

The R,G,B values are divided by 255 to change the range from 0..255 to 0..1:

$$R' = R/255$$

$$G' = G/255$$

$$B' = B/255$$

The black key (K) color is calculated from the red (R'), green (G') and blue (B') colors:

$$K = 1 - \max(R', G', B')$$

The cyan color (C) is calculated from the red (R') and black (K) colors:

$$C = (1 - R' - K) / (1 - K)$$









The magenta color (M) is calculated from the green (G') and black (K) colors:

$$M = (1 - G' - K) / (1 - K)$$

The yellow color (Y) is calculated from the blue (B') and black (K) colors:

$$Y = (1 - B' - K) / (1 - K)$$

RGB to CMYK table

Color	Color name	(R,G,B)	Hex	(C,M,Y,K)
	Black	(0,0,0)	#000000	(0,0,0,1)
	White	(255,255,255)	#FFFFFF	(0,0,0,0)
	Red	(255,0,0)	#FF0000	(0,1,1,0)
	Green	(0,255,0)	#00FF00	(1,0,1,0)
	Blue	(0,0,255)	#0000FF	(1,1,0,0)
	Yellow	(255,255,0)	#FFFF00	(0,0,1,0)
	Cyan	(0,255,255)	#00FFFF	(1,0,0,0)
	Magenta	(255,0,255)	#FF00FF	(0,1,0,0)

HSV to RGB conversion formula

When $0 \leq H < 360$, $0 \leq S \leq 1$ and $0 \leq V \leq 1$:

$$C = V \times S$$










$$X = C \times (1 - |(H / 60^\circ) \bmod 2 - 1|)$$








$$m = V - C$$

$$(R', G', B') = \begin{cases} (C, X, 0) & , 0^\circ \leq H < 60^\circ \\ (X, C, 0) & , 60^\circ \leq H < 120^\circ \\ (0, C, X) & , 120^\circ \leq H < 180^\circ \\ (0, X, C) & , 180^\circ \leq H < 240^\circ \\ (X, 0, C) & , 240^\circ \leq H < 300^\circ \\ (C, 0, X) & , 300^\circ \leq H < 360^\circ \end{cases}$$

$$(R, G, B) = (R' + m, G' + m, B' + m)$$

HSV to RGB color table

Color	Color name	(H,S,V)	Hex	(R,G,B)
	Black	(0°,0%,0%)	#000000	(0,0,0)
	White	(0°,0%,100%)	#FFFFFF	(255,255,255)
	Red	(0°,100%,100%)	#FF0000	(255,0,0)
	Lime	(120°,100%,100%)	#00FF00	(0,255,0)
	Blue	(240°,100%,100%)	#0000FF	(0,0,255)
	Yellow	(60°,100%,100%)	#FFFF00	(255,255,0)
	Cyan	(180°,100%,100%)	#00FFFF	(0,255,255)
	Magenta	(300°,100%,100%)	#FF00FF	(255,0,255)
	Silver	(0°,0%,75%)	#C0C0C0	(192,192,192)

	Gray	(0°,0%,50%)	#808080	(128,128,128)
	Maroon	(0°,100%,50%)	#800000	(128,0,0)
	Olive	(60°,100%,50%)	#808000	(128,128,0)
	Green	(120°,100%,50%)	#008000	(0,128,0)
	Purple	(300°,100%,50%)	#800080	(128,0,128)
	Teal	(180°,100%,50%)	#008080	(0,128,128)
	Navy	(240°,100%,50%)	#000080	(0,0,128)

RGB to HSV conversion formula

The R, G, B values are divided by 255 to change the range from 0..255 to 0..1:

$$R' = R/255$$

$$G' = G/255$$

$$B' = B/255$$

$$C_{max} = \max(R', G', B')$$

$$C_{min} = \min(R', G', B')$$

$$\Delta = C_{max} - C_{min}$$

Hue calculation:

$$H = \begin{cases} 60^\circ \times \left(\frac{G' - B'}{\Delta} \bmod 6 \right) & , C_{max} = R' \\ 60^\circ \times \left(\frac{B' - R'}{\Delta} + 2 \right) & , C_{max} = G' \\ 60^\circ \times \left(\frac{R' - G'}{\Delta} + 4 \right) & , C_{max} = B' \end{cases}$$















