

Original

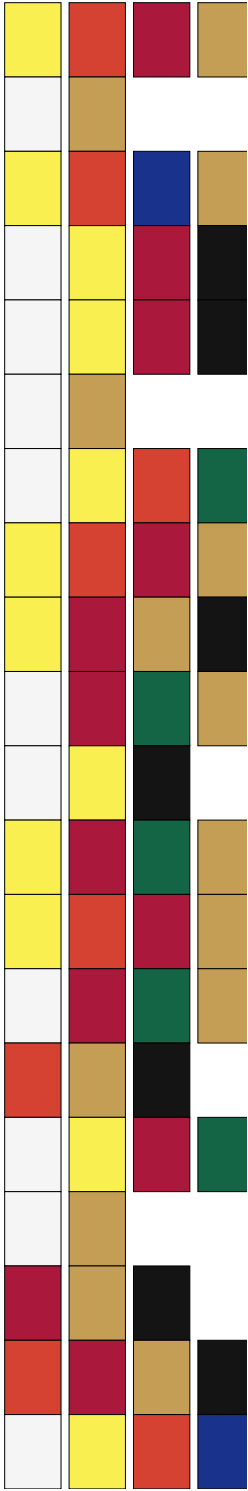


Paint by Numbers (20 colors) • model=km • max parts=1



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

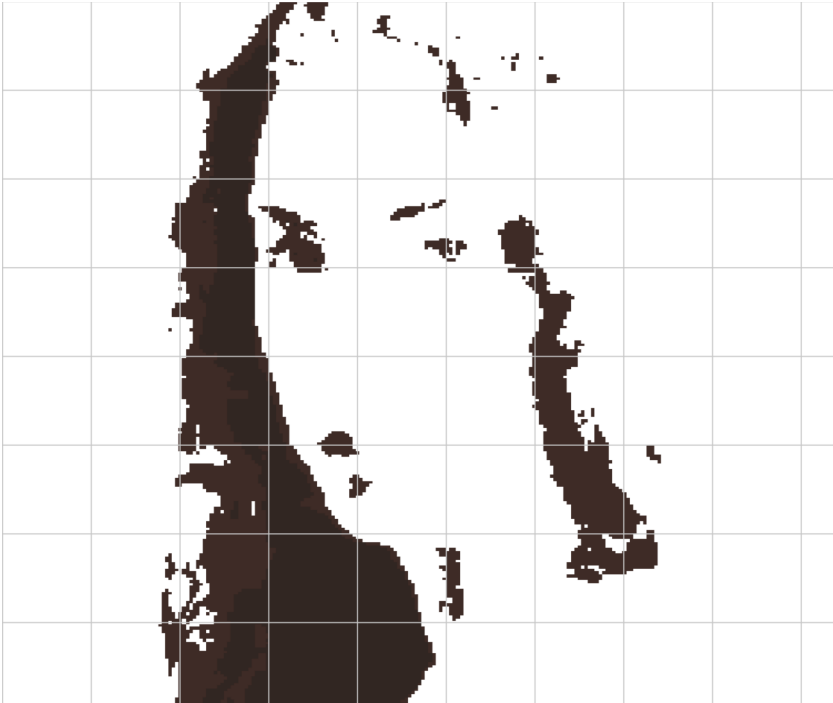
1	1: 1 part Lemon Yellow + 5 parts Vermillion Red + 1 part Carmine + 1 part Yellow Ochre + 2 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$
2	2: 8 parts Titanium White + 2 parts Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$ • Value tweak: none (base)
3	3: 1 part Lemon Yellow + 3 parts Vermillion Red + 1 part Ultramarine + 1 part Yellow Ochre + 4 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$
4	4: 5 parts Titanium White + 2 parts Lemon Yellow + 1 part Carmine + 2 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$
5	5: 5 parts Titanium White + 3 parts Lemon Yellow + 1 part Carmine + 1 part Lamp Black • $L^*=0.2$ • $\Delta E \approx 0.0$
6	6: 8 parts Titanium White + 2 parts Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$ • Value tweak: none (base)
7	7: 1 part Titanium White + 1 part Lemon Yellow + 6 parts Vermillion Red + 2 parts Pthalo Green • $L^*=0.1$ • $\Delta E \approx 0.0$
8	8: 1 part Lemon Yellow + 2 parts Vermillion Red + 1 part Carmine + 2 parts Yellow Ochre + 4 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$
9	9: 2 parts Lemon Yellow + 2 parts Carmine + 3 parts Yellow Ochre + 3 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$
10	10: 6 parts Titanium White + 1 part Carmine + 1 part Pthalo Green + 2 parts Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$
11	11: 8 parts Titanium White + 1 part Lemon Yellow + 1 part Lamp Black • $L^*=0.2$ • $\Delta E \approx 0.0$
12	12: 1 part Lemon Yellow + 2 parts Carmine + 1 part Pthalo Green + 6 parts Yellow Ochre • $L^*=0.1$ • $\Delta E \approx 0.0$
13	13: 1 part Lemon Yellow + 1 part Vermillion Red + 1 part Carmine + 5 parts Yellow Ochre + 2 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$
14	14: 5 parts Titanium White + 1 part Carmine + 1 part Pthalo Green + 3 parts Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$
15	15: 6 parts Vermillion Red + 1 part Yellow Ochre + 3 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$
16	16: 2 parts Titanium White + 3 parts Lemon Yellow + 2 parts Carmine + 1 part Pthalo Green + 2 parts Yellow Ochre • $L^*=0.1$ • $\Delta E \approx 0.0$
17	17: 8 parts Titanium White + 2 parts Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$ • Value tweak: none (base)
18	18: 1 part Carmine + 3 parts Yellow Ochre + 6 parts Lamp Black • $L^*=0.0$ • $\Delta E \approx 0.0$
19	19: 1 part Vermillion Red + 1 part Carmine + 3 parts Yellow Ochre + 5 parts Lamp Black • $L^*=0.0$ • $\Delta E \approx 0.0$
20	20: 6 parts Titanium White + 1 part Lemon Yellow + 1 part Vermillion Red + 1 part Ultramarine + 1 part Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$



