

Color

Color is the visual appearance of a surface determined by the reflected light on that surface.

Vocabulary:

Hue

Definition: Refers to the name of a color (Ex: red, yellow, violet, etc.)

Value

Definition: Lightness or darkness of a color

A) To make a color lighter, add white, (or water, if you are using watercolor)

B) To make a color darker, add black

Intensity (or Chroma)

Definition: Brightness or dullness of a color

A) To make a color duller (less intense), add its complement

Neutrals: White, Gray, Black

These are non-colors that are achieved by the absence of all color (white) or the presence of all color (black). Also mixing black and white = gray.

FYI: Brown is not a neutral, but a mixture of colors

Tint: Adding white to a color to lighten it

Shade: Adding black to a color to darken it

Color Wheel:

Primary Colors

Red, Yellow, Blue

Qualities: A) Primary colors cannot be made by mixing colors together.

B) They are the basis for all other colors. With these 3 colors you can make every other color.

Secondary Colors

Orange, Green, Violet

Qualities: Made by mixing 2 primary colors in equal parts.

Red + Yellow = Orange

Yellow + Blue = Green

Blue + Red = Violet

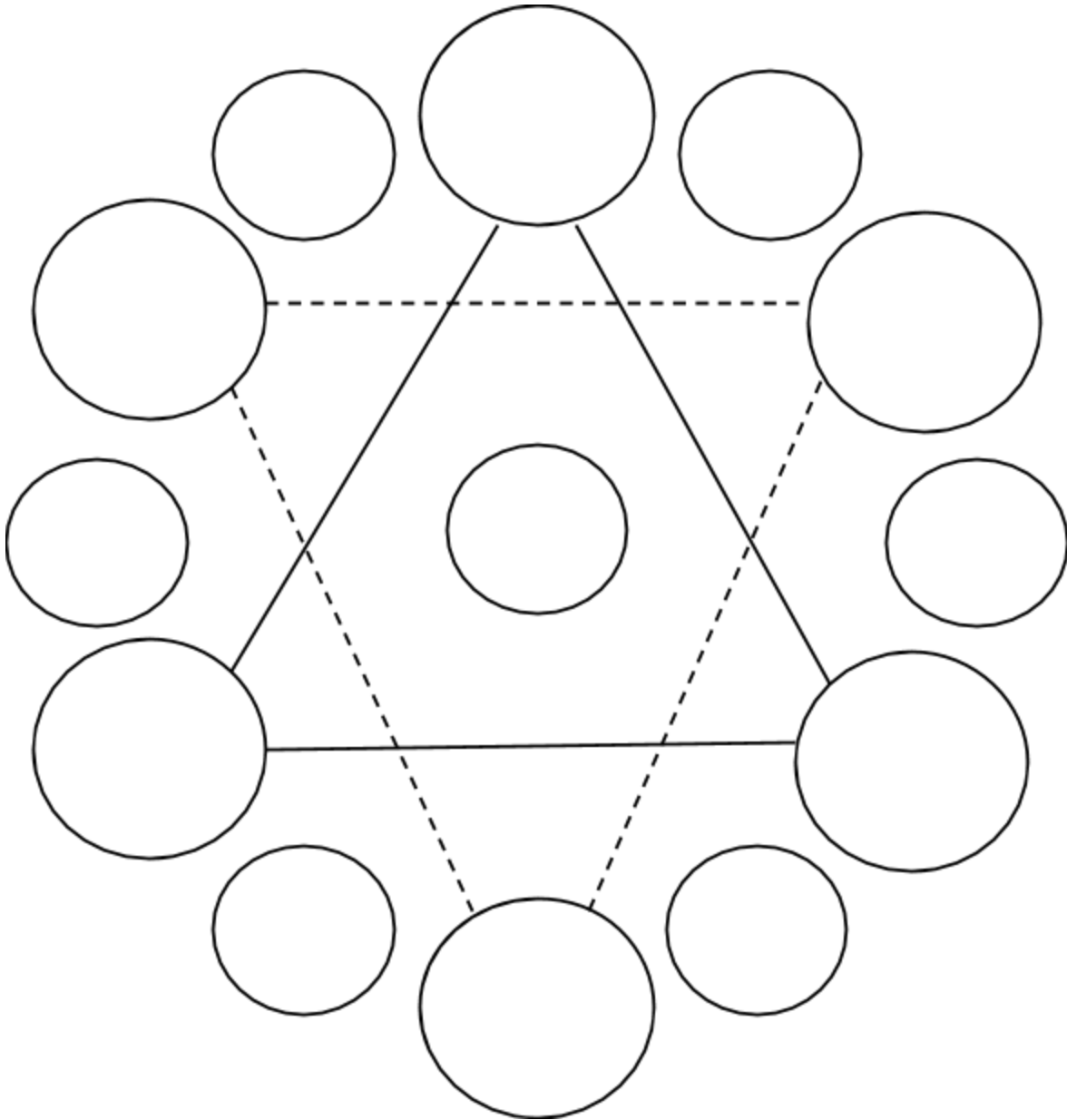
Tertiary Colors

Red-Violet, Red-Orange, Yellow-Orange, Yellow-Green, Blue-Violet, and Blue-Green

Qualities: Colors that are produced by mixing a primary color and an adjoining secondary color.

