

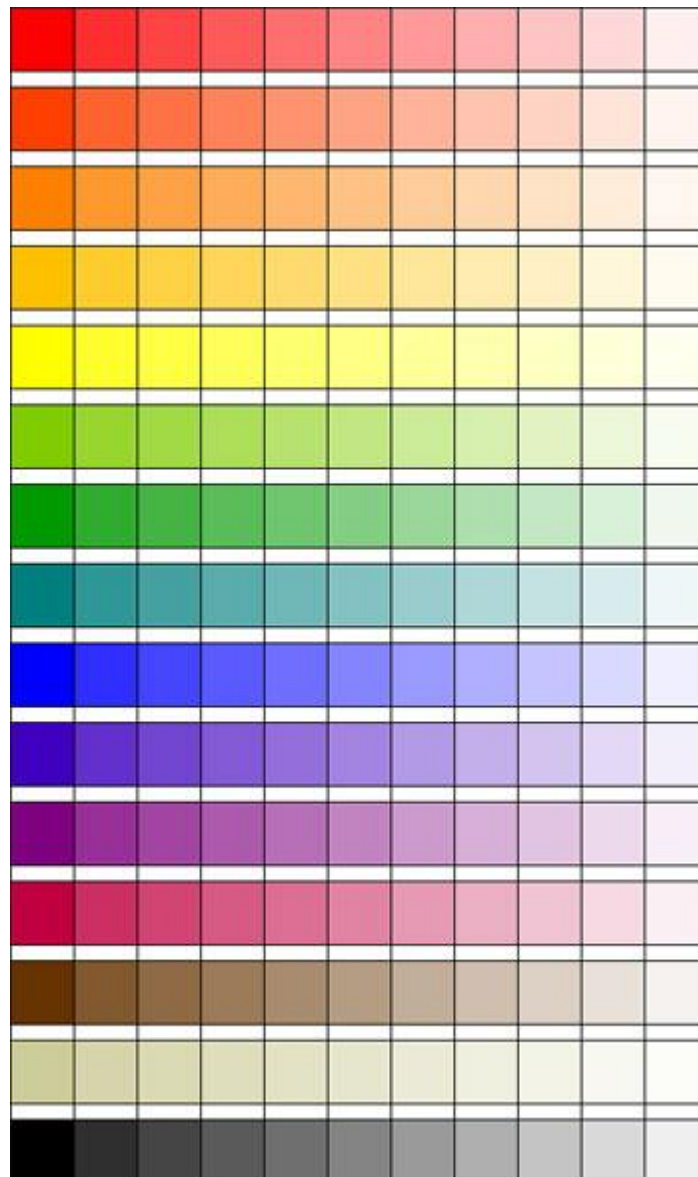
Understanding the Basics

Look at the next 4 sections before starting on the blocks. You'll learn about tints, shades, and tones, and then the rules.

Lighter Values – Tints – Mixing with White

In EQ, you can use the Add Shades and Tints feature or Add Grades and mix your selected color with white. On a predominantly light block, you can make a color less important by lightening it. On a predominantly dark block, you can make a color more important by lightening it.

The colors in the left column are pretty pure. *Mixing them with white leads to lighter, tinted versions, but still kind of pure.* The brown and the tan show that you can do lighter values of any color... not just the main colors of the color wheel. Mixing with White



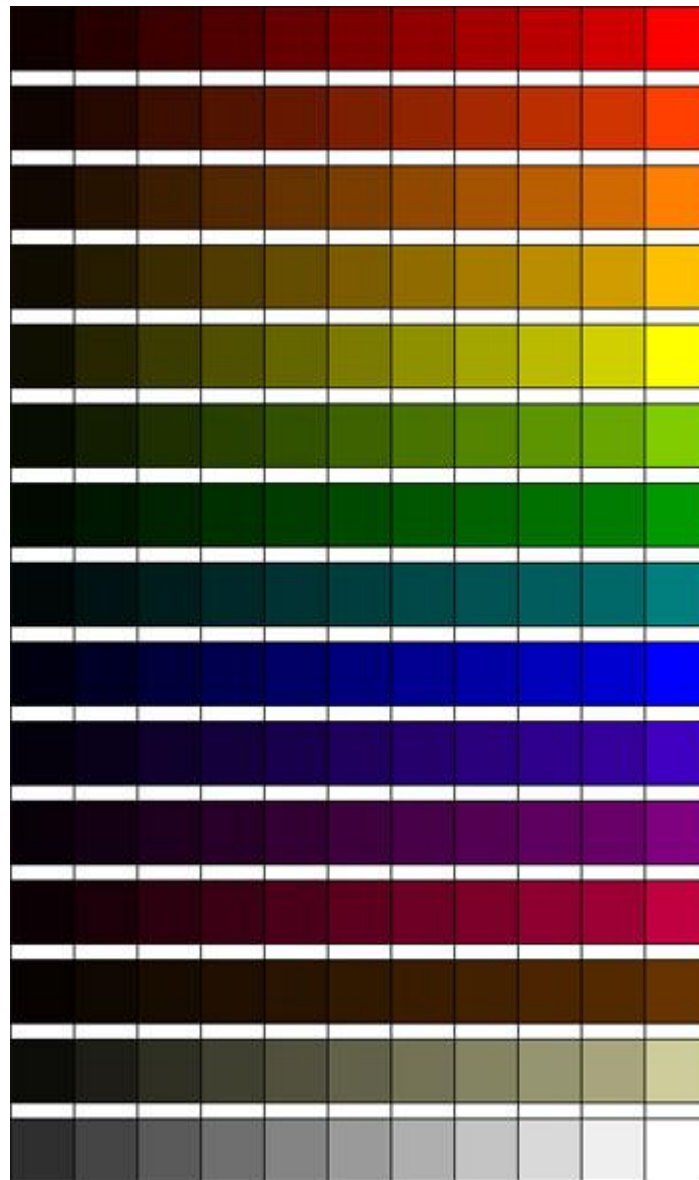
Keep in mind there are many values possible for each color... not just the one listed above.

