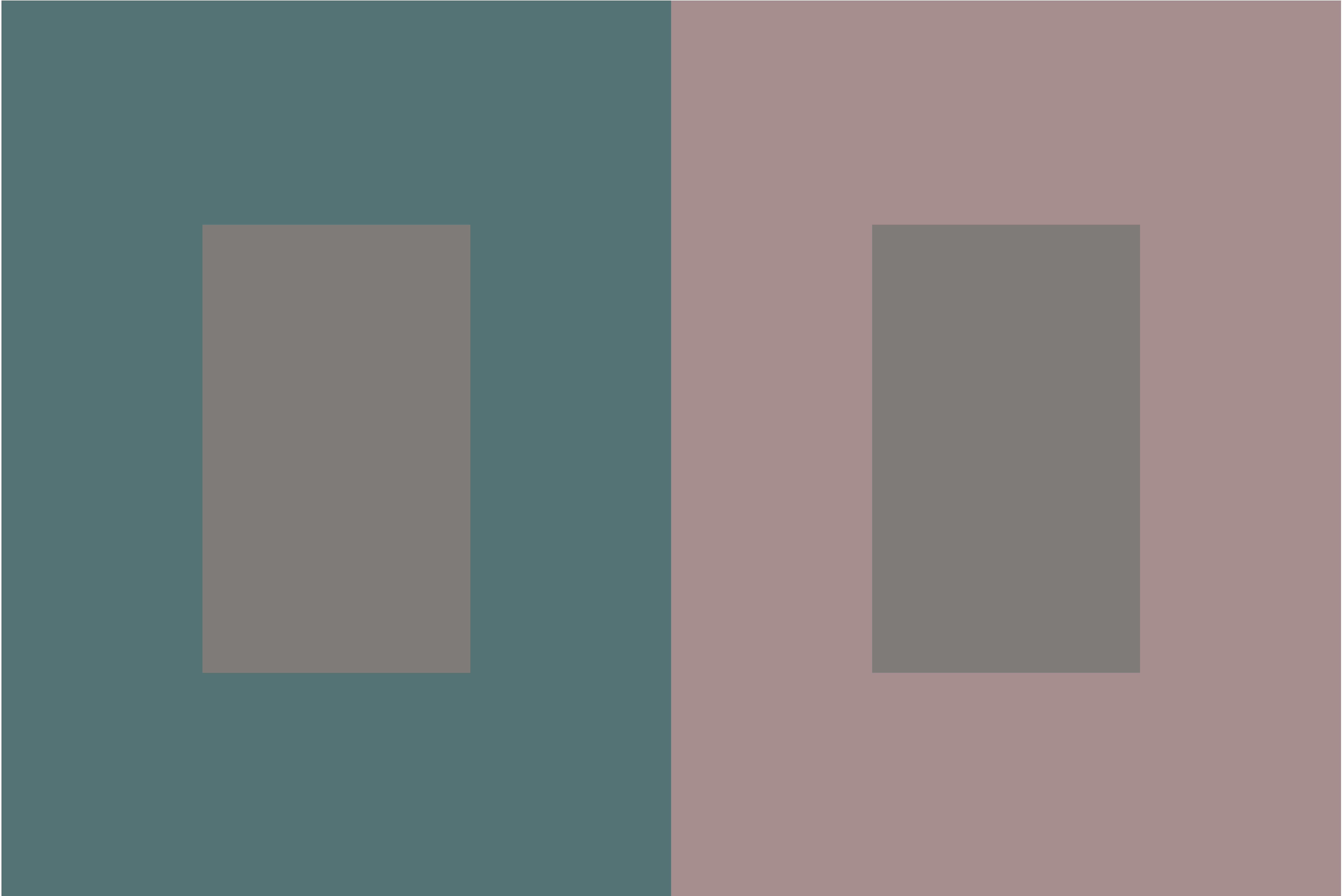
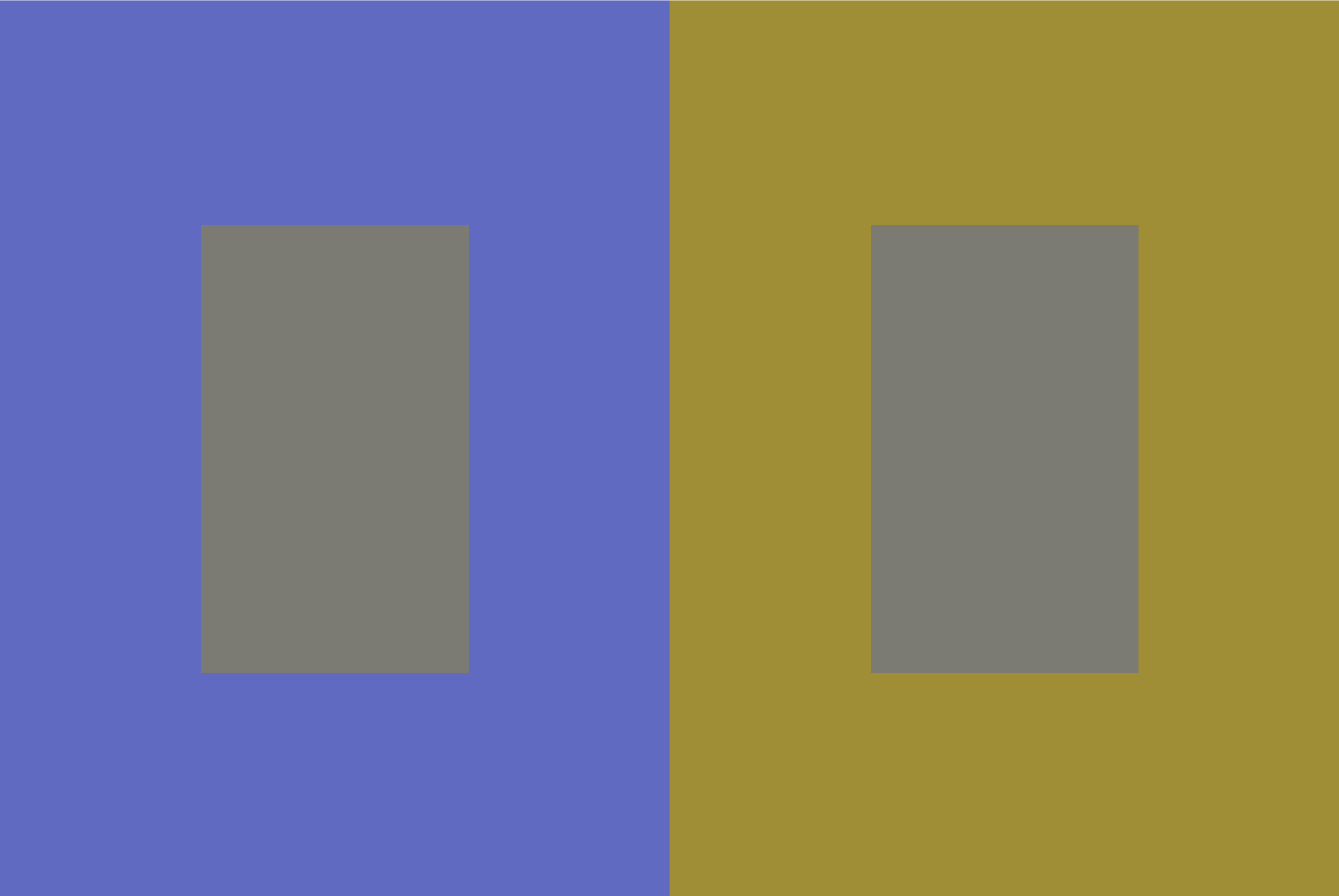
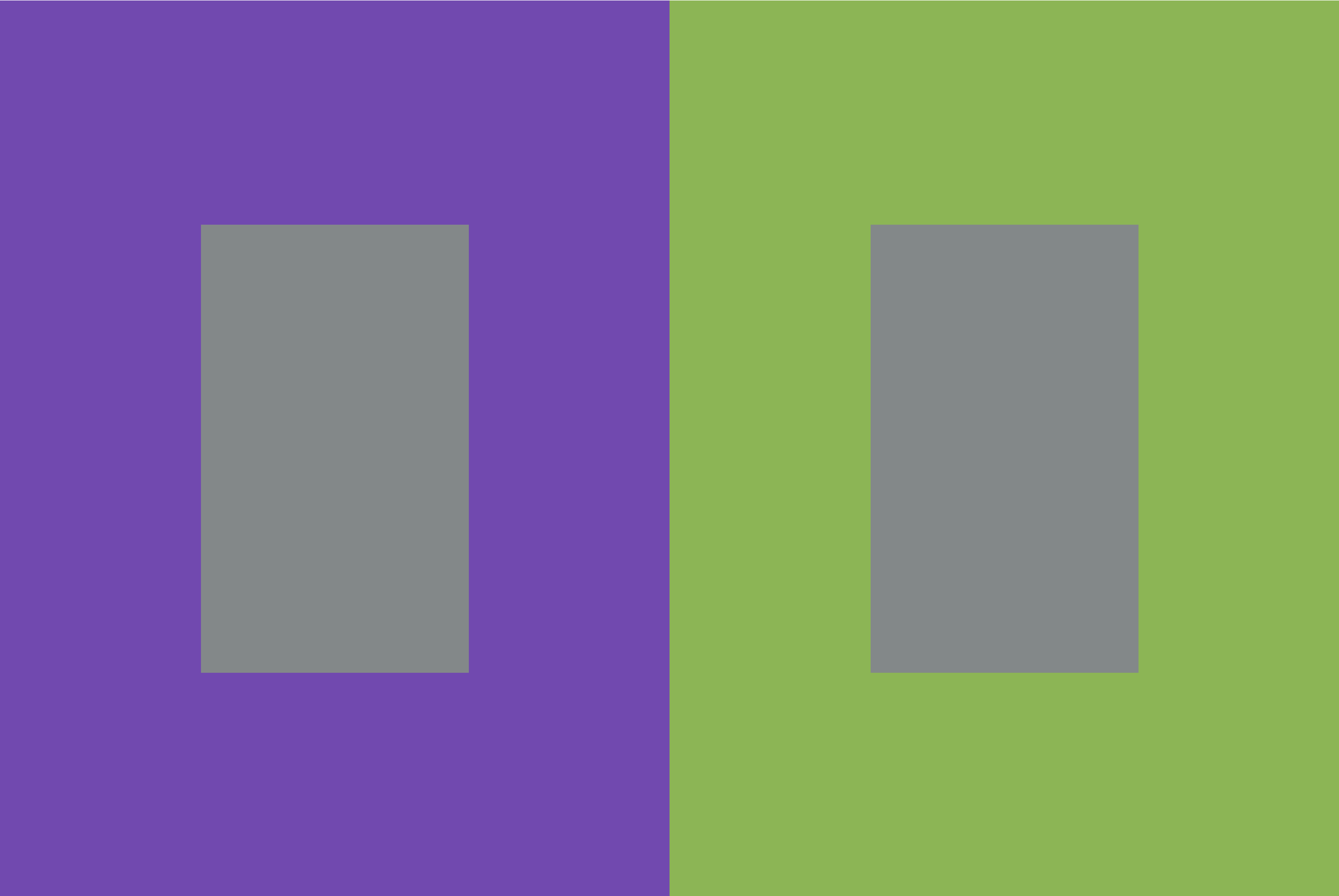


THE  
**COLORIST**  
COOKBOOK

**"I TRY TO APPLY COLORS LIKE WORDS THAT  
SHAPE POEMS, LIKE NOTES THAT SHAPE  
MUSIC."**









```

// 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();
```