

# Color Theory Tutorial

By Chris Fravert

# Why is color important?

- Humans have a instinctive response to color. Therefore the colors used in your lightwave illustration will make the viewer respond accordingly. This is good for mood setting and identification.
- A proper use of color also helps improve the aesthetic value of an image.

# Color Attributes

- Colors have a series of attributes that can be applied or manipulated
  - Hue (ex. Red, Blue, Yellow)
  - Saturation (the intensity of the color)
  - Value (the amount of black or white in the color)

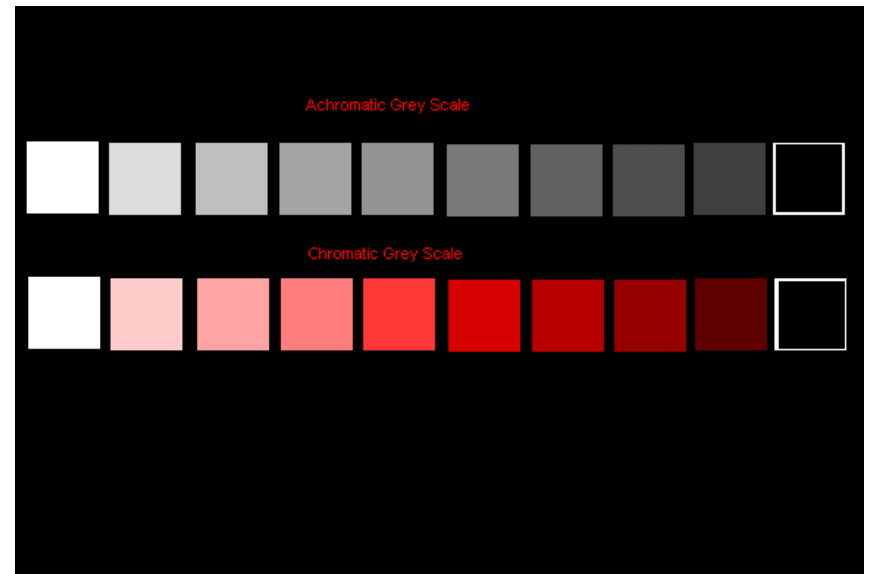
# Basic Color Wheel

- The color wheel is comprised of the primary, secondary and tertiary colors.



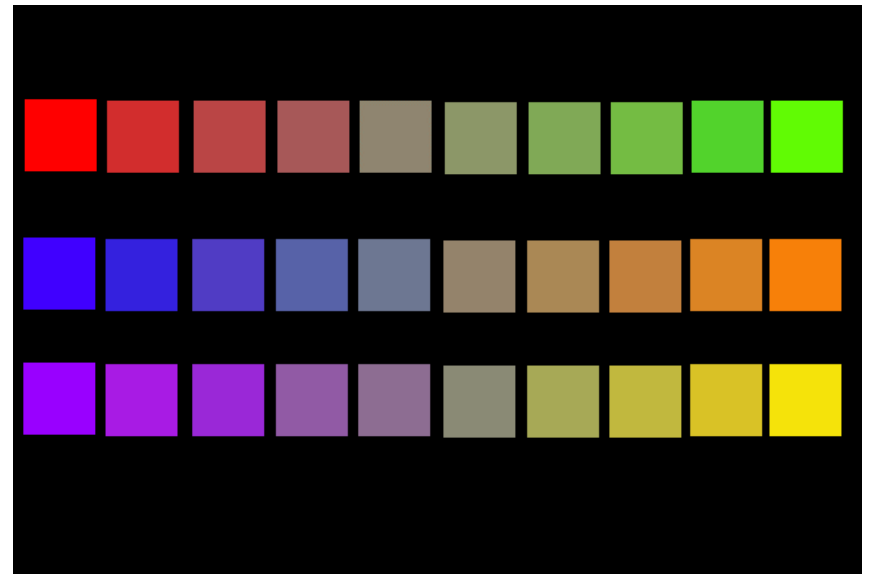
# Value

- The value is the amount of white or black in a given color. A scale from 0 to 10 is used to identify the value of a color.