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



Step 1 - Deep Shadows + Grid

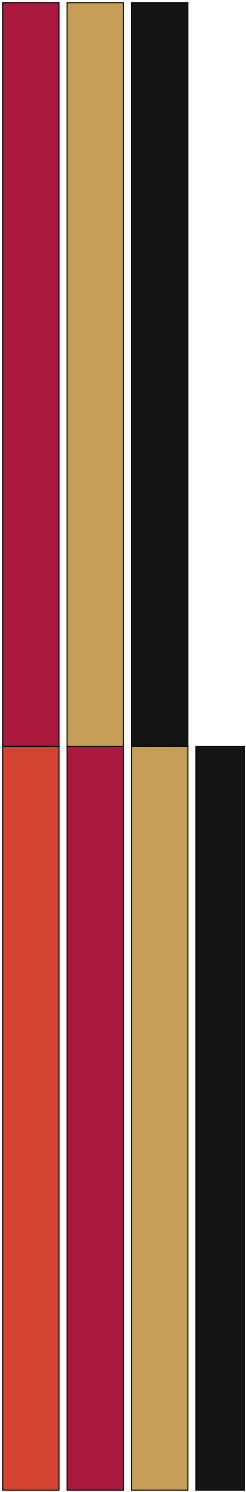


18

18: 1 part Carmine + 3 parts Yellow Ochre + 6 parts Lamp Black • $L^*=0.0$ • $\Delta E \approx 0.0$

