



XR COLOR



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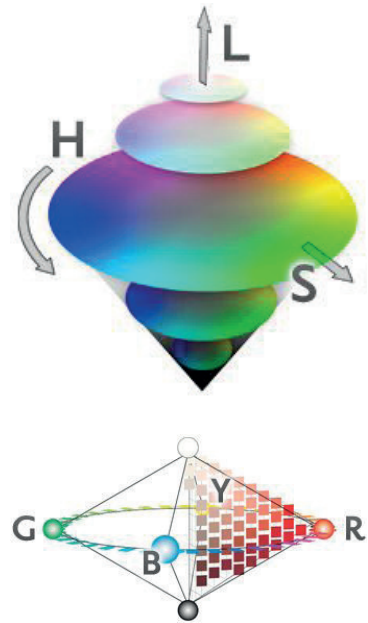


Like HSV, HSL was described by Alvy Ray Smith and is a 3D representation of color. HSL stands for hue, saturation, and lightness. The HSL color model has distinct advantages over the HSV model, in that the saturation and lightness components span the entire range of values.

Based on the HSL color model, ColoRotate contains all the hues at different levels of saturation along its horizontal plane and with variant intensity along its vertical plane.

For example, by using the “Hue” mode, you can position colors on opposite edges of the diamond to correspond to complementary colors. Or you can arrange the colors so their hues are triangularly positioned relative to each other for a triadic color scheme. And, by using three dimensions when you edit colors or palettes of colors, you can intuitively understand which colors are similar, and which are more contrasting.

On the horizontal equatorial plane, pure saturated hues are along the equatorial perimeter. Similar to traditional colorwheel and colorsphere representations, contrasting hues are located opposite each other. As you move towards the center of the color disc (on the same plane) the color saturation decreases toward the center, where all the colors merge into a single gray. Moving vertically along this center, the color gradually becomes lighter towards the top (ending in white), and darker towards the bottom (ending in black). The hues vary in intensity and saturation as you move vertically up or down, or inwards in the diamond. Any given hue can be varied in saturation by moving inwards or intensity (tint) by moving vertically up or down.





In the bicone or diamond of the HSL structure, all the visible colors can be seen. These are the three dimensions in which our brain analyzes the colors we see. The first dimension is brightness (a vertical slice). The hue is comprised of the second and third dimensions (corresponding to round slices through the diamond).





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