Create your own Color Wheel

*Fill in the correct colors, mixing ONLY with primary colors and neutrals.
Be sure to LABEL everything! Craftsmanship counts!!*



Be Very very Neat!

Scales

Neutral Value Scale

Range: Values 1-9

Definition: Value range from *white* to *black*

mix a gray in the center and add white or black to evenly distribute from dark to light



Light (tint)

Neutral Value Scale

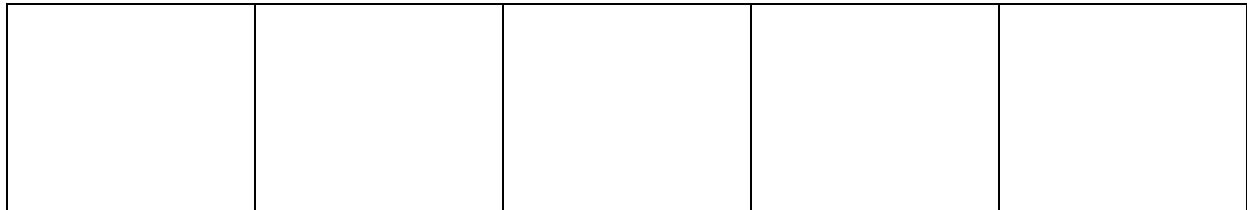
Dark (shade)

Monochromatic Value Scale

Range: Values 1-9

Definition: Value range from *light* to *dark* of one color

mix a secondary or tertiary color in the center and add white or black to evenly distribute from dark to light



Light (tint)

Monochromatic Value Color Scale

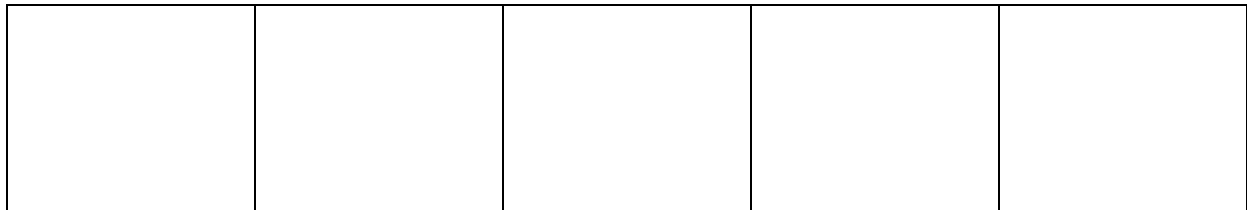
Dark (shade)

Intensity Scale

Range: From dull to bright

Definition: a color range of one color from *bright* to *dull*

Start with a pure color on the left and gradually add its opposite to create less intense hues



Bright

Intensity Scale

Dull

Color Schemes/Themes:

Complimentary Colors

Pair combinations: Red and Green; Blue and Orange; Red-Orange and Blue-Green; etc.

Definition: Colors that are opposite from each other on the color wheel.

Mix any complementary colors in equal parts gets gray.

Effect: bright, alive, exciting

Split-Complementary Colors

Trio combinations: Red and Yellow-Green and Blue-Green; Blue and Red-Orange and Yellow-Orange, etc.

Definition: A color + the two colors adjacent to its complementary color.

Effect: bright

Monochromatic Color Harmony

Design: All values of one color (ex: Dark Blue, Medium Blue, and Light Blue)

Definition: Achieved by adding white or black to one color to create variations of that color

Effect: soft, smooth, quiet

Analogous Color Harmony

Design: any three (Yellow and Yellow-Orange and Orange, etc.)

Definition: created by a selection of any three colors that are adjacent to one another on the color wheel

Effect: soft, quiet, soothing

Triad Color Harmony

Design: Primary, secondary, OR tertiary combinations

Definition: Using the three primary colors, the three secondary colors, OR three of your choice of tertiary colors together in a design or theme.

Effect: primary = bright, attract attention; secondary = more subtle than primary, but still lively; tertiary = less lively, but creates strong contrasts

Warm Colors

Design: the range from Red-Violet through Reds, Oranges, and Yellows to Yellow-Green

Definition: Colors that are bright and near to sunlight.

Effect: Warm colors appear to advance in a design.

Cool Colors

Design: The range from Red-Violet through the Violets, Blues, and Greens to Yellow-Green

Definition: Colors that give a cool visual feeling.

Effect: Cool colors appear to recede in a design.

Gradations using Color Schemes

mix 5 Analogous colors Ex: green, yellow-Gr, yellow, yellow-o, orange. Label your choices.

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Analogous Combination *(fade colors within box----dark at the top, light at the bottom---)*

Create a split-complement combination. Label your choices

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Split Complement Combination *(fade colors within box----dark at the top, light at the bottom---)*

Create a complementary color scale Ex: Blue, B + Orange, B + OO, B + O, Orange +BB, O + B, Orange

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Complementary Scale

Create a triad color harmony of your choice. Gradate from bright (top) to dull (bottom) within each square.

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Triad Color Harmony