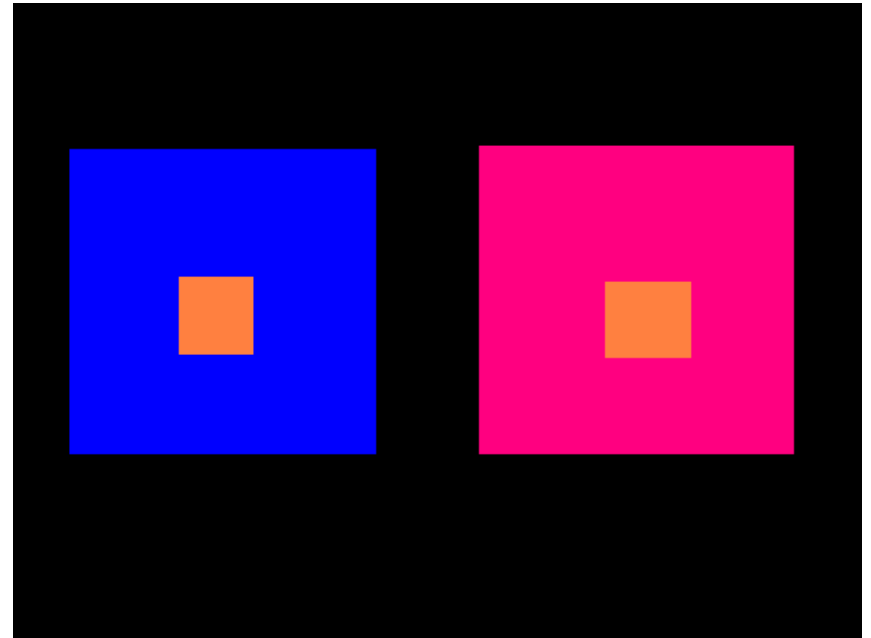
# Saturation

- The saturation is the intensity of a color. A color becomes desaturated by adding its complement to it. This is called “breaking” the color. Broken colors are more natural in appearance.



# Color Relativity

- Colors can also appear different when placed next to other colors. This should be taken in to account if an exact color is needed. Notice how the orange square appears to be a different color depending on its surroundings.



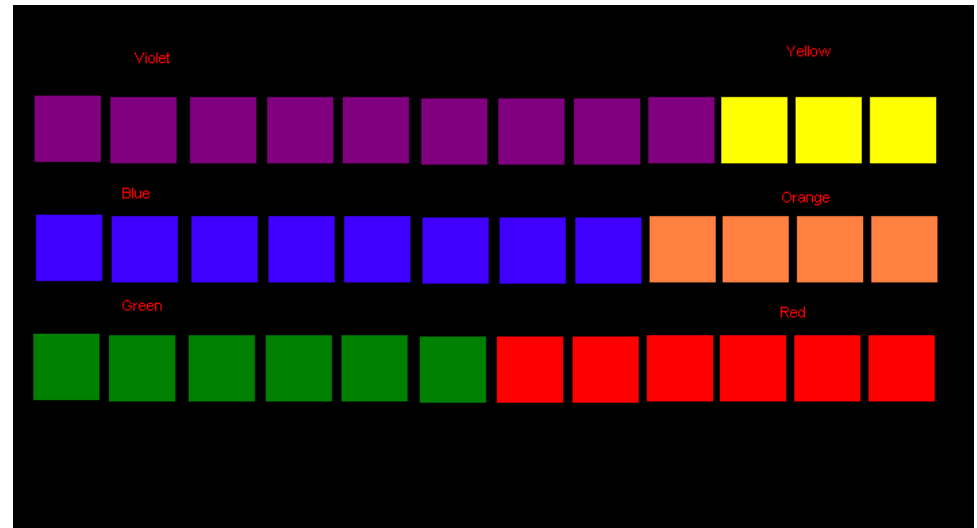
# Color Relativity 2

- Complements when placed next to each other “push” each other. This can make an object appear to stand out when its against a complementary background. In Lightwave a fill light of the complementary color would give the object more depth.



# Color Proportion

- In your lightwave image you should take in to consideration Gothe's color proportions. This helps balance the colors within the image. The ratios are
  - yellow(3),Violet(9)
  - orange(4),blue(8)
  - Red(6),Green(6)



# Examples Of Color

- Notice the use of value, mood setting and complementary colors.

# Van Gogh



# Picasso



# Monet



**End Tutorial**