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PlantUML > Language specification > Color Names >

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✏ Colors

You can use specify fill and line colors either:

- with [its standard name](#) or [CSS name](#)
- using [HEX value \(6 digits\)](#): `#RRGGBB`
- using [HEX value \(8 digits\)](#) with [alpha compositing](#) or [RGBA color model](#): `#RRGGBBaa`
- using [short HEX value \(3 digits\)](#): `#RGB` (so `#ABC` means `#AABBCC`)
- using very short HEX value (1 digits): `#x` which is a shortcut for `#xxxxxx` (so you get some gray)

A special color values: `transparent` can be used, synonym of `transparent black` (`#00000000`).

Example on [Gantt Diagram](#):

@startgantt
[Activity1] lasts 5 days
[Activity2] lasts 5 days
[Activity1] is colored in White/Red
[Activity2] is colored in Silver/SeaGreen
[Activity1] -> [Activity2]
@endgantt

Example on [Sequence Diagram](#):

@startuml
actor Bob #Red/Yellow
actor Alice #FF0000/FFFF00
Alice -> Bob : hello
@enduml

This uses Color Gradient, see next section. See also [skinparam](#).

✏ Color gradient














You can also use color gradient in background, with the following syntax: two colors names separated either by:

- `|` ,
- `/` ,
- `\` , or
- `-`

depending the direction of the gradient.

See the previous section, and [Color gradient on Class diagram page](#).

✏ Automatic font color

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```
@startuml
skinparam classFontColor automatic
skinparam classHeaderBackgroundColor #444

class classA {
testMethodCode()
}

class classB #fff {
testMethodCode()
}
@enduml
```



Color with preprocessing

You can manipulate color with [Preprocessing](#), and the [Builtin functions](#):

| Name | Description | Example | Return |
|----------------------|---|---------------------------------|---------|
| %darken | Return a darken color of a given color with some ratio | %darken("red", 20) | #CC0000 |
| %is_dark | Check if a color is a dark one | %is_dark("#000000") | true |
| %is_light | Check if a color is a light one | %is_light("#000000") | false |
| %lighten | Return a lighten color of a given color with some ratio | %lighten("red", 20) | #CC3333 |
| %reverse_color | Reverse a color using RGB | %reverse_color("#FF7700") | #0088FF |
| %reverse_hsluv_color | Reverse a color using HSLuv | %reverse_hsluv_color("#FF7700") | #602800 |

 [View colors in PlantUML](#)

A user has recently created an image to display [all names colors used by PlantUML](#). (We thank him by the way!)



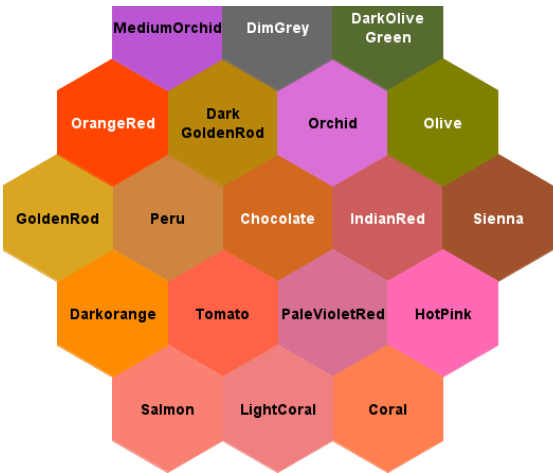
So a new feature has been added to print all those colors using a special diagram description:



It is also possible to print a palette of colors close to some other color (using its name or HEX value).

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colors chocolate
@enduml



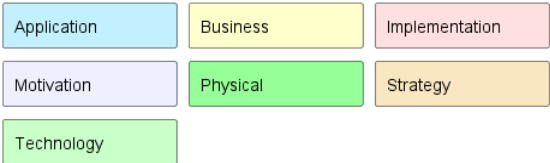
Archimate colors

Archimate uses color names that reflect the purpose of a node:

- Application
- Business
- Implementation
- Motivation
- Physical
- Strategy
- Technology

@startuml
skinparam minClassWidth 125
skinparam nodesep 10
skinparam ranksep 10

rectangle Application #Application
rectangle Business #Business
rectangle Implementation #Implementation
rectangle Motivation #Motivation
rectangle Physical #Physical
rectangle Strategy #Strategy
rectangle Technology #Technology
@enduml



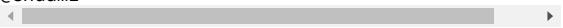
PlantUML colors



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```
skinparam minClassWidth 200
skinparam nodesep 10
skinparam ranksep 10

rectangle "ClassColor" {
rectangle "Class_C_Background\n #ADD1B2" #ADD1B2
rectangle "Class_N_Background\n #E3664A" #E3664A
rectangle "Class_A_Background\n #A9DCDF" #A9DCDF
rectangle "Class_I_Background\n #B4A7E5" #B4A7E5
rectangle "Class_E_Background\n #EB937F" #EB937F
}
rectangle "DefaultColor" {
rectangle "BackGroundColor_Default\n #FEFECE" #FEFECE
rectangle "LineColor_Default\n #A80036" #A80036
rectangle "Legend_BackGroundColor\n #DDDDDD" #DDDDDD
rectangle "//TBC//\n..."
}
@enduml
```



ClassColor

Class_C_Background
#ADD1B2

Class_N_Background
#E3664A

Class_A_Background
#A9DCDF

Class_I_Background
#B4A7E5

Class_E_Background
#EB937F

DefaultColor

BackGroundColor_Default
#FEFECE

LineColor_Default
#A80036

Legend_BackGroundColor
#DDDDDD

TBC