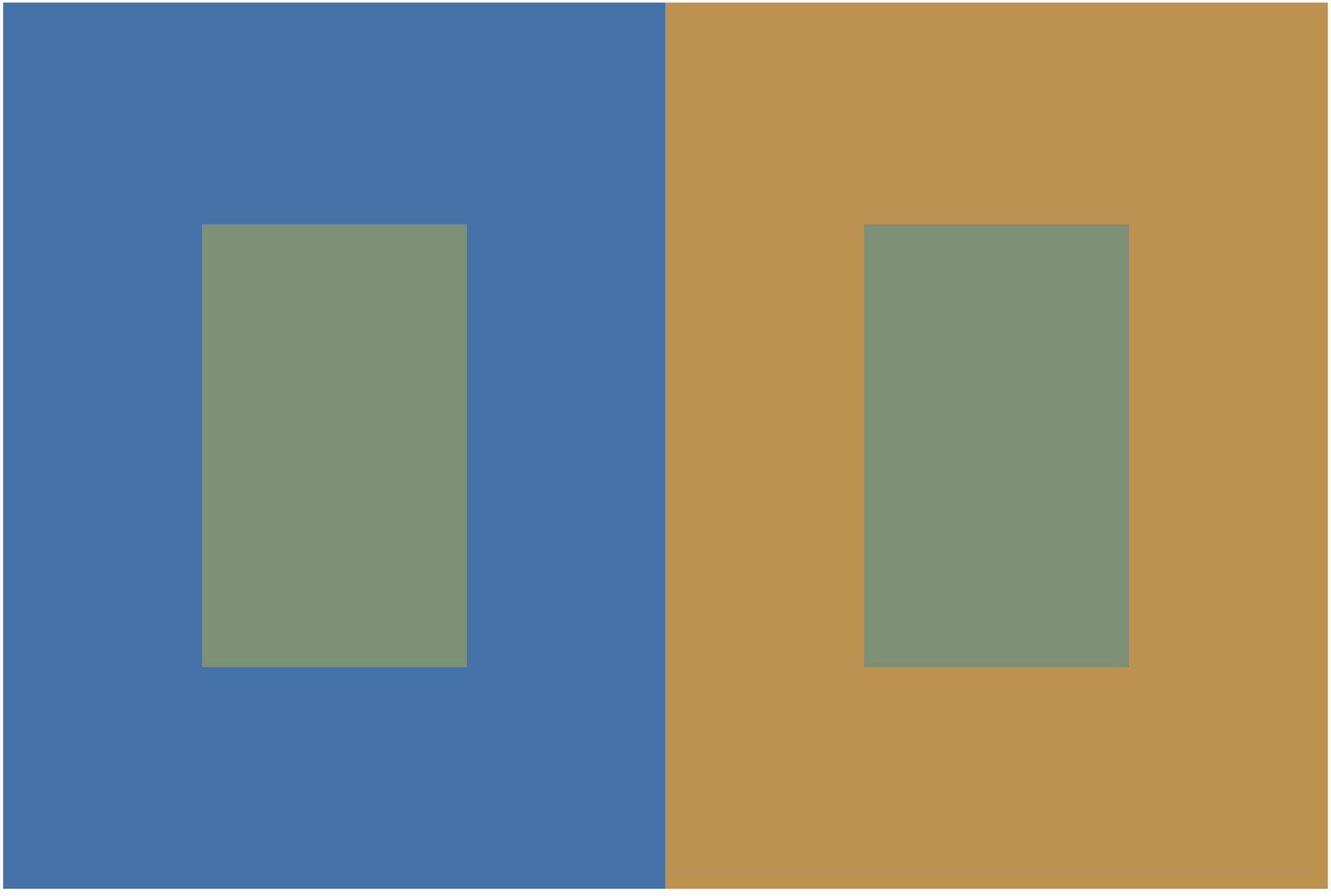
THE COLORIST COOKBOOK

"THE SOUND OF COLORS IS SO DEFINITE THAT IT WOULD BE HARD TO FIND ANYONE WHO WOULD EXPRESS BRIGHT YELLOW WITH BASS NOTES, OR DARK LAKE WITH THE TREBLE."



