

Tabela de conversão VITA 3D Master a partir da Classic utilizando MiYo Colors

Cor final	Cor Base	MiYO colors	Cor final	Cor Base	MiYO colors	Cor final	Cor Base	MiYO colors	Cor final	Cor Base	MiYO colors	Cor final	Cor Base	MiYO colors
0M1	ZirkOM Branco incolor	SHADE 'A'	2L1.5	B1	SHADE 'B' + SMOKE	3L1.5	C2	LUMIN	4L1.5	C3	SHADE 'C' + RASPBERRY	5M1	A3	THISTLE
0M2	ZirkOM Branco incolor	SHADE 'A' + SMOKE	2L2.5	B2	SHADE 'A'	3L2.5	B3	SHADE 'B' + SMOKE	4L2.5	A3.5	SHADE 'D' + RASPBERRY	5M2	A4	CLEMENTINE 60%, SLATE 40%
0M3	ZirkOM Branco incolor	SHADE 'A' + SMOKE	2M1	A1	SMOKE + SLATE OVERLAY	3M1	C1	SMOKE + RASPBERRY	4M1	C1	SHADE 'D' + MIDNIGHT+ FISSURE	5M3	A4	CLEMENTINE 90%, SHADE 'A' 10%
									4M1	A2	THISTLE			
1M1	B1	LUMIN	2M2	A2	SMOKE	3M2	D3	SHADE 'D'	4M2	C3	SHADE 'D' + FISSURE			
1M2	B1	SHADE 'B'	2M3	A2	SHADE 'C'	3M3	A3.5	SHADE 'A'	4M3	A3.5	SHADE 'B' 70%, CLEMENTINE 30% + FISSURE			
			2R1.5	A1	FAINT FISSURE	3R1.5	C1	SHADE 'C' + RASPBERRY	4R1.5	C2	SHADE 'C' 70%, RASPBERRY 30%			
			2R2.5	A2	FAINT FISSURE	3R2.5	B3	SHADE 'C' + RASPBERRY	4R2.5	A3.5	SHADE 'D' 50%, RASPBERRY 50%			