

Postcards from the Frontiers of Science

[Follow lewisandquark](#)

- [About Me](#)
- [Contact me](#)
- [FAQ](#)
- [Merchandise](#)

- [Random](#)
- [Archive](#)
- [RSS](#)
- [Ask me anything](#)





New paint colors invented by neural network

So if you've ever picked out paint, you know that every infinitesimally different shade of blue, beige, and gray has its own descriptive, attractive name. Tuscan sunrise, blushing pear, Tradewind, etc... There are in fact [people who invent these names for a living](#). But given that the human eye can see millions of distinct colors, sooner or later we're going to run out of good names. Can AI help?








For this experiment, I gave the neural network a list of about 7,700 Sherwin-Williams paint colors along with their RGB values. (RGB = red, green, and blue color values) Could the neural network learn to invent new paint colors and give them attractive names?

One way I have of checking on the neural network's progress during training is to ask it to produce some output using the lowest-creativity setting. Then the neural network plays it safe, and we can get an idea of what it has learned for sure.







By the first checkpoint, the neural network has learned to produce valid RGB values - these are colors, all right, and you could technically paint your walls with them. It's a little farther behind the curve on the names, although it does seem to be attempting a combination of the colors brown, blue, and gray.

	Caac Brae 228 128 116
	Caac Blae 117 118 115
	Saae Ble 127 117 126
	Caac Blae 127 125 118

By the second checkpoint, the neural network can properly spell green and gray. It doesn't seem to actually know what color they are, however.

	Soreer Gray 121 121 110
	Sane Green 121 125 190
	Reree Gray 213 220 122
	Canter Green 140 120 120
	Rererte Green 223 116 120
	Conk Green 185 212 221
	Sole Gray 181 112 121

Let's check in with what the more-creative setting is producing.








	Wltltf Bzt 25 64 0
	Bylfgoam Glosd 229 233 112
	Gorlpateehed 63 62 90
	Woleebaph Ronder Wily 195 199 199
	Iroeee CerMowt 222 128 187
	Dondarf 145 151 226

...oh, okay.

Later in the training process, the neural network is about as well-trained as it's going to be (perhaps with different parameters, it could have done a bit better - a lot of neural network training involves choosing the right training parameters). By this point, it's able to figure out some of the basic colors, like white, red, and grey:
























	Sticks Red 171 37 34
	Coral Gray 129 102 100
	Rover White 222 222 213
	Corcaunitiol Orange 239 212 202
	Ghasty Pink 231 137 165
	Power Gray 151 124 112
	Navel Tan 199 173 140
	Bock Coe White 221 215 236
	Horble Gray 178 181 196
	Homestar Brown 133 104 85
	Snader Brown 144 106 74
	Golder Craam 237 217 177
	Hurky White 232 223 215
	Burf Pink 223 173 179
	Rose Hork 230 215 198

Although not reliably.

	Black Hand 211 226 214
	Gray Pubic 6 193 214
	Ferry Purple 116 70 60
	Ice Gray 184 174 17
	Gray Pock 130 96 62
	Barial Blue 167 168 169
	Stoomy Brown 124 130 72

In fact, looking at the neural network's output as a whole, it is evident that:

1. The neural network really likes brown, beige, and grey.
2. The neural network has really really bad ideas for paint names.

	Clardic Fug 112 113 84
	Snowbonk 201 199 165
	Catbabel 97 93 68
	Bunflow 190 174 155
	Ronching Blue 121 114 125
	Bank Butt 221 196 199
	Caring Tan 171 166 170
	Stargoon 233 191 141
	Sink 176 138 110
	Stummy Beige 216 200 185
	Dorkwood 61 63 66
	Flower 178 184 196
	Sand Dan 201 172 143
	Grade Bat 48 94 83
	Light Of Blast 175 150 147
	Grass Bat 176 99 108
	Sindis Poop 204 205 194
	Dope 219 209 179
	Testing 156 101 106
	Stoner Blue 152 165 159
	Burple Simp 226 181 132
	Stanky Bean 197 162 171
	Turdly 190 164 116

- [#neural networks](#)
- [#char-rnn](#)
- [#paint colors](#)
- [#paint](#)
- [#sherwin williams](#)
- [1 week ago](#)

- [53113](#)
- [Permalink](#)

Share

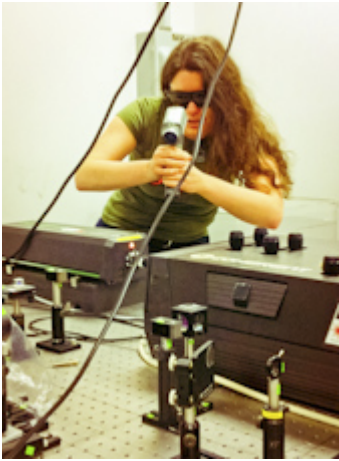
Short URL

<https://tumblr.co/ZP7VLS2LI1Cz>

[Twitter](#)[Facebook](#)[Pinterest](#)[Google+](#)

53113 Notes/ [Show](#)

[← Previous](#) • [Next →](#)



About

Where science meets art and literature. More than occasional silliness.

Currently located on the traditional territory of the Northern Arapahoe people.

Twitter

[@JanelleCShane](#)

Janelle Shane

Research Scientist: industry R&D in optics, biophotonics, & beamsteering. Plays with neural networks. Avid reader, writer, and player of Irish flute. she/her.

- [@mark_riedl](#) [@fchollet](#) my neural net wrote a great story. It's called The Strange Strange Stranger and the Strange Strange Stone [about 9 hours ago](#) • [Reply](#)
- Night Vale generator by [@GalaxyKate](#) . You will be made of blood, too, when the time comes. <https://t.co/5p9SnehKwk> [about 17 hours ago](#) • [Reply](#)
- [@JanelleCShane](#) Dorkwood also available in the EU at <https://t.co/Qyi3tCiWWz> . Any sizes/colors/styles you're wishing for? [about 18 hours ago](#) • [Reply](#)
- Dorkwood design now available from an EU printer too. EU: <https://t.co/Qyi3tCiWWz> US: <https://t.co/0XfcgEtYe3> <https://t.co/gCpGXPGxPU> [1 day ago](#) • [Reply](#)
- [RSS](#)
- [Random](#)

- [Archive](#)
- [Ask me anything](#)
- [Mobile](#)

Effector Theme — [Tumblr themes](#) by Pixel Union