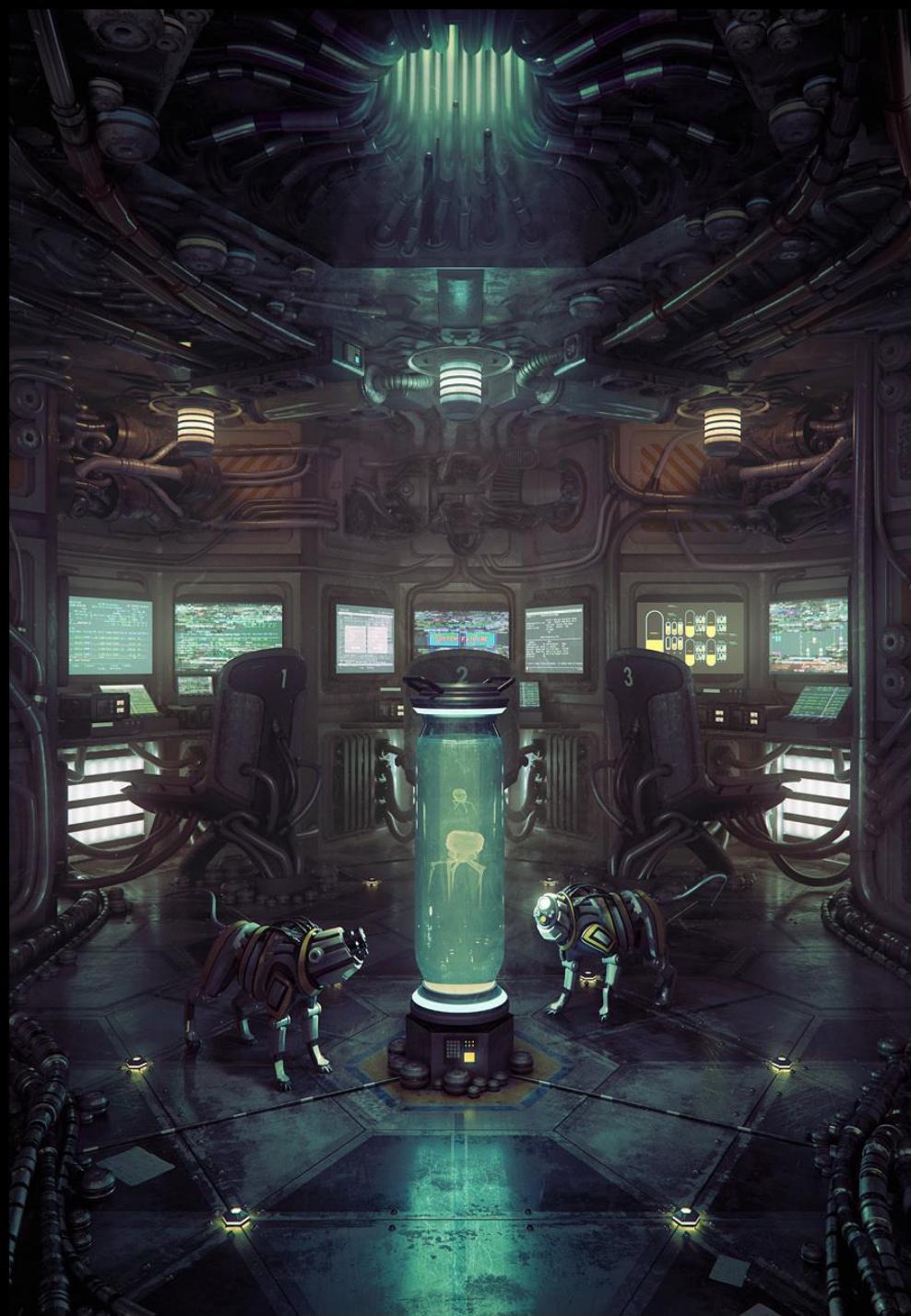


Understanding The Color

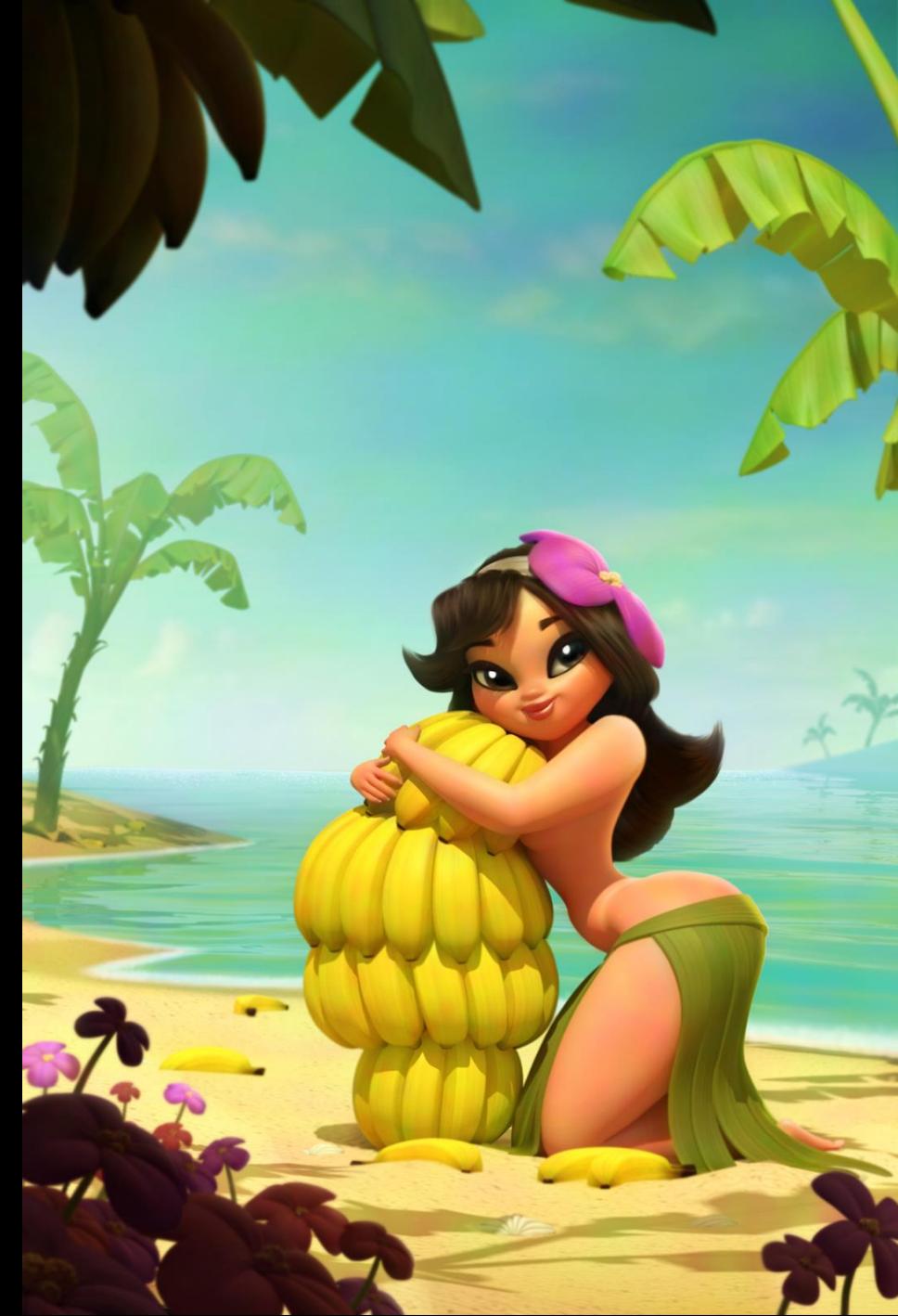
Why Color is Important?

