Describes the color French Rose. Hex: #F64A8A; RGB: 246, 74, 138;
    HSV: 330°, 76%, 55%.</Definition>
  </Term>
  <Term termID="fuchsia">
    <Name xml:lang="en">Fuchsia</Name>
    <Definition>Describes the color Fuchsia. Hex: #FF00FF; RGB: 255, 0, 255; HSV:
    300°, 100%, 100%.</Definition>
  </Term>
  <Term termID="fuchsia_pink">
    <Name xml:lang="en">Fuchsia Pink</Name>
    <Definition>Describes the color Fuchsia Pink. Hex: #FF77FF; RGB: 255, 119,
    255; HSV: 300°, 47%, 84%.</Definition>
  </Term>
  <Term termID="gamboge">
    <Name xml:lang="en">Gamboge</Name>
    <Definition>Describes the color Gamboge. Hex: #E49B0F; RGB: 228, 155, 15;
    HSV: 38°, 94%, 94%.</Definition>
  </Term>
  <Term termID="gold_metallic">
    <Name xml:lang="en">Gold (metallic)</Name>
    <Definition>Describes the color Gold (metallic). Hex: #D4AF37; RGB: 212, 175,
    55; HSV: 51°, 67%, 72%.</Definition>
  </Term>
  <Term termID="gold_web_golden">
    <Name xml:lang="en">Gold (web) (Golden)</Name>
    <Definition>Describes the color Gold (web) (Golden). Hex: #FFD700; RGB: 255,
    215, 0; HSV: 51°, 100%, 100%.</Definition>
  </Term>
  <Term termID="golden_brown">
    <Name xml:lang="en">Golden brown</Name>
    <Definition>Describes the color Golden brown. Hex: #996515; RGB: 153, 101,
    21; HSV: 51°, 37%, 47%.</Definition>
  </Term>
  <Term termID="golden_yellow">
    <Name xml:lang="en">Golden yellow</Name>
    <Definition>Describes the color Golden yellow. Hex: #FFDF00; RGB: 255, 223,
    0; HSV: 52.5°, 100%, 100%.</Definition>
  </Term>
  <Term termID="goldenrod">
    <Name xml:lang="en">Goldenrod</Name>
    <Definition>Describes the color Goldenrod. Hex: #DAA520; RGB: 218, 165, 32;
    HSV: 43°, 85%, 85%.</Definition>
  </Term>
  <Term termID="grey-asparagus">
    <Name xml:lang="en">Grey-asparagus</Name>
    <Definition>Describes the color Grey-asparagus. Hex: #465945; RGB: 70, 89,
    69; HSV: 117°, 22%, 35%.</Definition>
  </Term>
  <Term termID="green_color_wheel_x11_green">
    <Name xml:lang="en">Green (color wheel) (X11 green)</Name>
    <Definition>Describes the color Green (color wheel) (X11 green). Hex:
    #00FF00; RGB: 0, 255, 0; HSV: 120°, 100%, 100%.</Definition>
  </Term>
  <Term termID="green_html/css_green">
    <Name xml:lang="en">Green (HTML/CSS green)</Name>

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    <Definition>Describes the color Green (HTML/CSS green). Hex: #008000; RGB: 0,
128, 0; HSV: 120°, 80%, 50%.</Definition>
  </Term>
  <Term termID="green_pigment">
    <Name xml:lang="en">Green (pigment)</Name>
    <Definition>Describes the color Green (pigment). Hex: #00A550; RGB: 0, 165,
80; HSV: 125°, 100%, 65%.</Definition>
  </Term>
  <Term termID="green_ryb">
    <Name xml:lang="en">Green (RYB)</Name>
    <Definition>Describes the color Green (RYB). Hex: #66B032; RGB: 102, 176, 50;
HSV: 120°, 100%, 57%.</Definition>
  </Term>
  <Term termID="green-yellow">
    <Name xml:lang="en">Green-yellow</Name>
    <Definition>Describes the color Green-yellow. Hex: #ADFF2F; RGB: 173, 255,
47; HSV: 84°, 100%, 67%.</Definition>
  </Term>
  <Term termID="grey">
    <Name xml:lang="en">Grey</Name>
    <Definition>Describes the color Grey. Hex: #808080; RGB: 128, 128, 128; HSV:
0°, 0%, 50%.</Definition>
  </Term>
  <Term termID="han_purple">
    <Name xml:lang="en">Han Purple</Name>
    <Definition>Describes the color Han Purple. Hex: #5218FA; RGB: 82, 24, 250;
HSV: 260°, 97%, 47%.</Definition>
  </Term>
  <Term termID="harlequin">
    <Name xml:lang="en">Harlequin</Name>
    <Definition>Describes the color Harlequin. Hex: #3FFF00; RGB: 63, 255, 0;
HSV: 105°, 100%, 100%.</Definition>
  </Term>
  <Term termID="heliotrope">
    <Name xml:lang="en">Heliotrope</Name>
    <Definition>Describes the color Heliotrope. Hex: #DF73FF; RGB: 223, 115, 255;
HSV: 286°, 55%, 100%.</Definition>
  </Term>
  <Term termID="hollywood_cerise">
    <Name xml:lang="en">Hollywood Cerise</Name>
    <Definition>Describes the color Hollywood Cerise. Hex: #F400A1; RGB: 244, 0,
161; HSV: 320°, 100%, 96%.</Definition>
  </Term>
  <Term termID="hot_magenta">
    <Name xml:lang="en">Hot Magenta</Name>
    <Definition>Describes the color Hot Magenta. Hex: #FF00CC; RGB: 255, 0, 204;
HSV: 310°, 57%, 74%.</Definition>
  </Term>
  <Term termID="hot_pink">
    <Name xml:lang="en">Hot Pink</Name>
    <Definition>Describes the color Hot Pink. Hex: #FF69B4; RGB: 255, 105, 180;
HSV: 330°, 59%, 100%.</Definition>
  </Term>
  <Term termID="indigo_dye">
    <Name xml:lang="en">Indigo (dye)</Name>
    <Definition>Describes the color Indigo (dye). Hex: #00416A; RGB: 0, 65, 106;
HSV: 275°, 40%, 40%.</Definition>
  </Term>
  <Term termID="indigo_web">
    <Name xml:lang="en">Indigo (web)</Name>

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    <Definition>Describes the color Indigo (web). Hex: #4B0082; RGB: 75, 0, 130;
    HSV: 275°, 100%, 27%.</Definition>
  </Term>
  <Term termID="international_klein_blue">
    <Name xml:lang="en">International Klein Blue</Name>
    <Definition>Describes the color International Klein Blue. Hex: #002FA7; RGB:
    0, 47, 167; HSV: 223°, 100%, 65%.</Definition>
  </Term>
  <Term termID="international_orange">
    <Name xml:lang="en">International orange</Name>
    <Definition>Describes the color International orange. Hex: #FF4F00; RGB: 255,
    79, 0; HSV: 19°, 100%, 100%.</Definition>
  </Term>
  <Term termID="islamic_green">
    <Name xml:lang="en">Islamic green</Name>
    <Definition>Describes the color Islamic green. Hex: #009000; RGB: 0, 153, 0;
    HSV: 120°, 90%, 60%.</Definition>
  </Term>
  <Term termID="ivory">
    <Name xml:lang="en">Ivory</Name>
    <Definition>Describes the color Ivory. Hex: #FFFFFF0; RGB: 255, 255, 240; HSV:
    60°, 5%, 100%.</Definition>
  </Term>
  <Term termID="jade">
    <Name xml:lang="en">Jade</Name>
    <Definition>Describes the color Jade. Hex: #00A86B; RGB: 0, 168, 107; HSV:
    158°, 100%, 66%.</Definition>
  </Term>
  <Term termID="kelly_green">
    <Name xml:lang="en">Kelly green</Name>
    <Definition>Describes the color Kelly green. Hex: #4CBB17; RGB: 76, 187, 23;
    HSV: 120°, 48%, 48%.</Definition>
  </Term>
  <Term termID="khaki">
    <Name xml:lang="en">Khaki</Name>
    <Definition>Describes the color Khaki. Hex: #C3B091; RGB: 195, 176, 145; HSV:
    37°, 26%, 76%.</Definition>
  </Term>
  <Term termID="khaki_x11_light_khaki">
    <Name xml:lang="en">Khaki (X11) (Light khaki)</Name>
    <Definition>Describes the color Khaki (X11) (Light khaki). Hex: #F0E68C; RGB:
    240, 230, 140; HSV: 54°, 41%, 94%.</Definition>
  </Term>
  <Term termID="lavender_floral">
    <Name xml:lang="en">Lavender (floral)</Name>
    <Definition>Describes the color Lavender (floral). Hex: #B57EDC; RGB: 181,
    126, 220; HSV: 275°, 43%, 86%.</Definition>
  </Term>
  <Term termID="lavender_web">
    <Name xml:lang="en">Lavender (web)</Name>
    <Definition>Describes the color Lavender (web). Hex: #E6E6FA; RGB: 230, 230,
    250; HSV: 245°, 8%, 98%.</Definition>
  </Term>
  <Term termID="lavender_blue">
    <Name xml:lang="en">Lavender blue</Name>
    <Definition>Describes the color Lavender blue. Hex: #CCCCFF; RGB: 204, 204,
    255; HSV: 240°, 20%, 100%.</Definition>
  </Term>
  <Term termID="lavender_blush">
    <Name xml:lang="en">Lavender blush</Name>

