Colour Choices for Blueprints

My blueprints will come with a bunch of different paint jobs, so I thought I’d make this list to categorize what colours I use so you can match them to your world if you wanted to. I’ll add to this list over time.

You can of course also just load the blueprints and colour things how you want, then save them yourself to fit your own designs.

**These are some of my defaults, used for things like roads, railing, power towers and my factory default colours.**

* White **#FFFFFF**
* Street Light Yellow: **#F9C03E**
* Dark Grey: **#3E3E3E**

**These colour choices were first developed for the Copper and Caterium factory, used in the blueprints for the refineries and the signs.**

* Copper Orange: **#EB633C**
* Copper Teal: **#30E8B8**
* Grey Machine: **#313131**
* Caterium Yellow: **#C1B27E**
* Red Machine: **#C23728**
* Pipe Water: **#5BABFC**
* AI Limiter Green  **#71EBC3**

**These colour choices were first developed for the Liquid Biofuel Factory**

* Purple Lighting **#5F3BE1**

**These colour choices were first developed for the Quartz Crystal Factory**

* Quartz Pink:  **#F1A1E8**
* Sky Blue:  **#8DBEFC**

**These colour choices were first developed for the Grassy Fields Iron Factory**

* Teal Blue:  **#005CBB**
* Guardsman Red:  **#BB0000**
* Dark Violet:  **#AB00BB**
* Vibrant Orange:  **#DE8B00**
* Leaf Green:  **#55BB00**