- Guide the eyes in certain points
- Set the mood
- Tell the story
- Make or break your scene!



Why Color is Important?

Color is used effectively in this image to keep the mood playful and light:



Saturation and Value

Saturation

Intensity of the color

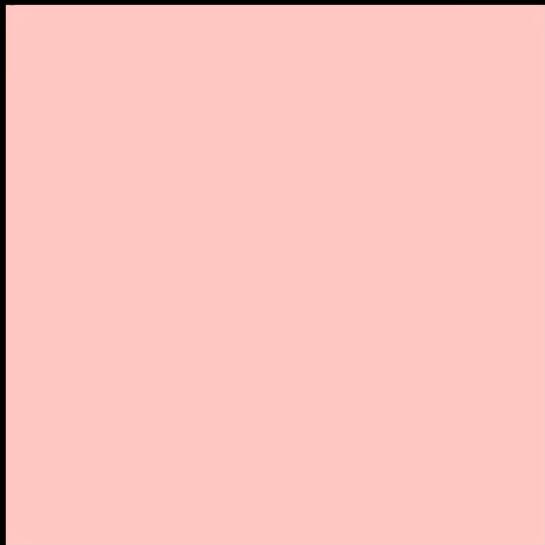


Value

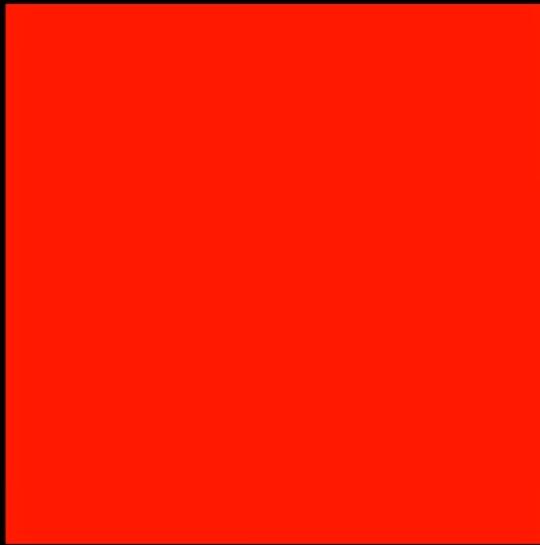
Brightness/Darkness of the color



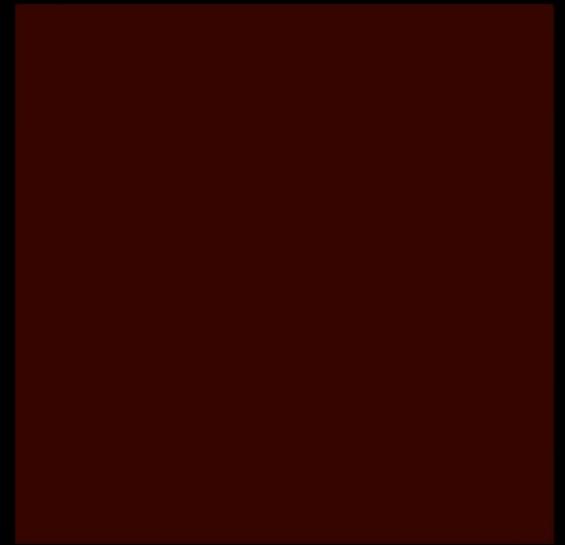
Saturation and Value



20%
Saturation

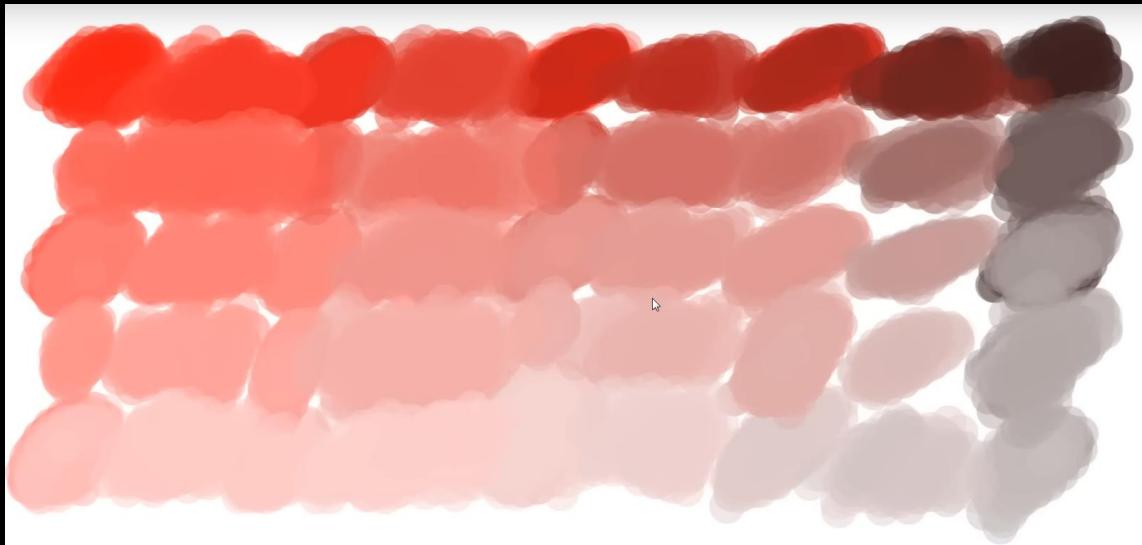


100%
Saturation/Value



20%
Value

Saturation and Value



Saturation and Value



Saturation and Value



Saturation and Value



Saturation and Value

- Where did you look first?