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    <Definition>Describes the color Lavender blush. Hex: #FFF0F5; RGB: 255, 240,
245; HSV: 340°, 6%, 100%.</Definition>
  </Term>
  <Term termID="lavender_grey">
    <Name xml:lang="en">Lavender grey</Name>
    <Definition>Describes the color Lavender grey. Hex: #C4C3D0; RGB: 196, 195,
221; HSV: 245°, 6%, 82%.</Definition>
  </Term>
  <Term termID="lavender_magenta">
    <Name xml:lang="en">Lavender magenta</Name>
    <Definition>Describes the color Lavender magenta. Hex: #EE82EE; RGB: 238,
130, 238; HSV: 300°, 45%, 93%.</Definition>
  </Term>
  <Term termID="lavender_pink">
    <Name xml:lang="en">Lavender pink</Name>
    <Definition>Describes the color Lavender pink. Hex: #FBAED2; RGB: 251, 174,
210; HSV: 332°, 31%, 98%.</Definition>
  </Term>
  <Term termID="lavender_purple">
    <Name xml:lang="en">Lavender purple</Name>
    <Definition>Describes the color Lavender purple. Hex: #967BB6; RGB: 150, 120,
182; HSV: 270°, 60%, 65%.</Definition>
  </Term>
  <Term termID="lavender_rose">
    <Name xml:lang="en">Lavender rose</Name>
    <Definition>Describes the color Lavender rose. Hex: #FBA0E3; RGB: 251, 160,
227; HSV: 310°, 57%, 90%.</Definition>
  </Term>
  <Term termID="lawn_green">
    <Name xml:lang="en">Lawn green</Name>
    <Definition>Describes the color Lawn green. Hex: #7CFC00; RGB: 124, 252, 0;
HSV: 90°, 98%, 48%.</Definition>
  </Term>
  <Term termID="lemon">
    <Name xml:lang="en">Lemon</Name>
    <Definition>Describes the color Lemon. Hex: #FDE910; RGB: 253, 233, 16; HSV:
55°, 94%, 99%.</Definition>
  </Term>
  <Term termID="lemon_chiffon">
    <Name xml:lang="en">Lemon chiffon</Name>
    <Definition>Describes the color Lemon chiffon. Hex: #FFFACD; RGB: 255, 250,
205; HSV: 54°, 20%, 100%.</Definition>
  </Term>
  <Term termID="light_blue">
    <Name xml:lang="en">Light blue</Name>
    <Definition>Describes the color Light blue. Hex: #ADD8E6; RGB: 173, 216, 230;
HSV: 240°, 90%, 80%.</Definition>
  </Term>
  <Term termID="light_pink">
    <Name xml:lang="en">Light pink</Name>
    <Definition>Describes the color Light pink. Hex: #FFB6C1; RGB: 255, 182, 193;
HSV: 351°, 100%, 86%.</Definition>
  </Term>
  <Term termID="lilac">
    <Name xml:lang="en">Lilac</Name>
    <Definition>Describes the color Lilac. Hex: #C8A2C8; RGB: 200, 162, 200; HSV:
300°, 19%, 78%.</Definition>
  </Term>
  <Term termID="lime_color_wheel">
    <Name xml:lang="en">Lime (color wheel)</Name>

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    <Definition>Describes the color Lime (color wheel). Hex: #BFFF00; RGB: 191,
255, 0; HSV: 75°, 100%, 100%.</Definition>
  </Term>
  <Term termID="lime_web_x11_green">
    <Name xml:lang="en">Lime (web) (X11 green)</Name>
    <Definition>Describes the color Lime (web) (X11 green). Hex: #00FF00; RGB: 0,
255, 0; HSV: 120°, 100%, 100%.</Definition>
  </Term>
  <Term termID="lime_green">
    <Name xml:lang="en">Lime green</Name>
    <Definition>Describes the color Lime green. Hex: #32CD32; RGB: 50, 205, 50;
HSV: 120°, 67%, 40%.</Definition>
  </Term>
  <Term termID="linen">
    <Name xml:lang="en">Linen</Name>
    <Definition>Describes the color Linen. Hex: #FAF0E6; RGB: 250, 240, 230; HSV:
30°, 8%, 98%.</Definition>
  </Term>
  <Term termID="magenta">
    <Name xml:lang="en">Magenta</Name>
    <Definition>Describes the color Magenta. Hex: #FF00FF; RGB: 255, 0, 255; HSV:
300°, 100%, 100%.</Definition>
  </Term>
  <Term termID="magenta_dye">
    <Name xml:lang="en">Magenta (dye)</Name>
    <Definition>Describes the color Magenta (dye). Hex: #CA1F7B; RGB: 202, 31,
23; HSV: 327°, 96%, 34%.</Definition>
  </Term>
  <Term termID="magenta_process">
    <Name xml:lang="en">Magenta (process)</Name>
    <Definition>Describes the color Magenta (process). Hex: #FF0090; RGB: 255, 0,
144; HSV: 320°, 100%, 100%.</Definition>
  </Term>
  <Term termID="magic_mint">
    <Name xml:lang="en">Magic mint</Name>
    <Definition>Describes the color Magic mint. Hex: #AAF0D1; RGB: 170, 240, 209;
HSV: 150°, 84%, 80%.</Definition>
  </Term>
  <Term termID="magnolia">
    <Name xml:lang="en">Magnolia</Name>
    <Definition>Describes the color Magnolia. Hex: #F8F4FF; RGB: 248, 244, 255;
HSV: 247°, 94%, 92%.</Definition>
  </Term>
  <Term termID="malachite">
    <Name xml:lang="en">Malachite</Name>
    <Definition>Describes the color Malachite. Hex: #0BDA51; RGB: 11, 218, 81;
HSV: 140°, 95%, 85%.</Definition>
  </Term>
  <Term termID="maroon_html/css">
    <Name xml:lang="en">Maroon (HTML/CSS)</Name>
    <Definition>Describes the color Maroon (HTML/CSS). Hex: #800000; RGB: 128, 0,
0; HSV: 0°, 100%, 50%.</Definition>
  </Term>
  <Term termID="maroon_x11">
    <Name xml:lang="en">Maroon (X11)</Name>
    <Definition>Describes the color Maroon (X11). Hex: #B03060; RGB: 176, 48, 96;
HSV: 333°, 65%, 42%.</Definition>
  </Term>
  <Term termID="maya_blue">
    <Name xml:lang="en">Maya blue</Name>