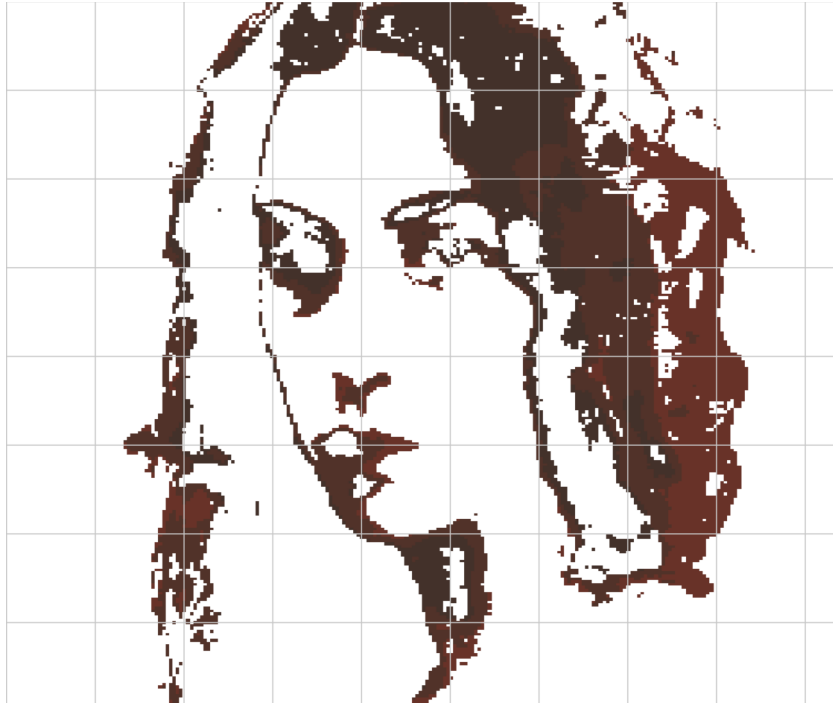
19

19: 1 part Vermillion Red + 1 part Carmine + 3 parts Yellow Ochre + 5 parts Lamp Black • $L^*=0.0$ • $\Delta E \approx 0.0$



Color Key • Step 2 - Core Shadows (single swatch = target color)

Step 2 - Core Shadows + Grid



3

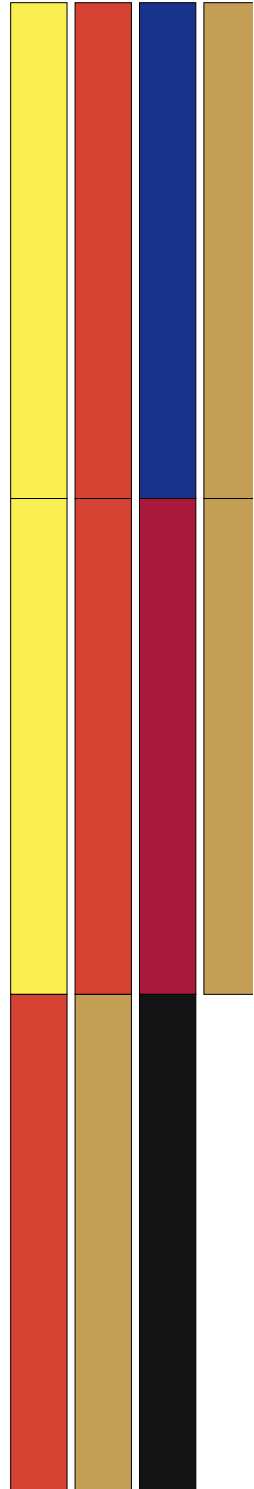
3: 1 part Lemon Yellow + 3 parts Vermillion Red + 1 part Ultramarine + 1 part Yellow Ochre + 4 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$

8

8: 1 part Lemon Yellow + 2 parts Vermillion Red + 1 part Carmine + 2 parts Yellow Ochre + 4 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$