Saturation and Value



Saturation and Value



Saturation and Value



Colors can set the mood

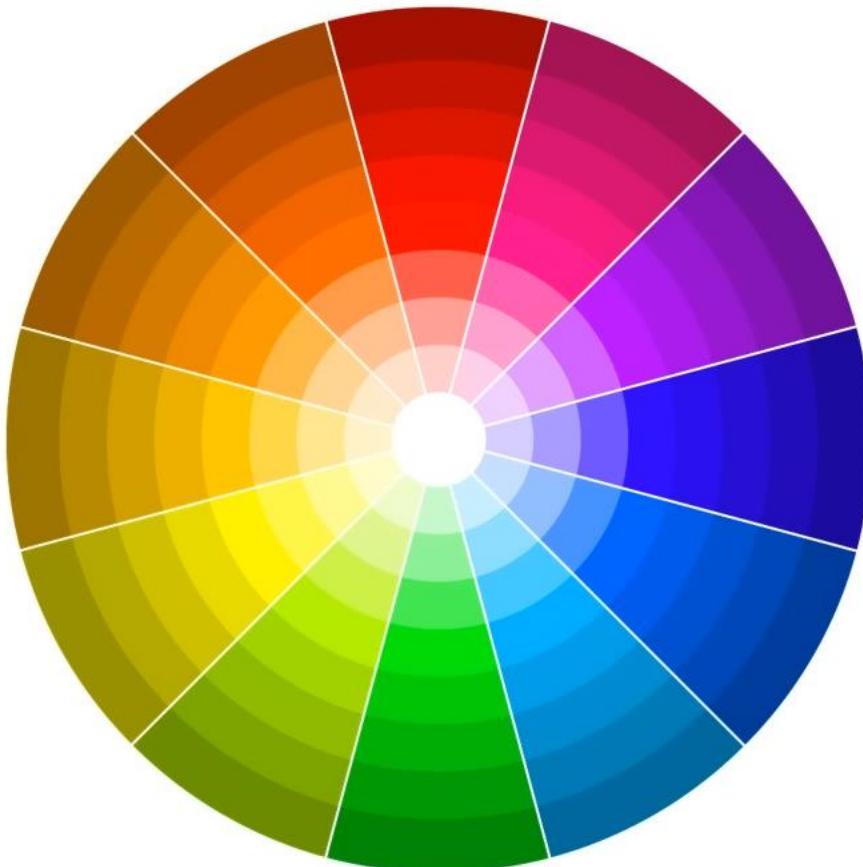
Saturation and Value

- Don't overdo it
- Use it to guide the viewer
- Use it to tell the story
- Use it to change the mood
- Use it to draw attention to something.