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    <Definition>Describes the color Maya blue. Hex: #73C2FB; RGB: 115, 194, 251;
    HSV: 210°, 96%, 87%.</Definition>
  </Term>
  <Term termID="mauve">
    <Name xml:lang="en">Mauve</Name>
    <Definition>Describes the color Mauve. Hex: #E0B0FF; RGB: 224, 176, 255; HSV:
    276°, 31%, 100%.</Definition>
  </Term>
  <Term termID="mauve_taupe">
    <Name xml:lang="en">Mauve Taupe</Name>
    <Definition>Describes the color Mauve Taupe. Hex: #915F6D; RGB: 145, 95, 109;
    HSV: 285°, 37%, 54%.</Definition>
  </Term>
  <Term termID="medium_blue">
    <Name xml:lang="en">Medium blue</Name>
    <Definition>Describes the color Medium blue. Hex: #0000CD; RGB: 0, 0, 205;
    HSV: 240°, 100%, 40%.</Definition>
  </Term>
  <Term termID="medium_carmine">
    <Name xml:lang="en">Medium carmine</Name>
    <Definition>Describes the color Medium carmine. Hex: #AE4035; RGB: 175, 64,
    53; HSV: 5°, 69%, 68%.</Definition>
  </Term>
  <Term termID="medium_lavender_magenta">
    <Name xml:lang="en">Medium lavender magenta</Name>
    <Definition>Describes the color Medium lavender magenta. Hex: #CC99CC; RGB:
    204, 153, 204; HSV: 300°, 80%, 25%.</Definition>
  </Term>
  <Term termID="medium_purple">
    <Name xml:lang="en">Medium purple</Name>
    <Definition>Describes the color Medium purple. Hex: #9370DB; RGB: 147, 112,
    219; HSV: 270°, 68%, 72%.</Definition>
  </Term>
  <Term termID="medium_spring_green">
    <Name xml:lang="en">Medium spring green</Name>
    <Definition>Describes the color Medium spring green. Hex: #00FA9A; RGB: 0,
    250, 154; HSV: 150°, 97%, 97%.</Definition>
  </Term>
  <Term termID="midnight_blue">
    <Name xml:lang="en">Midnight Blue</Name>
    <Definition>Describes the color Midnight Blue. Hex: #191970; RGB: 25, 25,
    112; HSV: 240°, 78%, 44%.</Definition>
  </Term>
  <Term termID="midnight_green_eagle_green">
    <Name xml:lang="en">Midnight Green (Eagle Green)</Name>
    <Definition>Describes the color Midnight Green (Eagle Green). Hex: #004953;
    RGB: 0, 73, 83; HSV: 187°, 100%, 33%.</Definition>
  </Term>
  <Term termID="mint_green">
    <Name xml:lang="en">Mint green</Name>
    <Definition>Describes the color Mint green. Hex: #98FF98; RGB: 152, 255, 152;
    HSV: 140°, 40%, 100%.</Definition>
  </Term>
  <Term termID="misty_rose">
    <Name xml:lang="en">Misty rose</Name>
    <Definition>Describes the color Misty rose. Hex: #FFE4E1; RGB: 255, 228, 225;
    HSV: 337°, 37%, 94%.</Definition>
  </Term>
  <Term termID="moss_green">
    <Name xml:lang="en">Moss green</Name>

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    <Definition>Describes the color Moss green. Hex: #ADDFAF; RGB: 173, 223, 173;
    HSV: 120°, 22%, 87%.</Definition>
  </Term>
  <Term termID="mountbatten_pink">
    <Name xml:lang="en">Mountbatten pink</Name>
    <Definition>Describes the color Mountbatten pink. Hex: #997A8D; RGB: 153,
    122, 141; HSV: 323°, 20%, 60%.</Definition>
  </Term>
  <Term termID="mustard">
    <Name xml:lang="en">Mustard</Name>
    <Definition>Describes the color Mustard. Hex: #FFDB58; RGB: 255, 219, 88;
    HSV: 47°, 65%, 100%.</Definition>
  </Term>
  <Term termID="myrtle">
    <Name xml:lang="en">Myrtle</Name>
    <Definition>Describes the color Myrtle. Hex: #21421E; RGB: 33, 66, 30; HSV:
    115°, 54%, 26%.</Definition>
  </Term>
  <Term termID="navajo_white">
    <Name xml:lang="en">Navajo white</Name>
    <Definition>Describes the color Navajo white. Hex: #FFDEAD; RGB: 255, 222,
    173; HSV: 32°, 27%, 100%.</Definition>
  </Term>
  <Term termID="navy_blue">
    <Name xml:lang="en">Navy Blue</Name>
    <Definition>Describes the color Navy Blue. Hex: #000080; RGB: 0, 0, 128; HSV:
    240°, 100%, 50%.</Definition>
  </Term>
  <Term termID="ochre">
    <Name xml:lang="en">Ochre</Name>
    <Definition>Describes the color Ochre. Hex: #CC7722; RGB: 204, 119, 34; HSV:
    30°, 83%, 80%.</Definition>
  </Term>
  <Term termID="office_green">
    <Name xml:lang="en">Office green</Name>
    <Definition>Describes the color Office green. Hex: #008000; RGB: 0, 128, 0;
    HSV: 120°, 80%, 50%.</Definition>
  </Term>
  <Term termID="old_gold">
    <Name xml:lang="en">Old Gold</Name>
    <Definition>Describes the color Old Gold. Hex: #CFB53B; RGB: 207, 181, 59;
    HSV: 49°, 71%, 81%.</Definition>
  </Term>
  <Term termID="old_lace">
    <Name xml:lang="en">Old Lace</Name>
    <Definition>Describes the color Old Lace. Hex: #FDF5E6; RGB: 253, 245, 230;
    HSV: 40°, 6%, 100%.</Definition>
  </Term>
  <Term termID="old_lavender">
    <Name xml:lang="en">Old Lavender</Name>
    <Definition>Describes the color Old Lavender. Hex: #796878; RGB: 121, 104,
    120; HSV: 270°, 3%, 22%.</Definition>
  </Term>
  <Term termID="old_rose">
    <Name xml:lang="en">Old Rose</Name>
    <Definition>Describes the color Old Rose. Hex: #C08081; RGB: 192, 128, 129;
    HSV: 330°, 59%, 57%.</Definition>
  </Term>
  <Term termID="olive">
    <Name xml:lang="en">Olive</Name>

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    <Definition>Describes the color Olive. Hex: #808000; RGB: 128, 128, 0; HSV:
60°, 100%, 50%.</Definition>
  </Term>
  <Term termID="olive_drab">
    <Name xml:lang="en">Olive Drab</Name>
    <Definition>Describes the color Olive Drab. Hex: #6B8E23; RGB: 107, 142, 35;
HSV: 80°, 75%, 56%.</Definition>
  </Term>
  <Term termID="olivine">
    <Name xml:lang="en">Olivine</Name>
    <Definition>Describes the color Olivine. Hex: #9AB973; RGB: 154, 185, 115;
HSV: 58°, 80%, 141%.</Definition>
  </Term>
  <Term termID="orange_color_wheel">
    <Name xml:lang="en">Orange (color wheel)</Name>
    <Definition>Describes the color Orange (color wheel). Hex: #FF7F00; RGB: 255,
127, 0; HSV: 30°, 100%, 100%.</Definition>
  </Term>
  <Term termID="orange_ryb">
    <Name xml:lang="en">Orange (RYB)</Name>
    <Definition>Describes the color Orange (RYB). Hex: #FB9902; RGB: 251, 153, 2;
HSV: 60°, 100%, 73%.</Definition>
  </Term>
  <Term termID="orange_web">
    <Name xml:lang="en">Orange (web)</Name>
    <Definition>Describes the color Orange (web). Hex: #FFA500; RGB: 255, 165, 0;
HSV: 39°, 100%, 100%.</Definition>
  </Term>
  <Term termID="orange_peel">
    <Name xml:lang="en">Orange Peel</Name>
    <Definition>Describes the color Orange Peel. Hex: #FFA000; RGB: 255, 160, 0;
HSV: 38°, 100%, 100%.</Definition>
  </Term>
  <Term termID="orange-red">
    <Name xml:lang="en">Orange-Red</Name>
    <Definition>Describes the color Orange-Red. Hex: #FF4500; RGB: 255, 69, 0;
HSV: 5°, 100%, 52%.</Definition>
  </Term>
  <Term termID="orchid">
    <Name xml:lang="en">Orchid</Name>
    <Definition>Describes the color Orchid. Hex: #DA70D6; RGB: 218, 112, 214;
HSV: 302°, 49%, 85%.</Definition>
  </Term>
  <Term termID="pale_blue">
    <Name xml:lang="en">Pale blue</Name>
    <Definition>Describes the color Pale blue. Hex: #AFEEEE; RGB: 175, 238, 238;
HSV: 180°, 26%, 93%.</Definition>
  </Term>
  <Term termID="pale_brown">
    <Name xml:lang="en">Pale brown</Name>
    <Definition>Describes the color Pale brown. Hex: #987654; RGB: 152, 118, 84;
HSV: 30°, 45%, 60%.</Definition>
  </Term>
  <Term termID="pale_carmine">
    <Name xml:lang="en">Pale carmine</Name>
    <Definition>Describes the color Pale carmine. Hex: #AF4035; RGB: 175, 64, 53;
HSV: 5°, 69%, 68%.</Definition>
  </Term>
  <Term termID="pale_chestnut">
    <Name xml:lang="en">Pale chestnut</Name>

