

## palette.md - Grip

### recurrink palettes

### ver:colour45

Based on Winsor Newton ink set.

#### Foreground colours

- #DC143C crimson
- #C71585 mediumvioletred
- #FFA500 orange
- #32CD32 limegreen
- #4B0082 indigo

#### Background colours

- #FFF white
- #9ACD32 yellowgreen
- #CD5C5C indianred
- #000 black

#### Opacity

Opacity can be set at

- 1.0
- 0.7
- 0.4
- 0.0

#### Transparencies

A transparency is when a foreground colour is overlaid onto a background with enough opacity to create a new distinct colour. This gives eight possibilities for each foreground.

##### **white yellowgreen indianred black**

0.7	0.7	0.7	0.7
0.4	0.4	0.4	0.4

An overlay is when the foreground and background occupy the same co-ordinates. In most cases, e.g. a triangle there is both an overlay and direct exposure of the background colour. The background colour is opaque (opacity = 1.0). These four colours are not shown below.

The opposite is also a special case. When the foreground is opaque, then the background is hidden. These colours are shown in the first column below.

01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45

## Colour table

01 fill: #C71585 opacity: 1.0 bg: #FFF  
02 fill: #C71585 opacity: 0.7 bg: #FFF  
03 fill: #C71585 opacity: 0.7 bg: #9ACD32  
04 fill: #C71585 opacity: 0.7 bg: #CD5C5C  
05 fill: #C71585 opacity: 0.7 bg: #000  
06 fill: #C71585 opacity: 0.4 bg: #FFF  
07 fill: #C71585 opacity: 0.4 bg: #9ACD32  
08 fill: #C71585 opacity: 0.4 bg: #CD5C5C  
09 fill: #C71585 opacity: 0.4 bg: #000  
10 fill: #DC143C opacity: 1.0 bg: #FFF  
11 fill: #DC143C opacity: 0.7 bg: #FFF  
12 fill: #DC143C opacity: 0.7 bg: #9ACD32  
13 fill: #DC143C opacity: 0.7 bg: #CD5C5C  
14 fill: #DC143C opacity: 0.7 bg: #000  
15 fill: #DC143C opacity: 0.4 bg: #FFF  
16 fill: #DC143C opacity: 0.4 bg: #9ACD32  
17 fill: #DC143C opacity: 0.4 bg: #CD5C5C  
18 fill: #DC143C opacity: 0.4 bg: #000  
19 fill: #FFA500 opacity: 1.0 bg: #FFF  
20 fill: #FFA500 opacity: 0.7 bg: #FFF  
21 fill: #FFA500 opacity: 0.7 bg: #9ACD32  
22 fill: #FFA500 opacity: 0.7 bg: #CD5C5C  
23 fill: #FFA500 opacity: 0.7 bg: #000  
24 fill: #FFA500 opacity: 0.4 bg: #FFF  
25 fill: #FFA500 opacity: 0.4 bg: #9ACD32  
26 fill: #FFA500 opacity: 0.4 bg: #CD5C5C  
27 fill: #FFA500 opacity: 0.4 bg: #000  
28 fill: #32CD32 opacity: 1.0 bg: #FFF  
29 fill: #32CD32 opacity: 0.7 bg: #FFF  
30 fill: #32CD32 opacity: 0.7 bg: #9ACD32  
31 fill: #32CD32 opacity: 0.7 bg: #CD5C5C  
32 fill: #32CD32 opacity: 0.7 bg: #000  
33 fill: #32CD32 opacity: 0.4 bg: #FFF  
34 fill: #32CD32 opacity: 0.4 bg: #9ACD32  
35 fill: #32CD32 opacity: 0.4 bg: #CD5C5C  
36 fill: #32CD32 opacity: 0.4 bg: #000  
37 fill: #4B0082 opacity: 1.0 bg: #FFF  
38 fill: #4B0082 opacity: 0.7 bg: #FFF  
39 fill: #4B0082 opacity: 0.7 bg: #9ACD32  
40 fill: #4B0082 opacity: 0.7 bg: #CD5C5C  
41 fill: #4B0082 opacity: 0.7 bg: #000  
42 fill: #4B0082 opacity: 0.4 bg: #FFF  
43 fill: #4B0082 opacity: 0.4 bg: #9ACD32  
44 fill: #4B0082 opacity: 0.4 bg: #CD5C5C  
45 fill: #4B0082 opacity: 0.4 bg: #000

## ver:htmstarter

Hunt The Moon starter kit

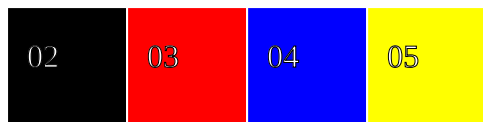
01

02

03

04

05



## Colour table

```
01 fill: #FFF opacity: 1.0 bg: #FFF  
02 fill: #000 opacity: 1.0 bg: #FFF  
03 fill: #F00 opacity: 1.0 bg: #FFF  
04 fill: #00F opacity: 1.0 bg: #FFF  
05 fill: #FF0 opacity: 1.0 bg: #FFF
```

## Implementation plan

- Emulate mirror.py by initialising models already mirrored and adding colour symmetry
- Convert palette.py into an in-memory lookup table. E.g model.reverse(fg) -> bg
- Limit the number of colour per model
- Use the 'all' cells to define the primary palette, and pair 'one' cells with complimentary colours