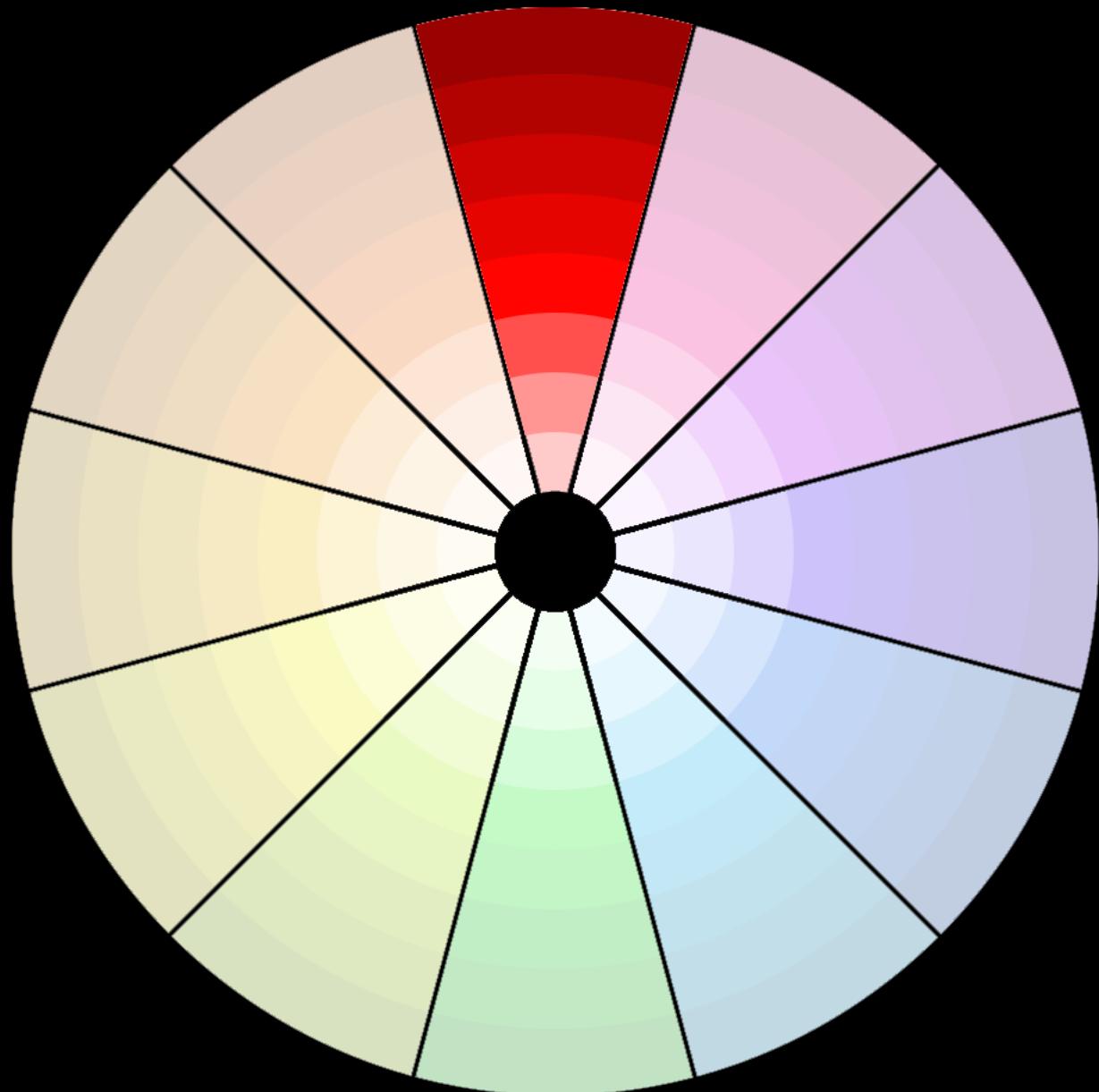
"Coconut Bay"
© Jameson Cavnak 2012

COLORHARMONIES

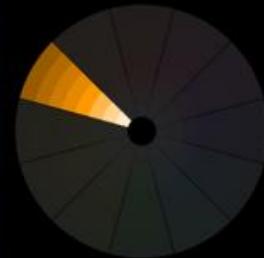


1. Monochromatic

- Only one Color
- Best for single subject
- Atmospheric



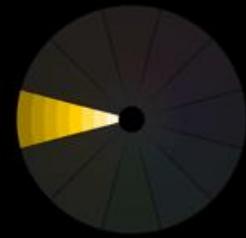
1. Monochromatic



1. Monochromatic

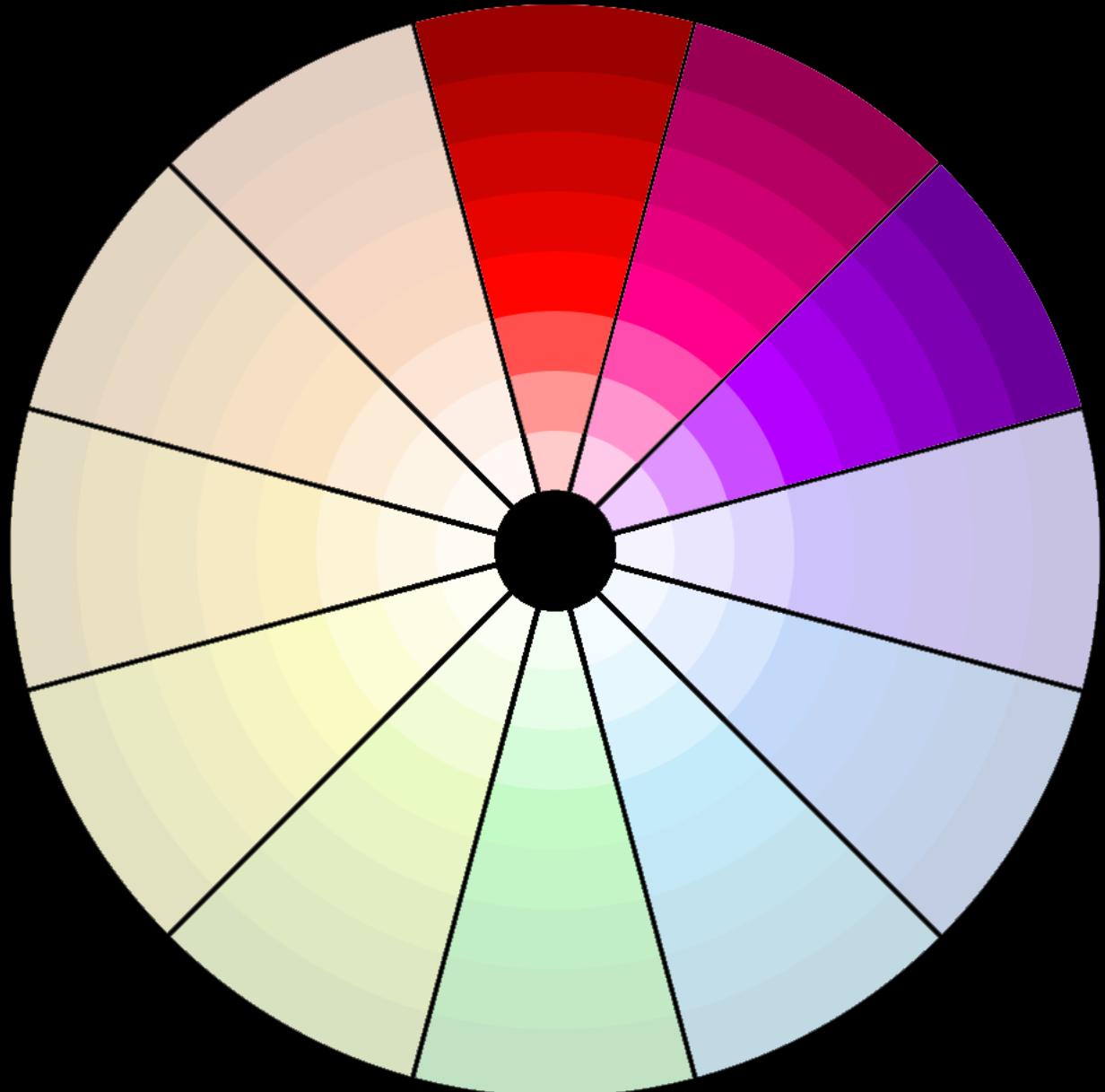


1. Monochromatic

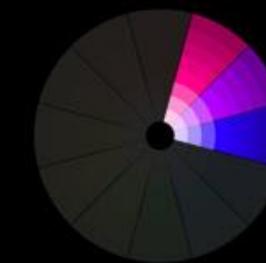


2. Analogous

- Colors adjacent on Wheel
- Easy on eyes
- Peaceful, comfortable mood
- Seen in nature