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    <Definition>Describes the color Pale chestnut. Hex: #DDADAF; RGB: 221, 173, 175; HSV: 358°, 22%, 87%.</Definition>
  </Term>
  <Term termID="pale_cornflower_blue">
    <Name xml:lang="en">Pale cornflower blue</Name>
    <Definition>Describes the color Pale cornflower blue. Hex: #ABCDEF; RGB: 171, 205, 239; HSV: 210°, 28%, 94%.</Definition>
  </Term>
  <Term termID="pale_magenta">
    <Name xml:lang="en">Pale magenta</Name>
    <Definition>Describes the color Pale magenta. Hex: #F984E5; RGB: 249, 132, 229; HSV: 310°, 47%, 98%.</Definition>
  </Term>
  <Term termID="pale_pink">
    <Name xml:lang="en">Pale pink</Name>
    <Definition>Describes the color Pale pink. Hex: #FADADD; RGB: 250, 218, 221; HSV: 354°, 13%, 98%.</Definition>
  </Term>
  <Term termID="pale_red-violet">
    <Name xml:lang="en">Pale red-violet</Name>
    <Definition>Describes the color Pale red-violet. Hex: #DB7093; RGB: 219, 112, 147; HSV: 340°, 49%, 86%.</Definition>
  </Term>
  <Term termID="papaya_whip">
    <Name xml:lang="en">Papaya whip</Name>
    <Definition>Describes the color Papaya whip. Hex: #FFEFD5; RGB: 255, 239, 213; HSV: 37°, 16%, 100%.</Definition>
  </Term>
  <Term termID="pastel_green">
    <Name xml:lang="en">Pastel green</Name>
    <Definition>Describes the color Pastel green. Hex: #77DD77; RGB: 119, 221, 119; HSV: 120°, 46%, 87%.</Definition>
  </Term>
  <Term termID="pastel_pink">
    <Name xml:lang="en">Pastel pink</Name>
    <Definition>Describes the color Pastel pink. Hex: #FFD1DC; RGB: 255, 209, 220; HSV: 346°, 18%, 100%.</Definition>
  </Term>
  <Term termID="peach">
    <Name xml:lang="en">Peach</Name>
    <Definition>Describes the color Peach. Hex: #FFE5B4; RGB: 255, 229, 180; HSV: 39°, 29%, 100%.</Definition>
  </Term>
  <Term termID="peach-orange">
    <Name xml:lang="en">Peach-orange</Name>
    <Definition>Describes the color Peach-orange. Hex: #FFCC99; RGB: 255, 204, 153; HSV: 30°, 40%, 100%.</Definition>
  </Term>
  <Term termID="peach-yellow">
    <Name xml:lang="en">Peach-yellow</Name>
    <Definition>Describes the color Peach-yellow. Hex: #FADFAD; RGB: 250, 223, 173; HSV: 39°, 31%, 98%.</Definition>
  </Term>
  <Term termID="pear">
    <Name xml:lang="en">Pear</Name>
    <Definition>Describes the color Pear. Hex: #D1E231; RGB: 209, 226, 49; HSV: 66°, 78%, 89%.</Definition>
  </Term>
  <Term termID="periwinkle">
    <Name xml:lang="en">Periwinkle</Name>

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    <Definition>Describes the color Periwinkle. Hex: #CCCCFF; RGB: 204, 204, 255;
    HSV: 240°, 20%, 100%.</Definition>
  </Term>
  <Term termID="persian_blue">
    <Name xml:lang="en">Persian blue</Name>
    <Definition>Describes the color Persian blue. Hex: #1C39BB; RGB: 28, 57, 187;
    HSV: 248°, 75%, 50%.</Definition>
  </Term>
  <Term termID="persian_green">
    <Name xml:lang="en">Persian green</Name>
    <Definition>Describes the color Persian green. Hex: #00A693; RGB: 0, 166,
    147; HSV: 135°, 75%, 60%.</Definition>
  </Term>
  <Term termID="persian_indigo">
    <Name xml:lang="en">Persian indigo</Name>
    <Definition>Describes the color Persian indigo. Hex: #32127A; RGB: 50, 18,
    122; HSV: 249°, 85%, 49%.</Definition>
  </Term>
  <Term termID="persian_orange">
    <Name xml:lang="en">Persian orange</Name>
    <Definition>Describes the color Persian orange. Hex: #D99058; RGB: 217, 144,
    88; HSV: 26°, 59%, 85%.</Definition>
  </Term>
  <Term termID="persian_red">
    <Name xml:lang="en">Persian red</Name>
    <Definition>Describes the color Persian red. Hex: #CC3333; RGB: 204, 51, 51;
    HSV: 5°, 50%, 50%.</Definition>
  </Term>
  <Term termID="persian_pink">
    <Name xml:lang="en">Persian pink</Name>
    <Definition>Describes the color Persian pink. Hex: #F77FBE; RGB: 247, 127,
    190; HSV: 330°, 72%, 77%.</Definition>
  </Term>
  <Term termID="persian_rose">
    <Name xml:lang="en">Persian rose</Name>
    <Definition>Describes the color Persian rose. Hex: #FE28A2; RGB: 254, 40,
    162; HSV: 318°, 96%, 88%.</Definition>
  </Term>
  <Term termID="persimmon">
    <Name xml:lang="en">Persimmon</Name>
    <Definition>Describes the color Persimmon. Hex: #EC5800; RGB: 236, 88, 0;
    HSV: 10°, 85%, 94%.</Definition>
  </Term>
  <Term termID="pine_green">
    <Name xml:lang="en">Pine Green</Name>
    <Definition>Describes the color Pine Green. Hex: #01796F; RGB: 1, 121, 111;
    HSV: 175°, 99%, 47%.</Definition>
  </Term>
  <Term termID="pink">
    <Name xml:lang="en">Pink</Name>
    <Definition>Describes the color Pink. Hex: #FFC0CB; RGB: 255, 192, 203; HSV:
    350°, 25%, 100%.</Definition>
  </Term>
  <Term termID="pink-orange">
    <Name xml:lang="en">Pink-orange</Name>
    <Definition>Describes the color Pink-orange. Hex: #FF9966; RGB: 255, 153,
    102; HSV: 20°, 60%, 100%.</Definition>
  </Term>
  <Term termID="platinum">
    <Name xml:lang="en">Platinum</Name>

