

The Link to the Online and Constantly Updated Version of this Document [HERE](#)

As mentioned in the [Color Kit \[READ ME\]](#), we want to have the ability to create a Color Space based on how we think colors should mix.

Alternative Mixing Methods

We can construct an Alternative Color Space (and therefore a mixing method) by...

- (1) Defining a Color Cube's Key Points. By defining the...
 - (1) Center and Corners (and imply the rest)
 - (2) (1) and Face centers (and imply the rest)
 - (3) (2) and edge centers
- (2) Defining how Key Colors should mix directly [with a matrix]. By defining how...
 - (1) Primary Colors Should Mix (and implying the rest) [3x3=9]
 - (2) (1) and Secondary Colors Mix (and implying the rest) [6x6=26]
 - (3) (2) and Tertiary Colors Mix (and implying the rest) [12x12=144]
- (3) Choosing to use a particular Color Mixing Algorithm depending on the 2 colors you are mixing
 - EX: if you are mixing Red and Yellow.. use RGB mixing... if you are mixing Yellow and Blue use RYB mixing
 - We Will Have Multiple Tables Depending on the (1) Color Spaces and (2) Mixing Methods
 - Right Now We Have 3 Color Spaces and 3 Mixing Methods... so we will have 9 Tables for Each Mixing Type (additive and Subtractive)
 - Each Cell in the Table Contains (1) The Color That Mixture Yields Given The Algorithm (2) Its Ranking Within its Mixing Type [additive or subtractive]
 - The Lower The Ranking The Better (1 is first place... there we prefer to use this mixture)

Other Mixing Methods

- mix 2 colors at a time with (known algos below)... gets their average or the midpoint (assuming equal proportions)... based on that line (made from 3 points) lerp between them depending on the ratio of those 2 colors
 - colorAveraging
 - colorComponentAveraging
- mix 2 colors at a time with (known algos below)... both algos were originally created with integer proportions in mind.... so convert their quantities into integers... mix... and then convert back to actual quantities
 - colorAveraging
 - colorComponentAveraging

- Other Mixing Methods Described in [Color Kit \[LINKS\]](#)