Saturation calculation:



$$S = \begin{cases} 0 & , \Delta = 0 \\ \frac{\Delta}{C_{max}} & , \Delta <> 0 \end{cases}$$

Value calculation:

$$V = C_{max}$$

RGB to HSV color table

Color	Color name	Hex	(R,G,B)	(H,S,V)
	Black	#000000	(0,0,0)	(0°,0%,0%)
	White	#FFFFFF	(255,255,255)	(0°,0%,100%)
	Red	#FF0000	(255,0,0)	(0°,100%,100%)
	Lime	#00FF00	(0,255,0)	(120°,100%,100%)
	Blue	#0000FF	(0,0,255)	(240°,100%,100%)
	Yellow	#FFFF00	(255,255,0)	(60°,100%,100%)
	Cyan	#00FFFF	(0,255,255)	(180°,100%,100%)
	Magenta	#FF00FF	(255,0,255)	(300°,100%,100%)
	Silver	#C0C0C0	(192,192,192)	(0°,0%,75%)
	Gray	#808080	(128,128,128)	(0°,0%,50%)
	Maroon	#800000	(128,0,0)	(0°,100%,50%)
	Olive	#808000	(128,128,0)	(60°,100%,50%)
	Green	#008000	(0,128,0)	(120°,100%,50%)
	Purple	#800080	(128,0,128)	(300°,100%,50%)

	Teal	#008080	(0,128,128)	(180°,100%,50%)
	Navy	#000080	(0,0,128)	(240°,100%,50%)

RGB to HSL conversion formula

The R, G, B values are divided by 255 to change the range from 0..255 to 0..1:

$$R' = R/255$$

$$G' = G/255$$

$$B' = B/255$$

$$Cmax = \max(R', G', B')$$

$$Cmin = \min(R', G', B')$$

$$\Delta = Cmax - Cmin$$

Hue calculation:

$$H = \begin{cases} 60^\circ \times \left(\frac{G' - B'}{\Delta} \bmod 6 \right) & , Cmax = R' \\ 60^\circ \times \left(\frac{B' - R'}{\Delta} + 2 \right) & , Cmax = G' \\ 60^\circ \times \left(\frac{R' - G'}{\Delta} + 4 \right) & , Cmax = B' \end{cases}$$


Saturation calculation:

$$S = \begin{cases} 0 & , \Delta = 0 \\ \frac{\Delta}{1 - |2L - 1|} & , \Delta <> 0 \end{cases}$$

Lightness calculation:

$$L = (Cmax + Cmin) / 2$$

RGB to HSL color table

Color	Color name	Hex	(R,G,B)	(H,S,L)
	Black	#000000	(0,0,0)	(0°,0%,0%)

	White	#FFFFFF	(255,255,255)	(0°,0%,100%)
	Red	#FF0000	(255,0,0)	(0°,100%,50%)
	Lime	#00FF00	(0,255,0)	(120°,100%,50%)
	Blue	#0000FF	(0,0,255)	(240°,100%,50%)
	Yellow	#FFFF00	(255,255,0)	(60°,100%,50%)
	Cyan	#00FFFF	(0,255,255)	(180°,100%,50%)
	Magenta	#FF00FF	(255,0,255)	(300°,100%,50%)
	Silver	#C0C0C0	(192,192,192)	(0°,0%,75%)
	Gray	#808080	(128,128,128)	(0°,0%,50%)
	Maroon	#800000	(128,0,0)	(0°,100%,25%)
	Olive	#808000	(128,128,0)	(60°,100%,25%)
	Green	#008000	(0,128,0)	(120°,100%,25%)
	Purple	#800080	(128,0,128)	(300°,100%,25%)
	Teal	#008080	(0,128,128)	(180°,100%,25%)
	Navy	#000080	(0,0,128)	(240°,100%,25%)