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    <Definition>Describes the color Platinum. Hex: #E5E4E2; RGB: 229, 228, 226;
    HSV: 40°, 1%, 90%.</Definition>
  </Term>
  <Term termID="plum_web">
    <Name xml:lang="en">Plum (web)</Name>
    <Definition>Describes the color Plum (web). Hex: #CC99CC; RGB: 204, 153, 204;
    HSV: 300°, 80%, 25%.</Definition>
  </Term>
  <Term termID="powder_blue_web">
    <Name xml:lang="en">Powder blue (web)</Name>
    <Definition>Describes the color Powder blue (web). Hex: #B0E0E6; RGB: 176,
    224, 230; HSV: 220°, 70%, 90%.</Definition>
  </Term>
  <Term termID="puce">
    <Name xml:lang="en">Puce</Name>
    <Definition>Describes the color Puce. Hex: #CC8899; RGB: 204, 136, 153; HSV:
    345°, 33%, 80%.</Definition>
  </Term>
  <Term termID="prussian_blue">
    <Name xml:lang="en">Prussian blue</Name>
    <Definition>Describes the color Prussian blue. Hex: #003153; RGB: 0, 49, 83;
    HSV: 205°, 100%, 33%.</Definition>
  </Term>
  <Term termID="psychedelic_purple">
    <Name xml:lang="en">Psychedelic purple</Name>
    <Definition>Describes the color Psychedelic purple. Hex: #DD00FF; RGB: 221,
    0, 255; HSV: 290°, 100%, 92%.</Definition>
  </Term>
  <Term termID="pumpkin">
    <Name xml:lang="en">Pumpkin</Name>
    <Definition>Describes the color Pumpkin. Hex: #FF7518; RGB: 255, 117, 24;
    HSV: 24°, 90%, 100%.</Definition>
  </Term>
  <Term termID="purple_html/css">
    <Name xml:lang="en">Purple (HTML/CSS)</Name>
    <Definition>Describes the color Purple (HTML/CSS). Hex: #800080; RGB: 128, 0,
    128; HSV: 300°, 67%, 44%.</Definition>
  </Term>
  <Term termID="purple_x11">
    <Name xml:lang="en">Purple (X11)</Name>
    <Definition>Describes the color Purple (X11). Hex: #A020F0; RGB: 160, 92,
    240; HSV: 285°, 97%, 77%.</Definition>
  </Term>
  <Term termID="purple_taupe">
    <Name xml:lang="en">Purple Taupe</Name>
    <Definition>Describes the color Purple Taupe. Hex: #50404D; RGB: 80, 64, 77;
    HSV: 285°, 19%, 33%.</Definition>
  </Term>
  <Term termID="raw_umber">
    <Name xml:lang="en">Raw umber</Name>
    <Definition>Describes the color Raw umber. Hex: #734A12; RGB: 115, 74, 18;
    HSV: 34°, 84%, 45%.</Definition>
  </Term>
  <Term termID="razzmatazz">
    <Name xml:lang="en">Razzmatazz</Name>
    <Definition>Describes the color Razzmatazz. Hex: #E30B5C; RGB: 227, 11, 92;
    HSV: 339°, 100%, 70%.</Definition>
  </Term>
  <Term termID="red">
    <Name xml:lang="en">Red</Name>

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    <Definition>Describes the color Red. Hex: #FF0000; RGB: 255, 0, 0; HSV: 0°,
100%, 100%.</Definition>
  </Term>
  <Term termID="red_pigment">
    <Name xml:lang="en">Red (pigment)</Name>
    <Definition>Describes the color Red (pigment). Hex: #ED1C24; RGB: 237, 28,
36; HSV: 0°, 100%, 65%.</Definition>
  </Term>
  <Term termID="red_ryb">
    <Name xml:lang="en">Red (RYB)</Name>
    <Definition>Describes the color Red (RYB). Hex: #FE2712; RGB: 254, 39, 18;
HSV: 0°, 100%, 87%.</Definition>
  </Term>
  <Term termID="red-violet">
    <Name xml:lang="en">Red-violet</Name>
    <Definition>Describes the color Red-violet. Hex: #C71585; RGB: 199, 21, 133;
HSV: 322°, 89%, 78%.</Definition>
  </Term>
  <Term termID="rich_carmine">
    <Name xml:lang="en">Rich carmine</Name>
    <Definition>Describes the color Rich carmine. Hex: #D70040; RGB: 215, 0, 64;
HSV: 356°, 94%, 44%.</Definition>
  </Term>
  <Term termID="robin_egg_blue">
    <Name xml:lang="en">Robin egg blue</Name>
    <Definition>Describes the color Robin egg blue. Hex: #00CCCC; RGB: 0, 204,
204; HSV: 180°, 100%, 80%.</Definition>
  </Term>
  <Term termID="rose">
    <Name xml:lang="en">Rose</Name>
    <Definition>Describes the color Rose. Hex: #FF007F; RGB: 255, 0, 127; HSV:
330°, 100%, 100%.</Definition>
  </Term>
  <Term termID="rose_madder">
    <Name xml:lang="en">Rose Madder</Name>
    <Definition>Describes the color Rose Madder. Hex: #E32636; RGB: 227, 38, 54;
HSV: 355°, 83%, 89%.</Definition>
  </Term>
  <Term termID="rose_taupe">
    <Name xml:lang="en">Rose Taupe</Name>
    <Definition>Describes the color Rose Taupe. Hex: #905D5D; RGB: 144, 93, 93;
HSV: 330°, 42%, 46%.</Definition>
  </Term>
  <Term termID="royal_blue">
    <Name xml:lang="en">Royal blue</Name>
    <Definition>Describes the color Royal blue. Hex: #4169E1; RGB: 65, 105, 225;
HSV: 225°, 71%, 88%.</Definition>
  </Term>
  <Term termID="royal_purple">
    <Name xml:lang="en">Royal purple</Name>
    <Definition>Describes the color Royal purple. Hex: #6B3FA0; RGB: 107, 63,
160; HSV: 273°, 62%, 54%.</Definition>
  </Term>
  <Term termID="ruby">
    <Name xml:lang="en">Ruby</Name>
    <Definition>Describes the color Ruby. Hex: #E0115F; RGB: 224, 17, 95; HSV:
338°, 100%, 40%.</Definition>
  </Term>
  <Term termID="russet">
    <Name xml:lang="en">Russet</Name>

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    <Definition>Describes the color Russet. Hex: #80461B; RGB: 128, 70, 27; HSV:
25°, 78%, 50%.</Definition>
  </Term>
  <Term termID="rust">
    <Name xml:lang="en">Rust</Name>
    <Definition>Describes the color Rust. Hex: #B7410E; RGB: 183, 65, 14; HSV:
18°, 92%, 72%.</Definition>
  </Term>
  <Term termID="safety_orange_blaze_orange">
    <Name xml:lang="en">Safety orange (blaze orange)</Name>
    <Definition>Describes the color Safety orange (blaze orange). Hex: #FF6600;
RGB: 255, 102, 0; HSV: 24°, 100%, 100%.</Definition>
  </Term>
  <Term termID="saffron">
    <Name xml:lang="en">Saffron</Name>
    <Definition>Describes the color Saffron. Hex: #F4C430; RGB: 244, 196, 48;
HSV: 45°, 80%, 96%.</Definition>
  </Term>
  <Term termID="salmon">
    <Name xml:lang="en">Salmon</Name>
    <Definition>Describes the color Salmon. Hex: #FF8C69; RGB: 255, 140, 105;
HSV: 14°, 59%, 100%.</Definition>
  </Term>
  <Term termID="sandy_brown">
    <Name xml:lang="en">Sandy brown</Name>
    <Definition>Describes the color Sandy brown. Hex: #F4A460; RGB: 244, 164, 96;
HSV: 28°, 61%, 96%.</Definition>
  </Term>
  <Term termID="sangria">
    <Name xml:lang="en">Sangria</Name>
    <Definition>Describes the color Sangria. Hex: #92000A; RGB: 146, 0, 10; HSV:
356°, 100%, 57%.</Definition>
  </Term>
  <Term termID="sapphire">
    <Name xml:lang="en">Sapphire</Name>
    <Definition>Describes the color Sapphire. Hex: #082567; RGB: 8, 37, 103; HSV:
222°, 92%, 40%.</Definition>
  </Term>
  <Term termID="scarlet">
    <Name xml:lang="en">Scarlet</Name>
    <Definition>Describes the color Scarlet. Hex: #FF2400; RGB: 255, 36, 0; HSV:
8°, 100%, 100%.</Definition>
  </Term>
  <Term termID="school_bus_yellow">
    <Name xml:lang="en">School bus yellow</Name>
    <Definition>Describes the color School bus yellow. Hex: #FFD800; RGB: 255,
216, 0; HSV: 36°, 100%, 50%.</Definition>
  </Term>
  <Term termID="sea_green">
    <Name xml:lang="en">Sea Green</Name>
    <Definition>Describes the color Sea Green. Hex: #2E8B57; RGB: 46, 139, 87;
HSV: 146°, 77%, 55%.</Definition>
  </Term>
  <Term termID="seashell">
    <Name xml:lang="en">Seashell</Name>
    <Definition>Describes the color Seashell. Hex: #FFF5EE; RGB: 255, 245, 238;
HSV: 25°, 7%, 100%.</Definition>
  </Term>
  <Term termID="selective_yellow">
    <Name xml:lang="en">Selective yellow</Name>