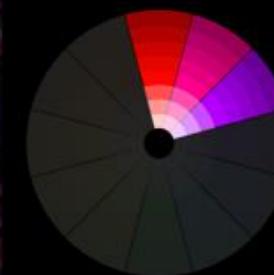
2. Analogous



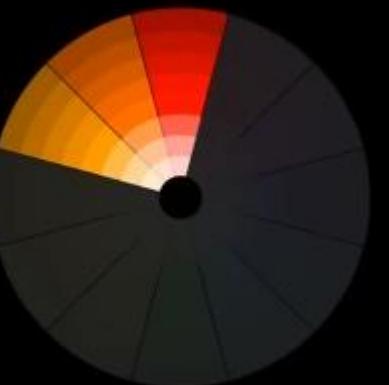
2. Analogous



2. Analogous

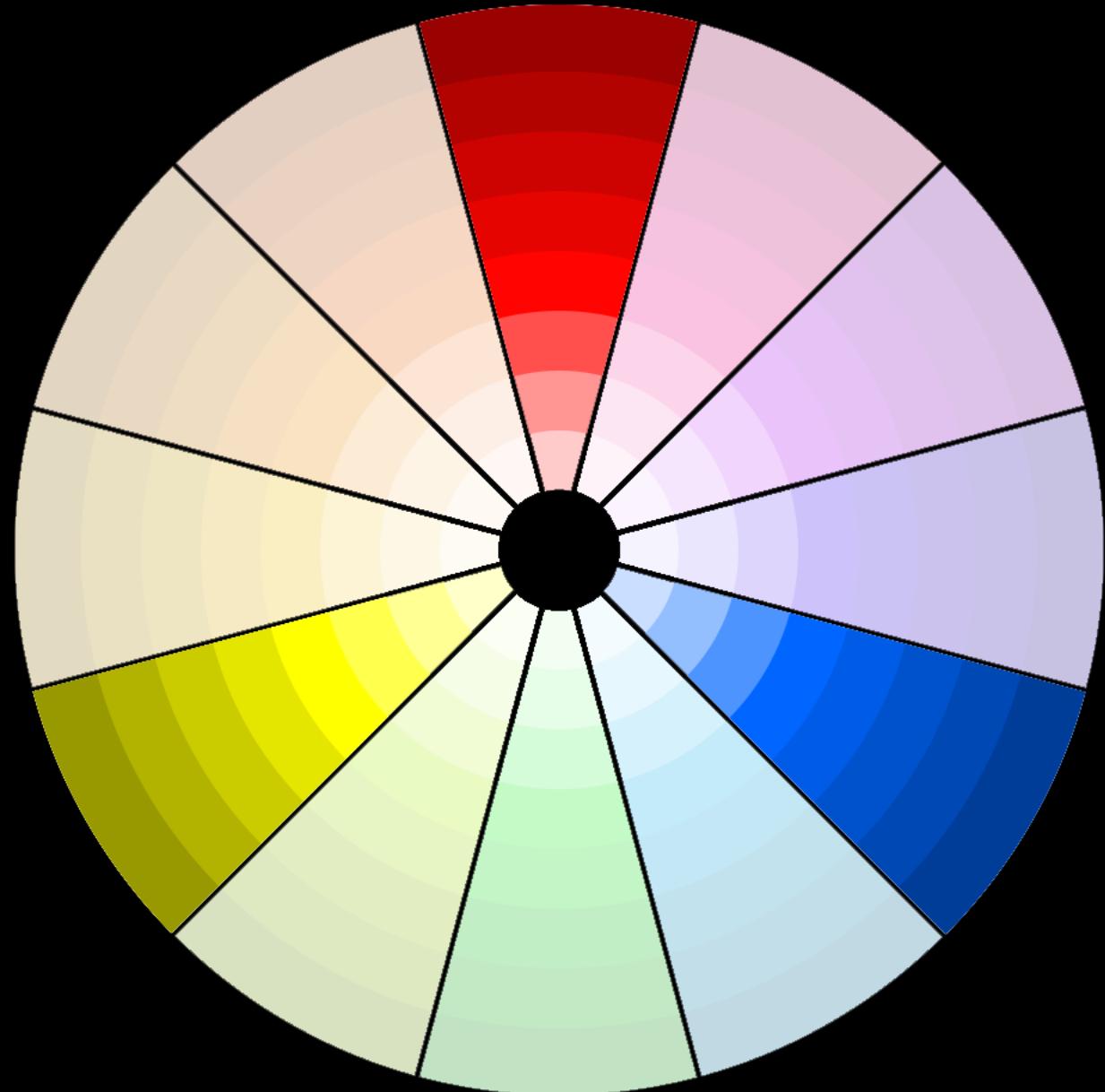


2. Analogous

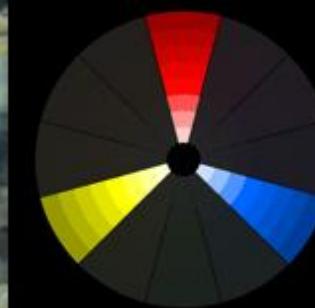


3.Triadic

- Equally distant on Wheel
- Hard to pull off