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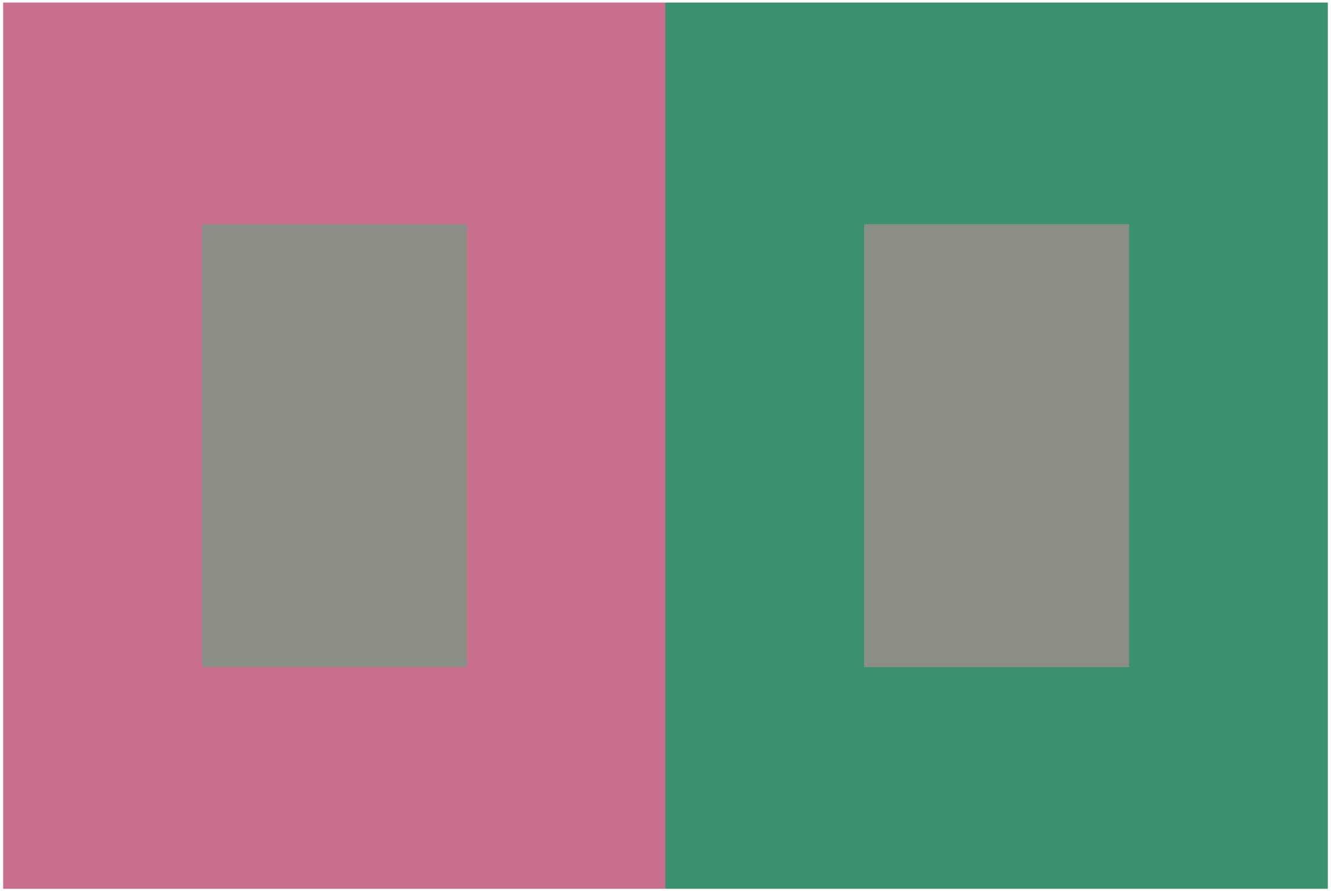

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// recipe for simultaneous contrast

// prepare the first color
float r_col1 = random(3,95) + random(4,80) + random(3,73);
float g_col1 = random(3,90) + random(4,83) + random(3,75);
float b_col1 = random(3,93) + random(4,85) + random(3,70);

color col1 = color(r_col1, g_col1, b_col1);

// prepare the 'opposite' color to the first color
// season with a touch of randomness
color col2 = color(255 - r_col1 + random(-7,7),
255 - g_col1 + random(-7,7),
255 - b_col1 + random(-7,7));

// evenly mix the first two colors to create
// the 'middle' color
// (recommended) season with randomness
color mid = color((r_col1+red(col2))/2f + random(-15,15),
(g_col1+green(col2))/2f + random(-15,15),
(b_col1+blue(col2))/2f + random(-15,15)) ;

// pre-translate the transformation matrix
// to the size of your margins
pushMatrix();
translate(margin, margin);

rectMode(CORNER);
```

```
fill(col1);
stroke(col1);
rect(0,0,pgwidth/2f,pgheight);
fill(col2);
stroke(col2);
rect(pgwidth/2f,0,pgwidth/2f,pgheight);

// top with the middle color
rectMode(CENTER);
fill(mid);
noStroke();
rect((pgwidth*2f)/8f,pgheight/2f,pgwidth/5f,pgheight/2f);
rect((pgwidth*6f)/8f,pgheight/2f,pgwidth/5f,pgheight/2f);

popMatrix();
```