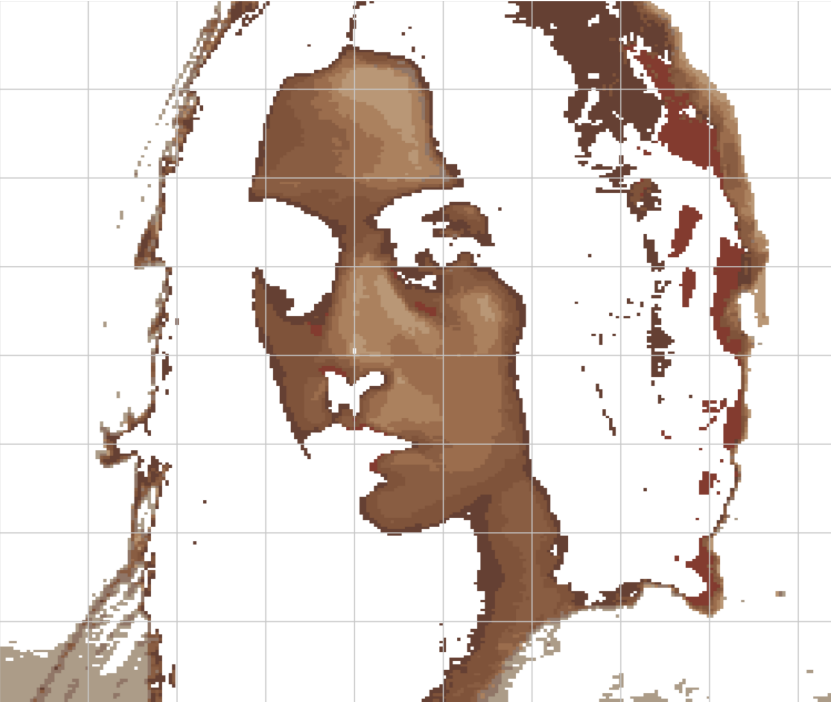
15

15: 6 parts Vermillion Red + 1 part Yellow Ochre + 3 parts Lamp Black • $L^*=0.1$ • $\Delta E \approx 0.0$

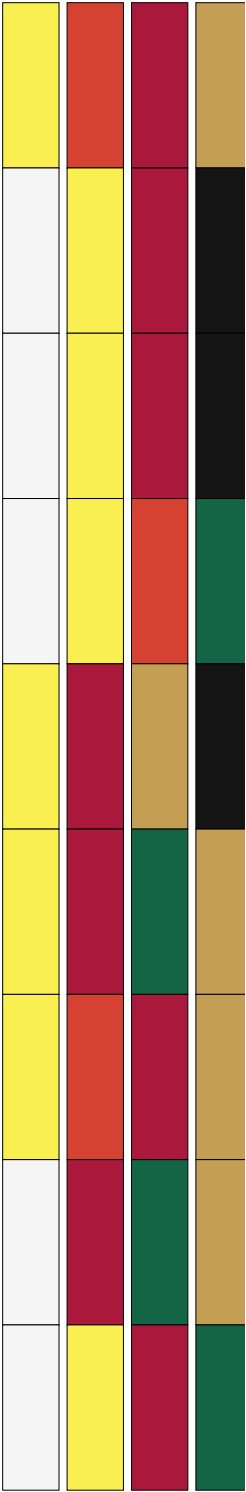


Color Key • Step 4 - Value Midtones (single swatch = target color)