- Best for cartoon/surreal scenes



3.Triadic

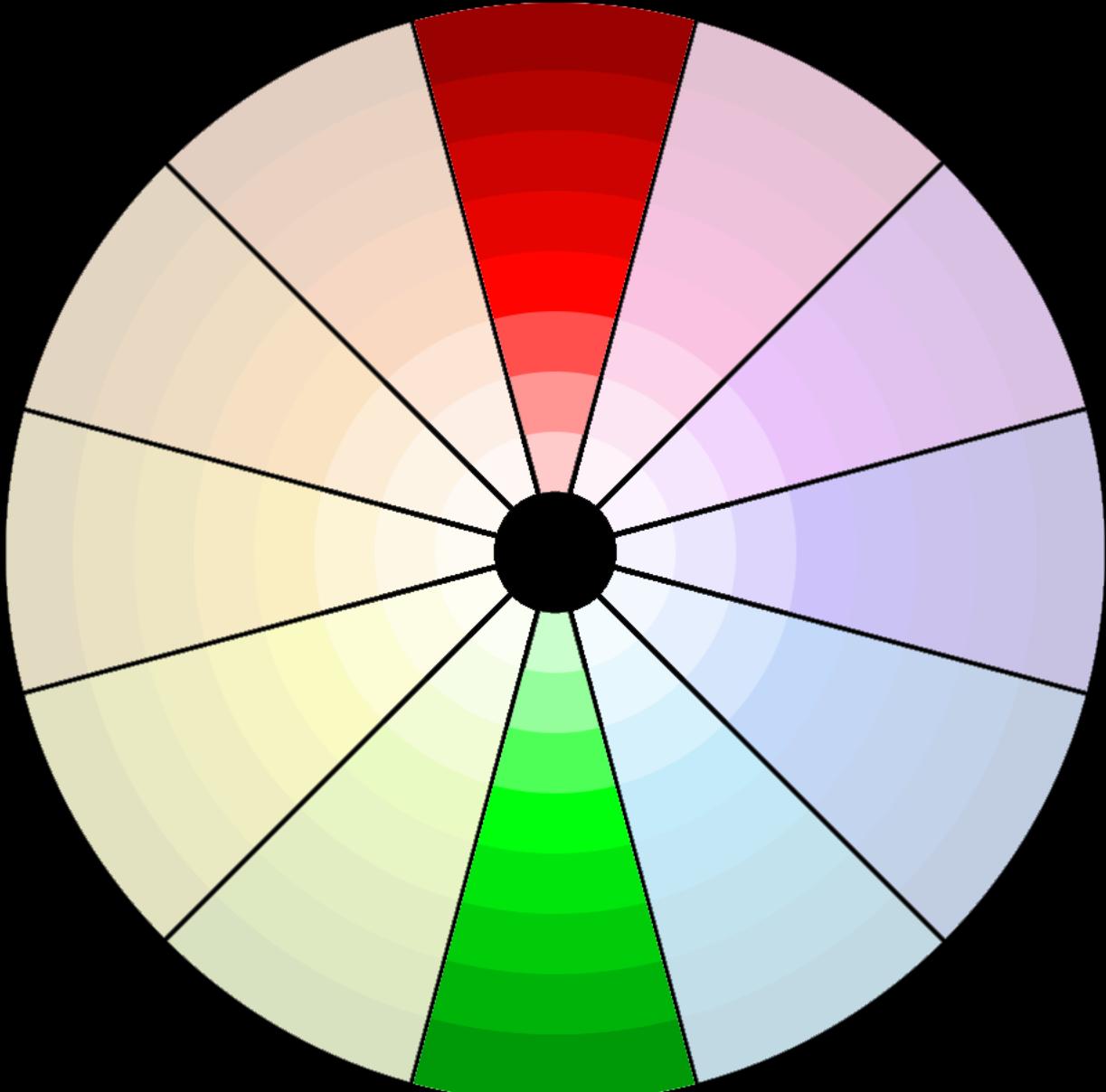


3.Triadic



4.Complimentary

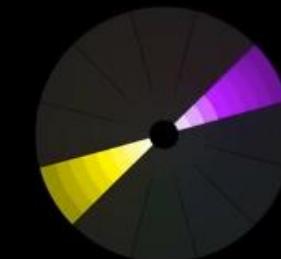
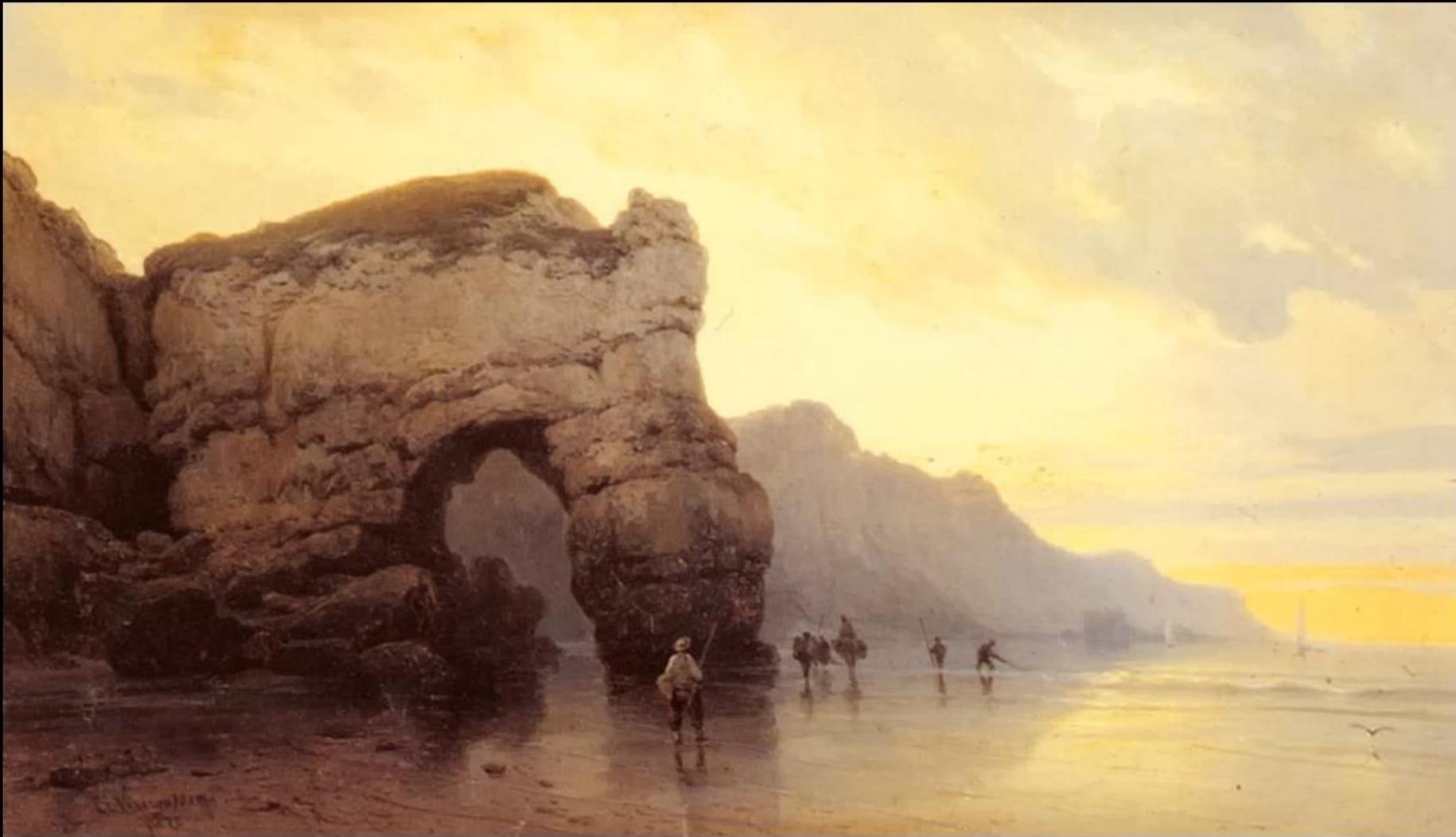
- Opposing colors on Wheel
- Very popular
- Naturally pleasing to eye
- Use one color predominantly



