Notes 2-20-19

Color and Hue

* Color wheel
  + Many different color schemes can be formed from the color wheel
    - Monochromatic
    - Complimentary
      * 2 colors, simple and common
    - Analogous
      * Narrow, harmonious scheme
    - Triadic
      * Equal space around the wheel
      * More contrasting than analogous
      * Dominant > Auxiliary > Highlight
    - Split Complementary
      * Narrow triangle, mix of analogous and triadic
      * Used the same as triadic
    - Tetradic
      * Four colors, two pairs of analogous colors on opposite (complimentary) sides of the color wheel
      * Contrast + harmony
      * Better to pick a dominant color
    - Square
      * Similar to tetradic scheme, but just four hues an equal distance from one another on the color wheel
      * Difficult to harmonize
* Colors in R
  + Can use:
    - Using the color’s name in English
    - Using a standard color space (RGB - web, HSV - web, CMYK - printing)
    - Using a hexadecimal string
      * Can Google a hex color string on Google
* Hard to work in RGB,
  + Not an intuitive system, set of three numbers that correspond to a vector
* Hexadecimals are easier to work with
  + #000000 🡪 black, specify two numbers from 0-9, three times: red🡪 green🡪blue
  + Can add two last digits that give an alpha channel (transparency)