Original



int by Numbers (20 colors) • model=km • max parts=1



Color Key • All Clusters (single swatch = target color)

- 1: 1 part Carmine + 3 parts Yellow Ochre + 6 parts Lamp Black • L*=0.0 • ΔE≈0.0
 - 2: 8 parts Titanium White + 2 parts Yellow Ochre L*=0.2 ΔE≈0.0 Value tweak: none (base)
 - 3: 4 parts Lemon Yellow + 4 parts Vermillion Red + 2 parts Ultramarine L*= $0.1 \cdot \Delta E \approx 0.0$
 - 4: 6 parts Vermillion Red + 1 part Carmine + 3 parts Pthalo Green • L*=0.1 • $\Delta E \approx 0.0$
 - 5: 7 parts Titanium White + 1 part Lemon Yellow + 2 parts Lamp Black L*=0.2 ΔE≈0.0
 - 6: 8 parts Titanium White + 2 parts Yellow Ochre L*=0.2 Δ E≈0.0 Value tweak: none (base)
- 7: 5 parts Vermillion Red + 2 parts Pthalo Green + 3 parts Lamp Black L*=0.1 ΔE≈0.0
- 8: 4 parts Titanium White + 4 parts Vermillion Red + 2 parts Pthalo Green L*=0.1 Δ E \approx 0.0
- 9: 6 parts Vermillion Red + 1 part Yellow Ochre + 3 parts Lamp Black L*=0.1 ΔE≈0.0

10

11

12

13

20

- 10: 5 parts Lemon Yellow + 2 parts Carmine + 3 parts Lamp Black • L*=0.1 • ΔE≈0.0
- 11: 4 parts Vermillion Red + 2 parts Yellow Ochre + 4 parts Lamp Black L*=0.1 ΔE≈0.0
- 12: 7 parts Titanium White + 2 parts Vermillion Red + 1 part Pthalo Green L*=0.2 $\Delta E \approx 0.0$ Value tweak: none (base)
- 13: 6 parts Vermillion Red + 2 parts Pthalo Green + 2 parts Yellow Ochre L*=0.1 ΔE≈0.0
- 14: 1 part Carmine + 1 part Ultramarine + 8 parts Yellow Ochre • L*=0.1 • $\Delta E \approx 0.0$
- 15: 3 parts Titanium White + 1 part Carmine + 6 parts Yellow Ochre L*=0.2 ΔE≈0.0
- 16: 7 parts Titanium White + 2 parts Vermillion Red + 1 part Pthalo Green L*=0.2 ΔE≈0.0 Value tweak: none (base)
- 17: 5 parts Vermillion Red + 1 part Pthalo Green + 4 parts Lamp Black L*=0.0 Δ E \approx 0.0
- 18: 7 parts Vermillion Red + 1 part Yellow Ochre + 2 parts Lamp Black L*=0.1 Δ E \approx 0.0
- 19: 8 parts Titanium White + 2 parts Yellow Ochre L*=0.2 ΔE≈0.0 Value tweak: none (base)
 - 20: 8 parts Titanium White + 1 part Lemon Yellow + 1 part Lamp Black L*=0.2 Δ E \approx 0.0

Original Edge Sketch + Grid (step=80px, percentile=85)



1: 1 part Carmine + 3 parts Yellow Ochre + 6 parts Lamp Black • L*=0.0 • ΔE≈0.0

17: 5 parts Vermillion Red + 1 part Pthalo Green + 4 parts Lamp Black • L*=0.0 • Δ E \approx 0.0





7: 5 parts Vermillion Red + 2 parts Pthalo Green + 3 parts Lamp Black • L*=0.1 • $\Delta E \approx 0.0$

9: 6 parts Vermillion Red + 1 part Yellow Ochre + 3 parts Lamp Black \cdot L*=0.1 \cdot Δ E \approx 0.0

9

11

11: 4 parts Vermillion Red + 2 parts Yellow Ochre + 4 parts Lamp Black • L*=0.1 • Δ E \approx 0.0

Color Key • Step 4 - Value Midtones (single swatch = target color)



18: 7 parts Vermillion Red + 1 part Yellow Ochre + 2 parts Lamp Black • L*=0.1 • Δ E \approx 0.0

18

Step 4 - Value Midtones

12: 7 parts Titanium White + 2 parts Vermillion Red + 1 part Pthalo Green • L*=0.2 • $\Delta E \approx 0.0$ • Value tweak: none (base) 12 16: 7 parts Titanium White + 2 parts Vermillion Red + 1 part Pthalo Green • L*=0.2 • Δ E \approx 0.0 • Value tweak: 16 none (base)

Step 6 - Neutrals / Background

Step 7 – Half-Lights

	Color Key • Step 8 – Highlights (single swatch = target c	olor)
2	2: 8 parts Titanium White + 2 parts Yellow Ochre • L*=0.2 • ΔE≈0.0 • Value tweak: none (base)		
6	6: 8 parts Titanium White + 2 parts Yellow Ochre • L*=0.2 • ΔE≈0.0 • Value tweak: none (base)		
19	19: 8 parts Titanium White + 2 parts Yellow Ochre • L*=0.2 • ΔE≈0.0 • Value tweak: none (base)		

Step 8 - Highlights

Completed — All Colors Applied