4.Complimentary



4.Complementary



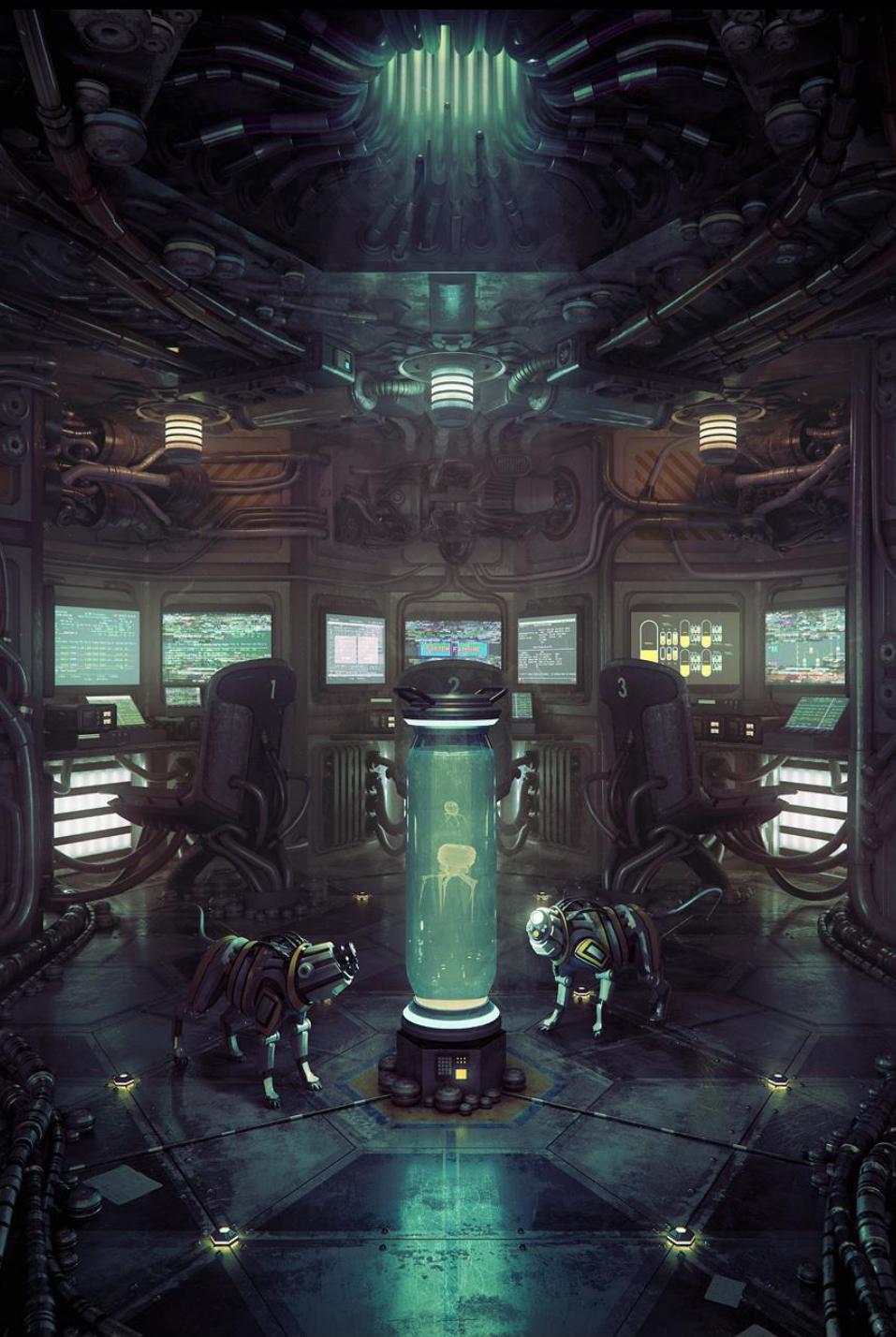
4.Complimentary



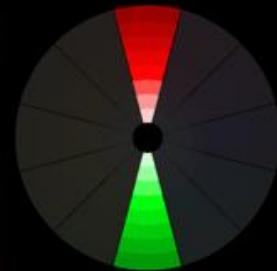
4.Complimentary



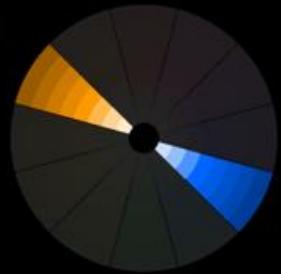
4.Complimentary



4.Complimentary

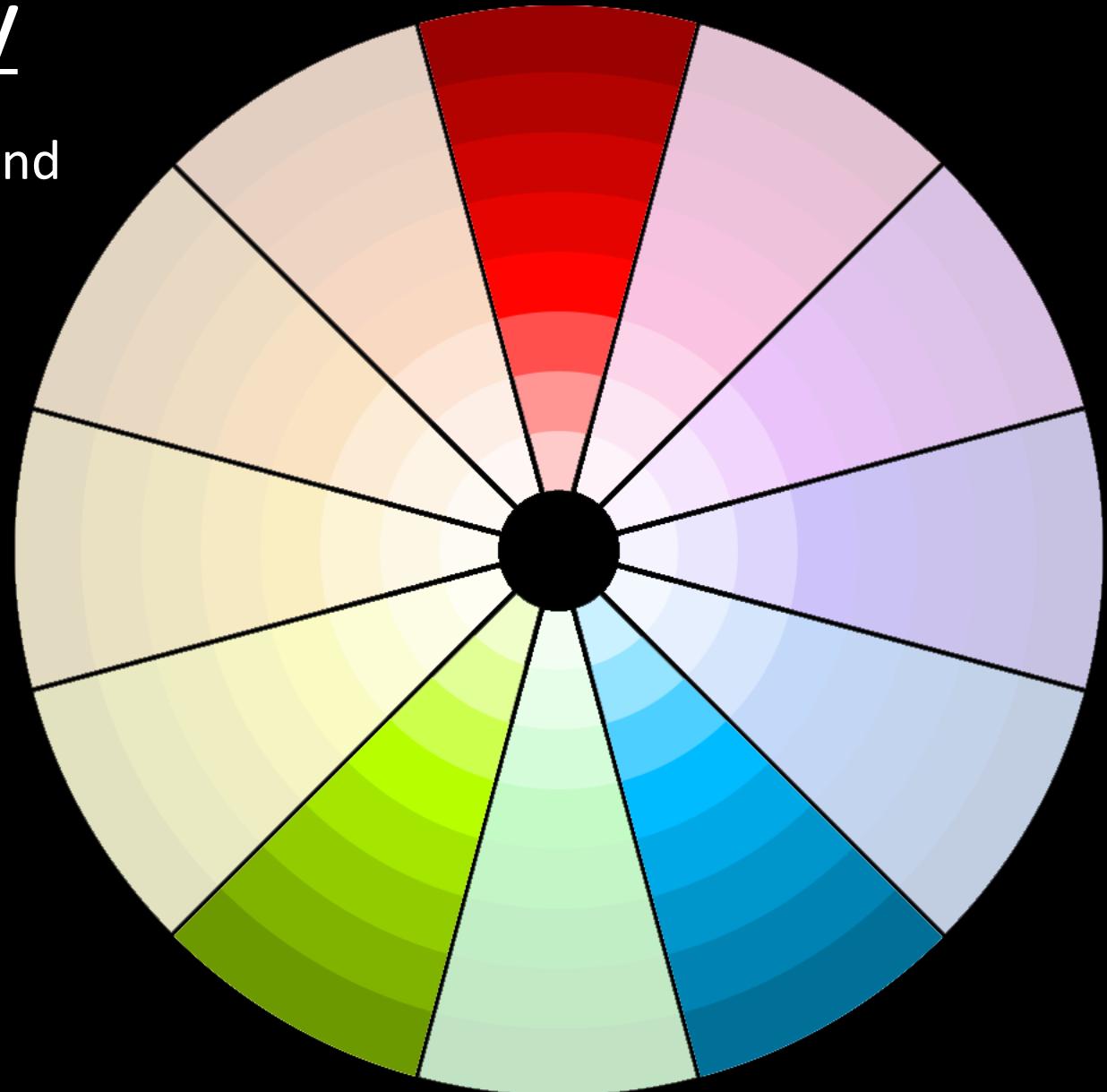


4.Complimentary



5. Split Complimentary

- Similar to complimentary, but one end extended
- More creative freedom
- Feels lively, joyous