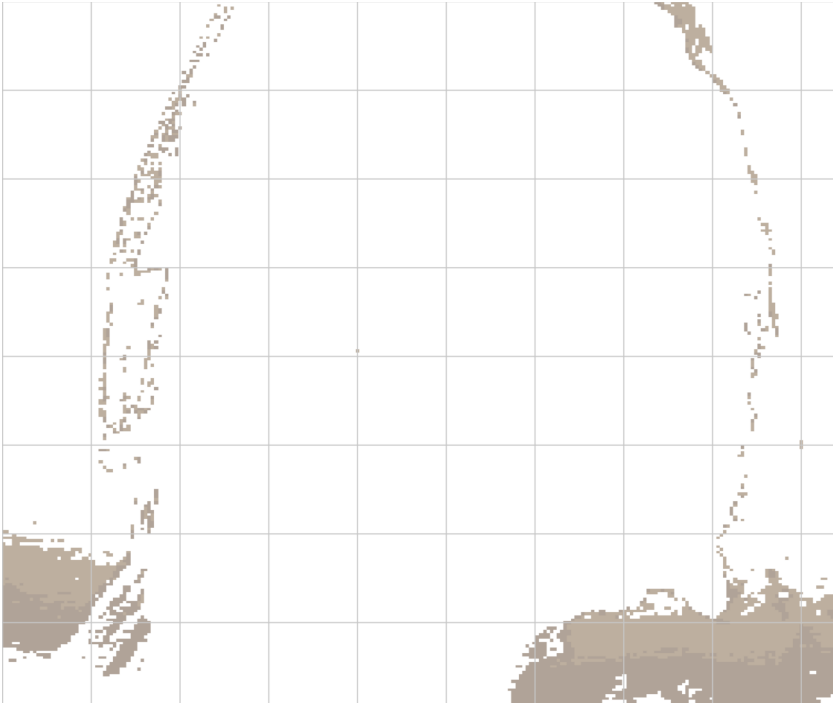
Step 4 - Value Midtones + Grid



1	1: 1 part Lemon Yellow + 5 parts Vermillion Red + 1 part Carmine + 1 part Yellow Ochre + 2 parts Lamp Black • L*=0.1 • ΔE≈0.0				
4	4: 5 parts Titanium White + 2 parts Lemon Yellow + 1 part Carmine + 2 parts Lamp Black • L*=0.1 • ΔE≈0.0				
5	5: 5 parts Titanium White + 3 parts Lemon Yellow + 1 part Carmine + 1 part Lamp Black • L*=0.2 • ΔE≈0.0				
7	7: 1 part Titanium White + 1 part Lemon Yellow + 6 parts Vermillion Red + 2 parts Pthalo Green • L*=0.1 • ΔE≈0.0				
9	9: 2 parts Lemon Yellow + 2 parts Carmine + 3 parts Yellow Ochre + 3 parts Lamp Black • L*=0.1 • ΔE≈0.0				
12	12: 1 part Lemon Yellow + 2 parts Carmine + 1 part Pthalo Green + 6 parts Yellow Ochre • L*=0.1 • ΔE≈0.0				
13	13: 1 part Lemon Yellow + 1 part Vermillion Red + 1 part Carmine + 5 parts Yellow Ochre + 2 parts Lamp Black • L*=0.1 • ΔE≈0.0				
14	14: 5 parts Titanium White + 1 part Carmine + 1 part Pthalo Green + 3 parts Yellow Ochre • L*=0.2 • ΔE≈0.0				
16	16: 2 parts Titanium White + 3 parts Lemon Yellow + 2 parts Carmine + 1 part Pthalo Green + 2 parts Yellow Ochre • L*=0.1 • ΔE≈0.0				



Step 6 - Neutrals / Background + Grid

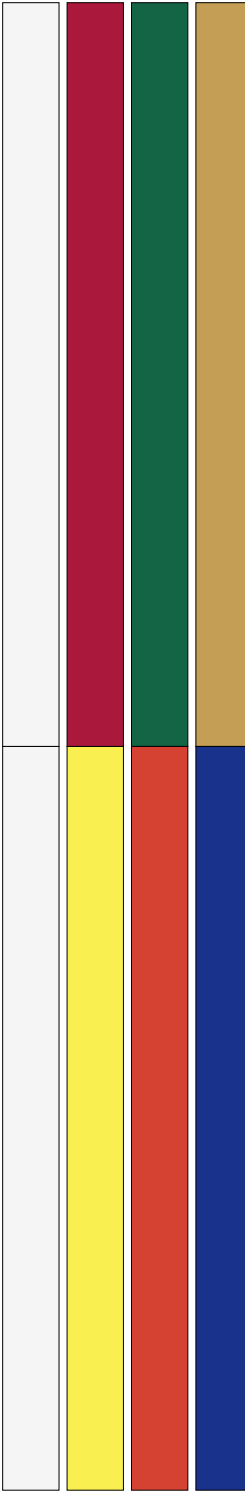


10

10: 6 parts Titanium White + 1 part Carmine + 1 part Pthalo Green + 2 parts Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$