Darker Values – Shades – Mixing with Black

In EQ, you can use the Add Shades and Tints feature or Add Grades and mix your selected color with black. On a predominantly light block, you can make a color more important by darkening it. On a predominantly dark block, you can make a color less important by darkening it.

The colors in the right column are pretty pure. *Mixing them with black leads to darker, shaded versions, but still kind of pure.* The brown and the tan show that you can do darker values of any color... not just the main colors of the color wheel.

Mixing with Black



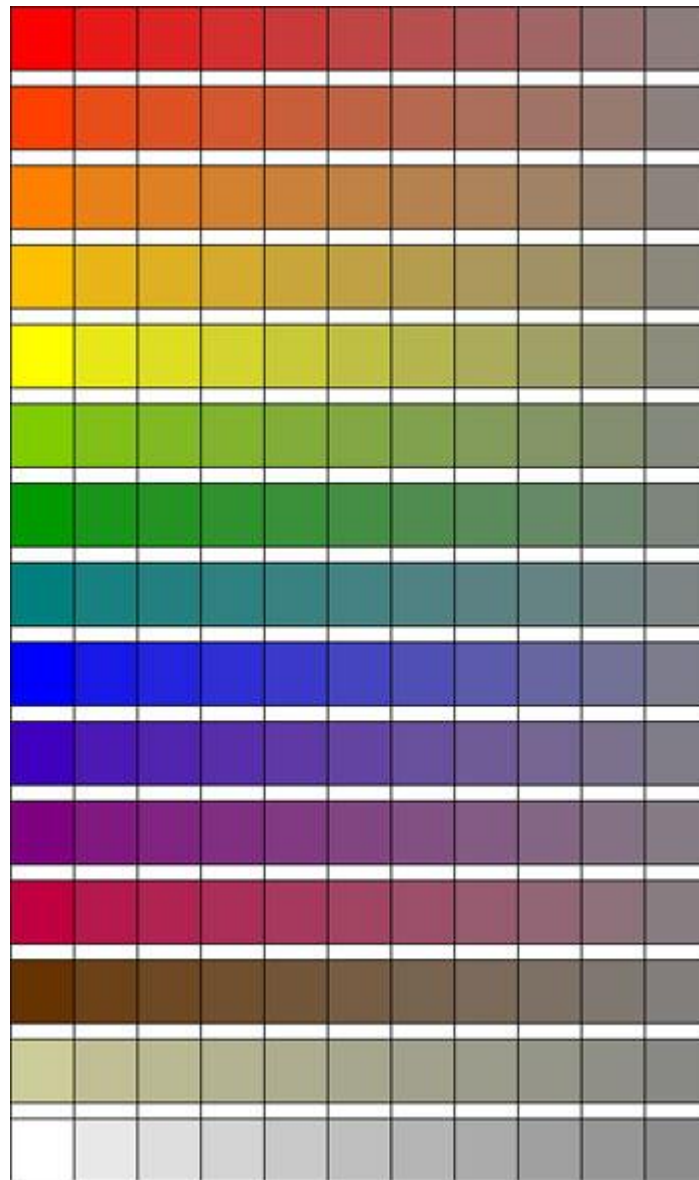
Keep in mind there are many values possible for each color... not just the one listed above.

Tones – Mixing with Gray

In EQ, you can use the **Add Tones** feature or **Add Grades** and mix your selected color with gray. You can make a color less important by graying it out.

The colors in the left column are pretty pure. *Mixing them with gray leads to **subdued, toned versions** that are not as pure.* The brown and the tan show that you can do tones of any color... not just the main colors of the color wheel.

Mixing with Gray

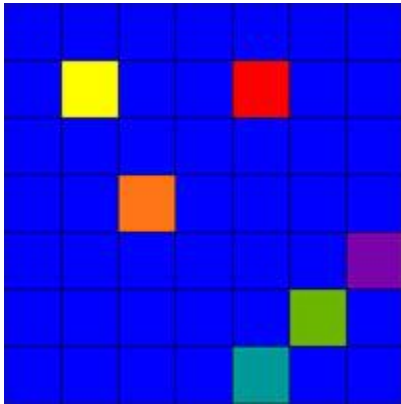


Keep in mind there are many tones possible for each color... not just the one listed above.