5.Split Complimentary



5.Split Complimentary



5.Split Complimentary



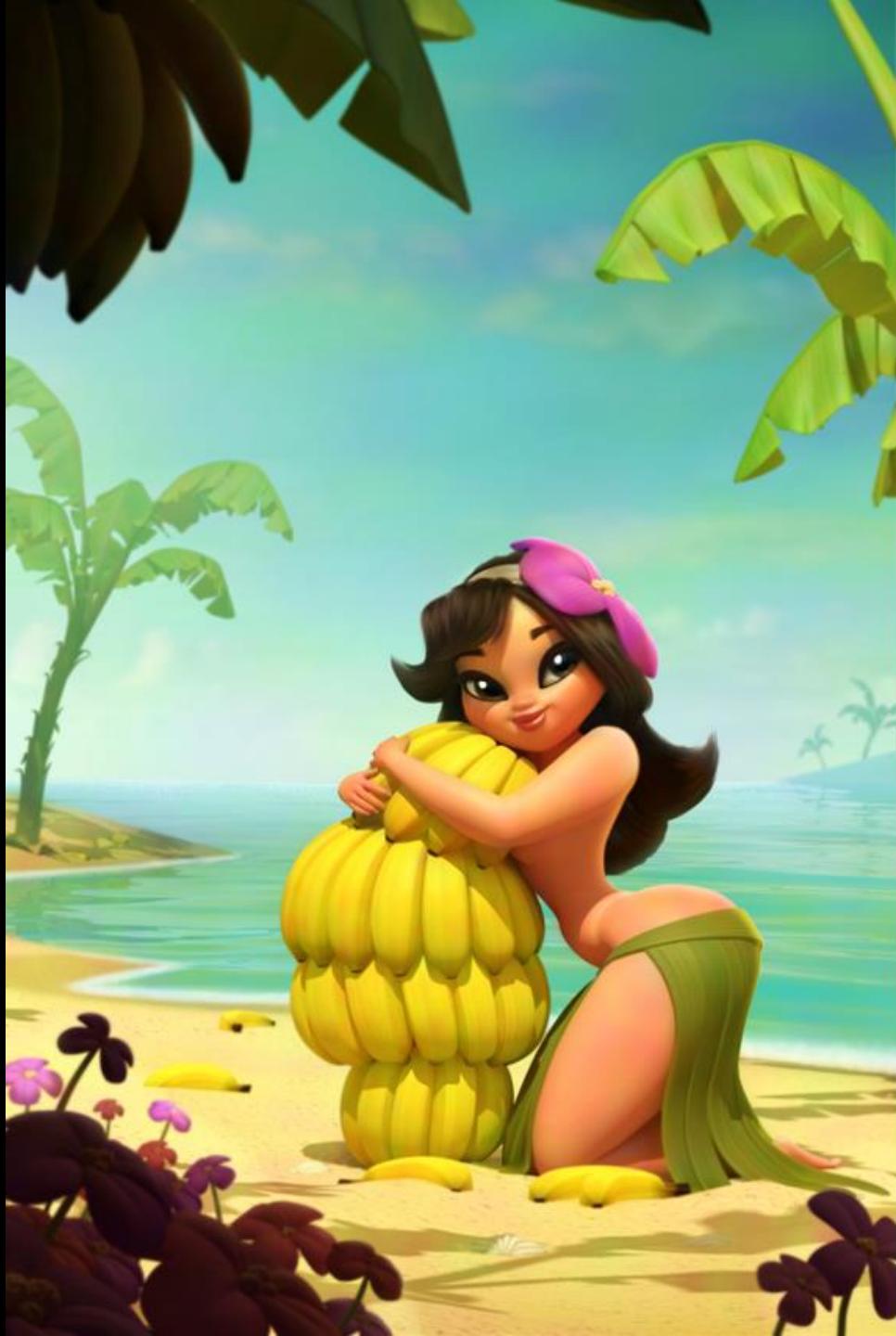
5.Split Complimentary



5.Split Complimentary

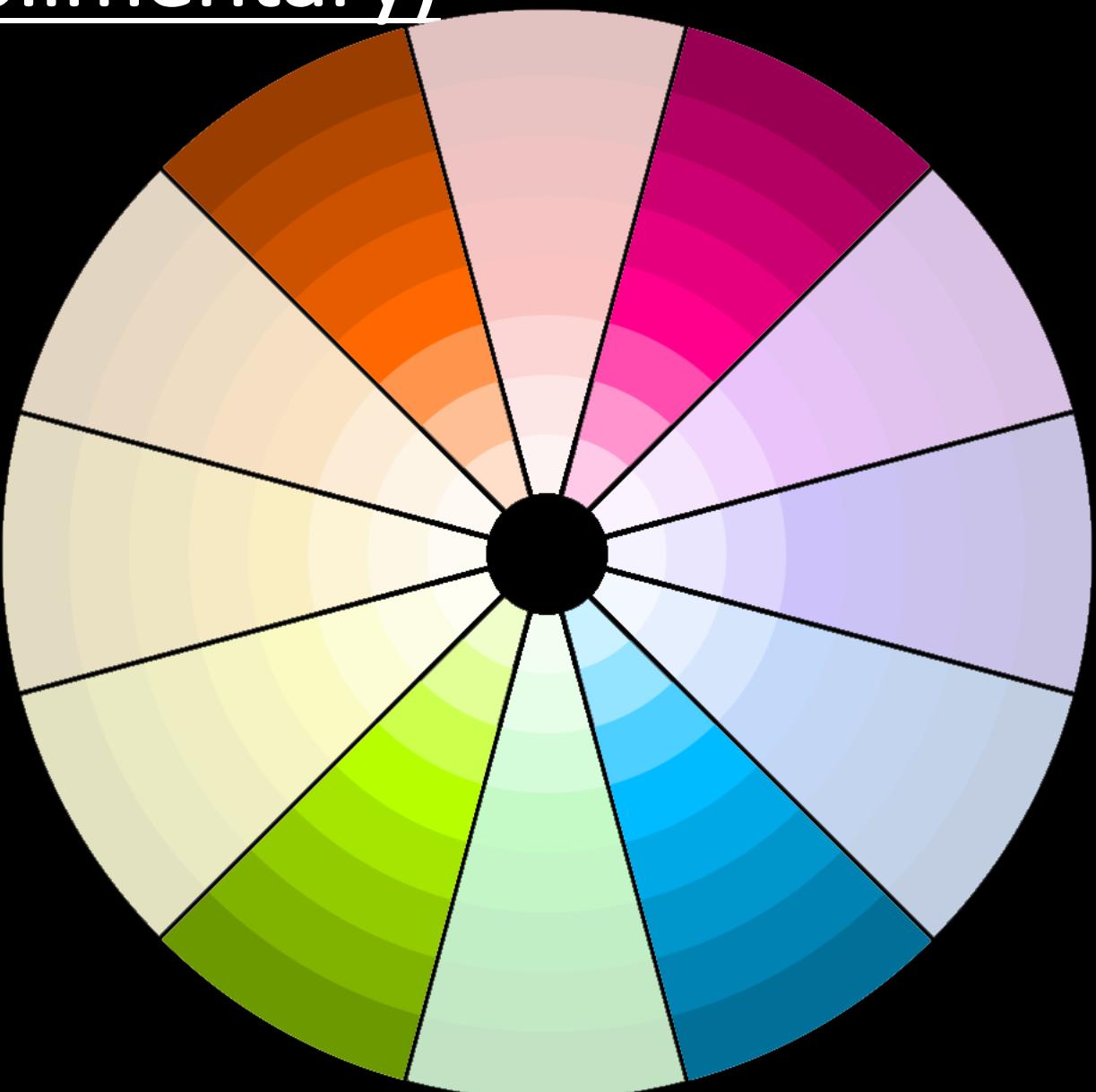


5.Split Complimentary



6.Tetradic (Double Complimentary)

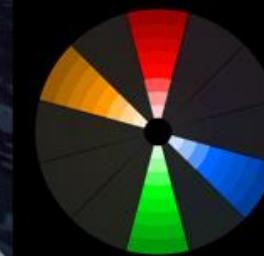
- Two pairs of opposing colors
- Best used for foreground/background
- Never use %25 of each
- Hard, but pleasing



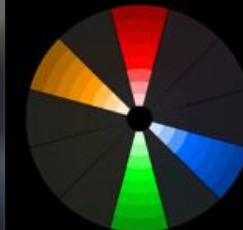
6.Tetratic



6.Tetra



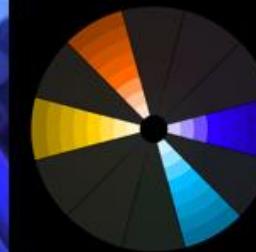
6.Tetratic



6.Tetratic



Nimue - © 2013 Chris Sanders and Anders Ehrenborg
Character Designs by Chris Sanders (www.chriissandersart.com)
3D by Anders Ehrenborg (www.andersenrenborg.com)



Summary

- Saturation: Don't overdo it best for highlighting areas of interest or telling story.
- Value: Use values of high contrast to draw attention.
- Use «Color Harmonies» for pleasing combinations.
 1. Monochromatic: One color
 2. Analogous: Adjacent colors
 3. Triadic: Equally distant colors
 4. Complimentary: Opposing colors.
 5. Split-Complimentary: One complimentary end extended
 6. Double-Complimentary: Two pairs of opposing colors

Thank you for listening.

Sources:

<https://www.blenderguru.com/tutorials/understanding-colors>

<https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/>

<https://color.adobe.com/tr/create/color-wheel/>

<https://www.designspiration.com/>