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    <Definition>Describes the color Selective yellow. Hex: #FFBA00; RGB: 255,
186, 0; HSV: 44°, 100%, 100%.</Definition>
  </Term>
  <Term termID="sepia">
    <Name xml:lang="en">Sepia</Name>
    <Definition>Describes the color Sepia. Hex: #704214; RGB: 112, 66, 20; HSV:
30°, 82%, 44%.</Definition>
  </Term>
  <Term termID="shamrock_green">
    <Name xml:lang="en">Shamrock green</Name>
    <Definition>Describes the color Shamrock green. Hex: #009E60; RGB: 0, 158,
96; HSV: 120°, 91%, 75%.</Definition>
  </Term>
  <Term termID="shocking_pink">
    <Name xml:lang="en">Shocking Pink</Name>
    <Definition>Describes the color Shocking Pink. Hex: #FC0FC0; RGB: 252, 15,
192; HSV: 315°, 94%, 99%.</Definition>
  </Term>
  <Term termID="silver">
    <Name xml:lang="en">Silver</Name>
    <Definition>Describes the color Silver. Hex: #C0C0C0; RGB: 192, 192, 192;
HSV: 0°, 0%, 75%.</Definition>
  </Term>
  <Term termID="sky_blue">
    <Name xml:lang="en">Sky Blue</Name>
    <Definition>Describes the color Sky Blue. Hex: #87CEEB; RGB: 135, 206, 235;
HSV: 210°, 67%, 96%.</Definition>
  </Term>
  <Term termID="slate_grey">
    <Name xml:lang="en">Slate grey</Name>
    <Definition>Describes the color Slate grey. Hex: #708090; RGB: 112, 128, 144;
HSV: 210°, 33%, 56%.</Definition>
  </Term>
  <Term termID="smalt_dark_powder_blue">
    <Name xml:lang="en">Smalt (Dark powder blue)</Name>
    <Definition>Describes the color Smalt (Dark powder blue). Hex: #003399; RGB:
0, 51, 153; HSV: 200°, 70%, 60%.</Definition>
  </Term>
  <Term termID="spring_bud">
    <Name xml:lang="en">Spring bud</Name>
    <Definition>Describes the color Spring bud. Hex: #A7FC00; RGB: 167, 252, 0;
HSV: 88°, 90%, 63%.</Definition>
  </Term>
  <Term termID="spring_green">
    <Name xml:lang="en">Spring green</Name>
    <Definition>Describes the color Spring green. Hex: #00FF7F; RGB: 0, 255, 127;
HSV: 150°, 100%, 100%.</Definition>
  </Term>
  <Term termID="steel_blue">
    <Name xml:lang="en">Steel blue</Name>
    <Definition>Describes the color Steel blue. Hex: #4682B4; RGB: 70, 130, 180;
HSV: 207°, 61%, 71%.</Definition>
  </Term>
  <Term termID="tan">
    <Name xml:lang="en">Tan</Name>
    <Definition>Describes the color Tan. Hex: #D2B48C; RGB: 210, 180, 140; HSV:
34°, 33%, 82%.</Definition>
  </Term>
  <Term termID="tangerine">
    <Name xml:lang="en">Tangerine</Name>

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    <Definition>Describes the color Tangerine. Hex: #F28500; RGB: 242, 133, 0;
    HSV: 33°, 100%, 95%.</Definition>
  </Term>
  <Term termID="tangerine_yellow">
    <Name xml:lang="en">Tangerine yellow</Name>
    <Definition>Describes the color Tangerine yellow. Hex: #FFCC00; RGB: 255,
    204, 0; HSV: 33°, 100%, 50%.</Definition>
  </Term>
  <Term termID="taupe">
    <Name xml:lang="en">Taupe</Name>
    <Definition>Describes the color Taupe. Hex: #483C32; RGB: 72, 60, 50; HSV:
    30°, 17%, 34%.</Definition>
  </Term>
  <Term termID="tea_green">
    <Name xml:lang="en">Tea Green</Name>
    <Definition>Describes the color Tea Green. Hex: #D0F0C0; RGB: 208, 240, 192;
    HSV: 100°, 20%, 94%.</Definition>
  </Term>
  <Term termID="tea_rose_orange">
    <Name xml:lang="en">Tea rose (orange)</Name>
    <Definition>Describes the color Tea rose (orange). Hex: #F88379; RGB: 248,
    131, 194; HSV: 16°, 70%, 70%.</Definition>
  </Term>
  <Term termID="tea_rose_rose">
    <Name xml:lang="en">Tea rose (rose)</Name>
    <Definition>Describes the color Tea rose (rose). Hex: #F4C2C2; RGB: 244, 194,
    194; HSV: 337°, 47%, 93%.</Definition>
  </Term>
  <Term termID="teal">
    <Name xml:lang="en">Teal</Name>
    <Definition>Describes the color Teal. Hex: #008080; RGB: 0, 128, 128; HSV:
    180°, 100%, 50%.</Definition>
  </Term>
  <Term termID="tenné_tawny">
    <Name xml:lang="en">Tenné (Tawny)</Name>
    <Definition>Describes the color Tenné (Tawny). Hex: #CD5700; RGB: 205, 87, 0;
    HSV: 25°, 100%, 80%.</Definition>
  </Term>
  <Term termID="terra_cotta">
    <Name xml:lang="en">Terra cotta</Name>
    <Definition>Describes the color Terra cotta. Hex: #E2725B; RGB: 226, 114, 91;
    HSV: 10°, 70%, 62%.</Definition>
  </Term>
  <Term termID="thistle">
    <Name xml:lang="en">Thistle</Name>
    <Definition>Describes the color Thistle. Hex: #D8BFD8; RGB: 216, 191, 216;
    HSV: 300°, 12%, 85%.</Definition>
  </Term>
  <Term termID="tomato">
    <Name xml:lang="en">Tomato</Name>
    <Definition>Describes the color Tomato. Hex: #FF6347; RGB: 255, 99, 71; HSV:
    15°, 75%, 50%.</Definition>
  </Term>
  <Term termID="turquoise">
    <Name xml:lang="en">Turquoise</Name>
    <Definition>Describes the color Turquoise. Hex: #30D5C8; RGB: 48, 213, 200;
    HSV: 175°, 77%, 84%.</Definition>
  </Term>
  <Term termID="tyrian_purple">
    <Name xml:lang="en">Tyrian purple</Name>