20

20: 6 parts Titanium White + 1 part Lemon Yellow + 1 part Vermillion Red + 1 part Ultramarine + 1 part Yellow Ochre • $L^*=0.2$ • $\Delta E \approx 0.0$

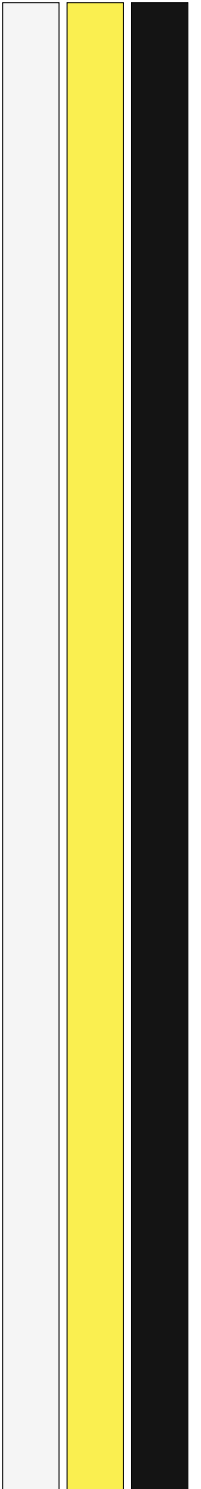


Step 7 - Half-Lights + Grid

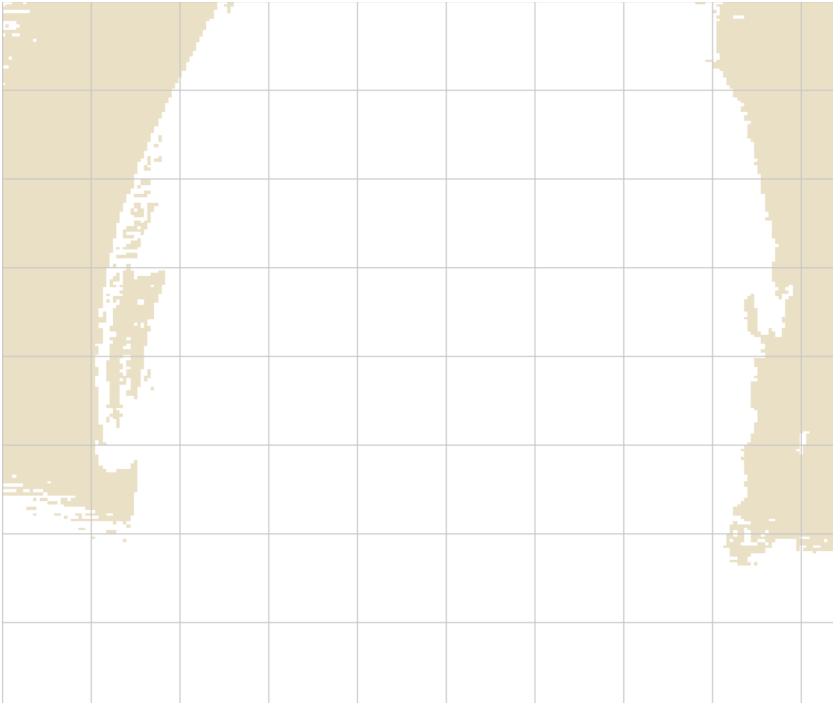


11

11: 8 parts Titanium White + 1 part Lemon Yellow + 1
part Lamp Black • $L^*=0.2$ • $\Delta E \approx 0.0$



Step 8 - Highlights + Grid



2
6
17

2: 8 parts Titanium White + 2 parts Yellow Ochre •
L*=0.2 • ΔE≈0.0 • Value tweak: none (base)

6: 8 parts Titanium White + 2 parts Yellow Ochre •
L*=0.2 • ΔE≈0.0 • Value tweak: none (base)

17: 8 parts Titanium White + 2 parts Yellow Ochre •
L*=0.2 • ΔE≈0.0 • Value tweak: none (base)

Completed — All Colors Applied + Grid

