

**DeviceN-based shading with N=2 (process colors Magenta/Yellow) and stop colors 1/0 and 0/1:**



**DeviceN-based shading with N=3 (process colors Cyan/Magenta/Black) and stop colors 1/0/0, 0/1/0 and 0/0/1:**



**DeviceN-based shading with N=4 (process colors Cyan/Magenta/Yellow/Black) and stop colors 1/0/0/0, 0/1/0/0, 0/0/1/0 and 0/0/0/1:**