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    <Definition>Describes the color Tyrian purple. Hex: #66023C; RGB: 102, 2, 60;
    HSV: 277°, 67%, 44%.</Definition>
  </Term>
  <Term termID="ultramarine">
    <Name xml:lang="en">Ultramarine</Name>
    <Definition>Describes the color Ultramarine. Hex: #120A8F; RGB: 18 , 10 ,
    143; HSV: 244°, 93%, 56%.</Definition>
  </Term>
  <Term termID="ultra_pink">
    <Name xml:lang="en">Ultra pink</Name>
    <Definition>Describes the color Ultra pink. Hex: #FF6FFF; RGB: 255, 111, 255;
    HSV: 300°, 48%, 83%.</Definition>
  </Term>
  <Term termID="united_nations_blue">
    <Name xml:lang="en">United Nations blue</Name>
    <Definition>Describes the color United Nations blue. Hex: #5B92E5; RGB: 91,
    146, 229; HSV: 210°, 60%, 90%.</Definition>
  </Term>
  <Term termID="vegas_gold">
    <Name xml:lang="en">Vegas Gold</Name>
    <Definition>Describes the color Vegas Gold. Hex: #C5B358; RGB: 197, 179, 88;
    HSV: 50°, 55%, 77%.</Definition>
  </Term>
  <Term termID="vermilion">
    <Name xml:lang="en">Vermilion</Name>
    <Definition>Describes the color Vermilion. Hex: #E34234; RGB: 227, 66, 51;
    HSV: 5°, 77%, 89%.</Definition>
  </Term>
  <Term termID="violet">
    <Name xml:lang="en">Violet</Name>
    <Definition>Describes the color Violet. Hex: #8B00FF; RGB: 139, 0, 255; HSV:
    273°, 100%, 100%.</Definition>
  </Term>
  <Term termID="violet_web">
    <Name xml:lang="en">Violet (web)</Name>
    <Definition>Describes the color Violet (web). Hex: #EE82EE; RGB: 238, 130,
    238; HSV: 300°, 45%, 93%.</Definition>
  </Term>
  <Term termID="violet_ryb">
    <Name xml:lang="en">Violet (RYB)</Name>
    <Definition>Describes the color Violet (RYB). Hex: #8601AF; RGB: 2, 71, 54;
    HSV: 270°, 100%, 71%.</Definition>
  </Term>
  <Term termID="viridian">
    <Name xml:lang="en">Viridian</Name>
    <Definition>Describes the color Viridian. Hex: #40826D; RGB: 64, 130, 109;
    HSV: 161°, 51%, 51%.</Definition>
  </Term>
  <Term termID="wheat">
    <Name xml:lang="en">Wheat</Name>
    <Definition>Describes the color Wheat. Hex: #F5DEB3; RGB: 245, 222, 179; HSV:
    39°, 26%, 96%.</Definition>
  </Term>
  <Term termID="white">
    <Name xml:lang="en">White</Name>
    <Definition>Describes the color White. Hex: #FFFFFF; RGB: 255, 255, 255; HSV:
    ---°, 0%, 100%.</Definition>
  </Term>
  <Term termID="wisteria">
    <Name xml:lang="en">Wisteria</Name>

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    <Definition>Describes the color Wisteria. Hex: #C9A0DC; RGB: 201, 160, 220;
    HSV: 281°, 27%, 86%.</Definition>
  </Term>
  <Term termID="yellow">
    <Name xml:lang="en">Yellow</Name>
    <Definition>Describes the color Yellow. Hex: #FFFF00; RGB: 255, 255, 0; HSV:
    60°, 100%, 100%.</Definition>
  </Term>
  <Term termID="yellow_process">
    <Name xml:lang="en">Yellow (process)</Name>
    <Definition>Describes the color Yellow (process). Hex: #FFEF00; RGB: 255,
    239, 0; HSV: 56°, 100%, 100%.</Definition>
  </Term>
  <Term termID="yellow_ryb">
    <Name xml:lang="en">Yellow (RYB)</Name>
    <Definition>Describes the color Yellow (RYB). Hex: #FEFE33; RGB: 254, 254,
    51; HSV: 60°, 99%, 60%.</Definition>
  </Term>
  <Term termID="yellow-green">
    <Name xml:lang="en">Yellow-green</Name>
    <Definition>Describes the color Yellow-green. Hex: #9ACD32; RGB: 154, 205,
    50; HSV: 60°, 60%, 54%.</Definition>
  </Term>
</ClassificationScheme>

```

### A.2.3 LocationCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-LocationCS-NS">
  <Term termID="left">
    <Name xml:lang="en">Left</Name>
    <Definition xml:lang="en">
    Describes the location on the left side according to the location model.
    </Definition>
  </Term>
  <Term termID="centerleft">
    <Name xml:lang="en">Center Left</Name>
    <Definition xml:lang="en">
    Describes the location on the center left side according to the location model.
    </Definition>
  </Term>
  <Term termID="center">
    <Name xml:lang="en">Center</Name>
    <Definition xml:lang="en">
    Describes the location at the center according to the location model.
    </Definition>
  </Term>
  <Term termID="centerright">
    <Name xml:lang="en">Center Right</Name>
    <Definition xml:lang="en">
    Describes the location on the center right side according to the location model.
    </Definition>
  </Term>
  <Term termID="right">
    <Name xml:lang="en">Right</Name>
    <Definition xml:lang="en">
    Describes the location on the right side according to the location model.
    </Definition>
  </Term>

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```

<Term termID="bottom">
  <Name xml:lang="en">Bottom</Name>
  <Definition xml:lang="en">
Describes the location at the bottom according to the location model.
  </Definition>
</Term>
<Term termID="middle">
  <Name xml:lang="en">Middle</Name>
  <Definition xml:lang="en">
Describes the location at the middle according to the location model.
  </Definition>
</Term>
<Term termID="top">
  <Name xml:lang="en">Top</Name>
  <Definition xml:lang="en">
Describes the location at the top according to the location model.
  </Definition>
</Term>
<Term termID="back">
  <Name xml:lang="en">Back</Name>
  <Definition xml:lang="en">
Describes the location at the back according to the location model.
  </Definition>
</Term>
<Term termID="midway">
  <Name xml:lang="en">Midway</Name>
  <Definition xml:lang="en">
Describes the location at the midway according to the location model.
  </Definition>
</Term>
<Term termID="front">
  <Name xml:lang="en">Front</Name>
  <Definition xml:lang="en">
Describes the location at the front according to the location model.
  </Definition>
</Term>
</ClassificationScheme>

```

#### A.2.4 ScentCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-ScentCS-NS">
  <Term termID="rose">
    <Name xml:lang="en">Scent of rose</Name>
    <Definition xml:lang="en">Describes the scent of rose</Definition>
  </Term>
  <Term termID="acacia">
    <Name xml:lang="en">Scent of acacia</Name>
    <Definition xml:lang="en">Describes the scent of acacia</Definition>
  </Term>
  <Term termID="chrysanthemum">
    <Name xml:lang="en">Scent of chrysanthemum</Name>
    <Definition xml:lang="en">Describes the scent of chrysanthemum</Definition>
  </Term>
  <Term termID="lilac">
    <Name xml:lang="en">Scent of lilac</Name>
    <Definition xml:lang="en">Describes the scent of lilac</Definition>
  </Term>
  <Term termID="mint">

```

```

    <Name xml:lang="en">Scent of mint</Name>
    <Definition xml:lang="en">Describes the scent of mint</Definition>
  </Term>
  <Term termID="jasmine">
    <Name xml:lang="en">Scent of jasmine</Name>
    <Definition xml:lang="en">Describes the scent of jasmine</Definition>
  </Term>
  <Term termID="pine_tree">
    <Name xml:lang="en">Scent of pine tree</Name>
    <Definition xml:lang="en">Describes the scent of pine tree</Definition>
  </Term>
  <Term termID="orange">
    <Name xml:lang="en">Scent of orange</Name>
    <Definition xml:lang="en">Describes the scent of orange</Definition>
  </Term>
  <Term termID="grape">
    <Name xml:lang="en">Scent of grape</Name>
    <Definition xml:lang="en">Describes the scent of grape</Definition>
  </Term>
</ClassificationScheme>

```

### A.2.5 ShakeDirectionCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-ShakeDirectionCS-NS">
  <Term termID="heave">
    <Name xml:lang="en">Heave</Name>
    <Definition xml:lang="en">
Describes the shaking direction from up to down, or vice versa.
    </Definition>
  </Term>
  <Term termID="sway">
    <Name xml:lang="en">Sway</Name>
    <Definition xml:lang="en">
Describes the shaking direction from left to right, or vice versa.
    </Definition>
  </Term>
  <Term termID="surge">
    <Name xml:lang="en">Surge</Name>
    <Definition xml:lang="en">
Describes the shaking direction from front to rear, or vice versa.
    </Definition>
  </Term>
</ClassificationScheme>

