## 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 •  $\Delta$ E≈0.0 • Value tweak: none (base) 3: 4 parts Lemon Yellow + 4 parts Vermillion Red + 2 parts Ultramarine • L\*=0.1 • ΔE≈0.0 4: 6 parts Vermillion Red + 1 part Carmine + 3 parts Pthalo Green • L\*=0.1 • ΔE≈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 •  $\Delta$ 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 • ΔE≈0.0 9: 6 parts Vermillion Red + 1 part Yellow Ochre + 3 parts Lamp Black • L\*=0.1 • ΔE≈0.0
- 10: 5 parts Lemon Yellow + 2 parts Carmine + 3 parts Lamp Black • L\*=0.1 •  $\Delta E \approx 0.0$

10

11

12

13

20

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

Original Edge Sketch + Grid (step=80px, percentile=90) . 66

Color Key • Frame 1 - Shadows / Dark Blocks (single swatch = target color)



Frame 1 - Shadows / Dark Blocks

1: 1 part Carmine + 3 parts Yellow Ochre + 6 parts Lamp Black • L\*=0.0 •  $\Delta E \approx 0.0$ 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 • L\*=0.1 •  $\Delta E \approx 0.0$ 11: 4 parts Vermillion Red + 2 parts Yellow Ochre + 4 parts Lamp Black • L\*=0.1 •  $\Delta$ E $\approx$ 0.0 17: 5 parts Vermillion Red + 1 part Pthalo Green + 4 parts Lamp Black • L\*=0.0 •  $\Delta$ E $\approx$ 0.0

Frame 2 - Mid-tone Masses

## Color Key • Frame 2 - Mid-tone Masses (single swatch = target color)



		Color Key • Frame 4 - Highlights (Single Swatch = target	COIO	1)
	2	2: 8 parts Titanium White + 2 parts Yellow Ochre • L*=0.2 • ΔE≈0.0 • Value tweak: none (base)		
ŗ	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 • ΔΕ≈0.0 • Value tweak: none (base)		
	20	20: 8 parts Titanium White $+$ 1 part Lemon Yellow $+$ 1 part Lamp Black • L*=0.2 • $\Delta$ E $\approx$ 0.0		

Frame 4 – Highlights

Frame 5 - Completed



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