Understanding the Color Game

Everything leads to yellow. Yellow is the game-ender. It stands out the most out of all the colors. Anything close to yellow on the color wheel will have the same effect.

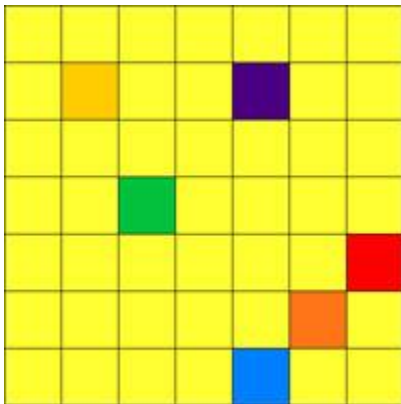
The color relationships are interwoven, so many times a color's effectiveness is changed by these rules, the colors you pair it with, and how much of those colors are in the grouping.



Warm trumps lots of cool

Warm colors (yellow, orange, red) stand out on a cool background.

The blue background is pure (not toned) and dark. In this image **yellow** stands out the most because it's yellow and because it is lighter than the blue background... so it has 2 things going for it. **Orange** stands out as well because it's lighter than the blue, it's blue's complement (opposite on the color wheel), and it's close to yellow. **Red** is warm and lighter than the blue, so it stands out as well. The **turquoise** is too close to blue and slightly toned so it hides. The **lime** color stands out a bit because it is part yellow, but not as much as the warm colors. The **purple** stands out a bit because of its red qualities, but it is still too dark and too close to blue to make a difference.

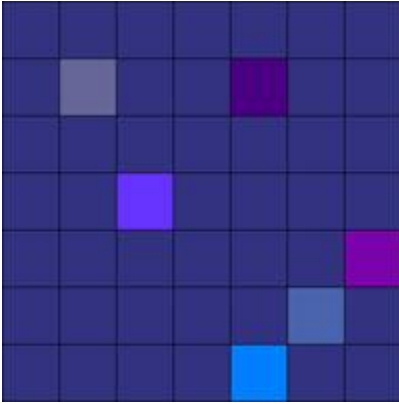


Cool trumps lots of warm

Cool colors (purple, green, blue) stand out on a warm background... but not efficiently.

The yellow background is pure (not toned) and light. **Purple** stands out a lot because it is cool, dark, and yellow's complement. **Blue** stands out because it is cool and darker than the yellow. The **green** and **red** are kind of in a tie because although the green is cool and darker than the yellow, the red is much darker than the yellow and it is warm. (Warm colors can stand out on a warm background too.) The **gold** and **orange** are lost because they have yellow in them.

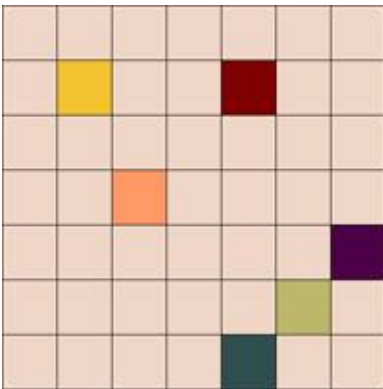
This type of color scheme is hard to use. You don't necessarily need to avoid it, but just know the rules as you're coloring.



Pure always beats toned

Pure (non-toned) colors stand out on a gray (toned) background.

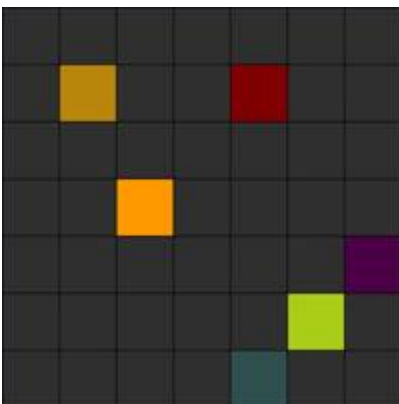
The background is a dark, grayed purple. The **light blue** at the bottom and the **violet** in the middle are lighter than the background and more pure... so they stand out. Next are the **red-violet** and **dark plum** colors, because they are also pure despite their darkness. The **two gray blues** are lost because they are toned and too close to the background.



Dark trumps lots of light

Dark colors stand out on a light background.

The background is a light, toned pink. The **dark red, dark plum, and dark turquoise** stand out a lot because they are dark. The **yellow and peach** are lost because they are light and close to the background on the color wheel.



Light trumps lots of dark

Light colors stand out on a dark background.

The background is a dark gray. **Orange** stands out a lot because it is warm, lighter than the gray and it is pure. **Lime** stands out because it is close to yellow, lighter than the gray, and it is pure. The **dark gold** color doesn't stand out as much because it is dark, but it is mixed with yellow... so it is next. The **dark red** and **dark plum** are somewhat pure and warm, but they are so dark they just kind of sit there on the gray. The **dark turquoise** is lost because it is dark, toned, and cool.