

CMY COLOR THEORY FOR NUBS

PRIMARY COLORS: 3 colors used to make all other colors



SECONDARY COLORS: Mix of 2 primary colors



TERTIARY COLORS: Mix of 1 primary and 1 secondary color



NEED TO KNOW PAINT TERMS:

HUE: The name of the color

CONTRAST: A striking difference from one color to another

SATURATION: Intensity of color, or purity of hue

100% saturation is the purest form of the color

TIP! Highly saturated color is best used sparingly



VALUE: How light or dark a color is

TINT - Adding white to lighten the hue



SHADE - Adding black to darken the hue



TONE - Adding grey to desaturate the hue



FUN COLOR COMBOS:



COOL COLORS



WARM COLORS



MONOCHROMATIC
Different values
of one color
Creates an
atmospheric feel



ANALOGOUS
Colors next to
each other
Easy on the eye &
mimics nature



COMPLIMENTARY
Colors opposite
each other
Creates high contrast

MIXING METALS



GUNMETAL:

Mix Zenith Black into Mirrored Steel

*Blue can be added for gun bluing



BRASS:

Mix Mirrored Steel into Gauntlet Gold



BRONZE:

Mix Burnt Trauma Umber into Gauntlet Gold



COPPER:

Mix Surgery Sienna into Gauntlet Gold

COLOR & TRUE METALLICS



Gauntlet Gold has a naturally yellow hue.

Red hues over gold will create a color with slightly orange hues.

Blue hues over gold will create a color with slightly green hues.



Mirrored Steel has a naturally blue hue.

Yellow hues over silver will create a color with slightly green hues.

Red hues over silver will create a color with slightly purple hues.

BUILDING DYNAMIC LIGHTING

LOCAL COLOR + COMPLEMENTARY COLOR + BLUE SHADOWS = DYNAMIC LIGHTING



Local color is the obvious visible color of an object. For example, we would call this a red apple.



Since highlights and shadows are opposites, using the **complimentary color** in shadows increases the contrast of the object. Since the opposite of red is green, we can use green in the shadows.



Shadows in real life have a naturally blue hue. Adding **blue to shadows** gives them a realistic look.



Dynamic Lighting