```

### A.2.6 SpinDirectionCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-SpinDirectionCS-NS">
  <Term termID="xf">
    <Name xml:lang="en">XF</Name>
    <Definition xml:lang="en">
Describes the forward spinning direction based on X axis.
    </Definition>
  </Term>
  <Term termID="xb">
    <Name xml:lang="en">XB</Name>

```

```

    <Definition xml:lang="en">
Describes the backward spinning direction based on X axis.
    </Definition>
  </Term>
  <Term termID="yf">
    <Name xml:lang="en">YF</Name>
    <Definition xml:lang="en">
Describes the forward spinning direction based on Y axis.
    </Definition>
  </Term>
  <Term termID="yb">
    <Name xml:lang="en">YB</Name>
    <Definition xml:lang="en">
Describes the backward spinning direction based on Y axis.
    </Definition>
  </Term>
  <Term termID="zf">
    <Name xml:lang="en">ZF</Name>
    <Definition xml:lang="en">
Describes the forward spinning direction based on Z axis.
    </Definition>
  </Term>
  <Term termID="zb">
    <Name xml:lang="en">ZB</Name>
    <Definition xml:lang="en">
Describes the backward spinning direction based on Z axis.
    </Definition>
  </Term>
</ClassificationScheme>

```

### A.2.7 SprayingTypeCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-SprayingTypeCS-NS">
  <Term termID="water">
    <Name xml:lang="en">Purified Water</Name>
    <Definition xml:lang="en">Describes purified water.</Definition>
  </Term>
</ClassificationScheme>

```

### A.2.8 TactileEffectCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-TactileEffectCS-NS">
  <Term termID="vibration">
    <Name xml:lang="en">Vibration Effect</Name>
    <Definition xml:lang="en">Describes the tactile effect of
vibration</Definition>
  </Term>
  <Term termID="temperature">
    <Name xml:lang="en">Temperature Effect</Name>
    <Definition xml:lang="en">Describes the tactile effect of
temperature</Definition>
  </Term>
  <Term termID="pressure">
    <Name xml:lang="en">Pressure Effect</Name>
    <Definition xml:lang="en">Describes the tactile effect of
pressure</Definition>
  </Term>
</ClassificationScheme>

```

```

</Term>
</ClassificationScheme>

```

### A.2.9 WaveDirectionCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-WaveDirectionCS-NS">
  <Term termID="left_right">
    <Name xml:lang="en">Left right</Name>
    <Definition xml:lang="en">
Describes the waving direction from left-up to right-down, or vice versa.
    </Definition>
  </Term>
  <Term termID="front_rear">
    <Name xml:lang="en">Front rear</Name>
    <Definition xml:lang="en">
Describes the waving direction from front-up to rear-down, or vice versa.
    </Definition>
  </Term>
</ClassificationScheme>

```

### A.2.10 WaveStartDirectionCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-WaveStartDirectionCS-NS">
  <Term termID="up">
    <Name xml:lang="en">Up</Name>
    <Definition xml:lang="en">
Describes the starting wave direction toward up side.
    </Definition>
  </Term>
  <Term termID="down">
    <Name xml:lang="en">Down</Name>
    <Definition xml:lang="en">
Describes the starting wave direction toward down side.
    </Definition>
  </Term>
</ClassificationScheme>

```

### A.2.11 TactileDisplayCS

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-CI-TactileDisplayCS-NS">
  <Term termID="vibrotactile">
    <Name xml:lang="en">Vibrating motor</Name>
    <Definition xml:lang="en">Describes the vibrotactile display</Definition>
  </Term>
  <Term termID="electrotactile">
    <Name xml:lang="en">Electric Current</Name>
    <Definition xml:lang="en">Describes the electro-tactile display</Definition>
  </Term>
  <Term termID="pneumatictactile">
    <Name xml:lang="en">Air Jet</Name>
    <Definition xml:lang="en">Describes the pneumatic tactile
display</Definition>
  </Term>
  <Term termID="piezoelectrictactile">

```

```

    <Name xml:lang="en">Piezoelectric Actuator</Name>
    <Definition xml:lang="en">Describes the piezoelectric tactile
display</Definition>
  </Term>
  <Term termID="thermal">
    <Name xml:lang="en">Thermal Display</Name>
    <Definition xml:lang="en">Describes the thermal display</Definition>
  </Term>
</ClassificationScheme>

```

## A.2.12 Classification schemes for human body skeleton features

This Subclause contains a set of classification schemes for human body skeleton features. Each of the classification schemes corresponds to each of the element values in the `ControlBodyFeaturesType` in ISO/IEC 23005-4. In addition, the set of classification schemes shall be used for a location model for effects applied on human body.

### A.2.12.1 HeadBonesCS

This classification scheme corresponds to the element, `HeadBones` in `ControlBodyFeaturesType` of ISO/IEC 23005-4.

```

<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-HeadBonesCS-NS">
  <Term termID="headBones_01">
    <Name xml:lang="en">CervicalVertebrae7</Name>
    <Definition xml:lang="en">
      Describes the cervical vertebrae 7.
    </Definition>
  </Term>
  <Term termID="headBones_02">
    <Name xml:lang="en">CervicalVertebrae6</Name>
    <Definition xml:lang="en">
      Describes the cervical vertebrae 6.
    </Definition>
  </Term>
  <Term termID="headBones_03">
    <Name xml:lang="en">CervicalVertebrae5</Name>
    <Definition xml:lang="en">
      Describes the cervical vertebrae 5.
    </Definition>
  </Term>
  <Term termID="headBones_04">
    <Name xml:lang="en">CervicalVertebrae4</Name>
    <Definition xml:lang="en">
      Describes the cervical vertebrae 4.
    </Definition>
  </Term>
  <Term termID="headBones_05">
    <Name xml:lang="en">CervicalVertebrae3</Name>
    <Definition xml:lang="en">
      Describes the cervical vertebrae 3.
    </Definition>
  </Term>
  <Term termID="headBones_06">
    <Name xml:lang="en">CervicalVertebrae2</Name>
    <Definition xml:lang="en">
      Describes the cervical vertebrae 2.
    </Definition>
  </Term>
</ClassificationScheme>

```

```

    </Definition>
  </Term>
  <Term termID="headBones_07">
    <Name xml:lang="en">CervicalVertebrae1</Name>
    <Definition xml:lang="en">
      Describes the cervical vertebrae 1.
    </Definition>
  </Term>
  <Term termID="headBones_08">
    <Name xml:lang="en">Skull</Name>
    <Definition xml:lang="en">
      Describes the skull.
    </Definition>
  </Term>
  <Term termID="headBones_09">
    <Name xml:lang="en">LEyelid</Name>
    <Definition xml:lang="en">
      Describes the left eyelid.
    </Definition>
  </Term>
  <Term termID="headBones_10">
    <Name xml:lang="en">REyelid</Name>
    <Definition xml:lang="en">
      Describes the right eyelid.
    </Definition>
  </Term>
  <Term termID="headBones_11">
    <Name xml:lang="en">LEyeball</Name>
    <Definition xml:lang="en">
      Describes the left eyeball.
    </Definition>
  </Term>
  <Term termID="headBones_12">
    <Name xml:lang="en">REyeball</Name>
    <Definition xml:lang="en">
      Describes the right eyeball.
    </Definition>
  </Term>
  <Term termID="headBones_13">
    <Name xml:lang="en">LEyebrow</Name>
    <Definition xml:lang="en">
      Describes the left eyebrow.
    </Definition>
  </Term>
  <Term termID="headBones_14">
    <Name xml:lang="en">REyebrow</Name>
    <Definition xml:lang="en">
      Describes the right eyebrow.
    </Definition>
  </Term>
  <Term termID="headBones_15">
    <Name xml:lang="en">Jaw </Name>
    <Definition xml:lang="en">
      Describes the jaw.
    </Definition>
  </Term>
</ClassificationScheme>

```