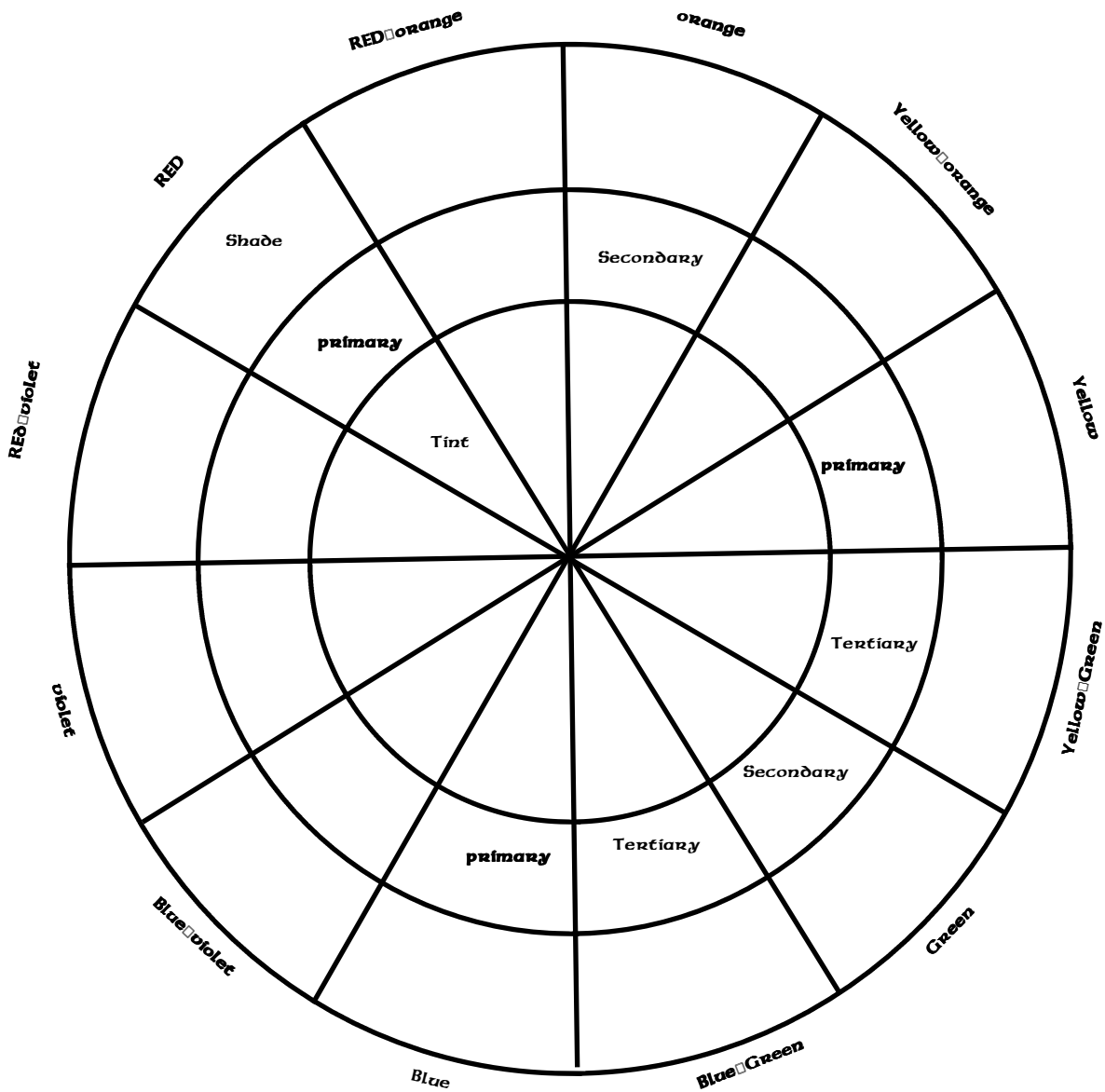


# HL GWENHWFYR'S COLOR THEORY 101

Your challenge:

- Start with only 5 hues on your palette (3 primaries, black & white)
- Mix paints to Complete the color wheel below



Hints:

- Mix 2 primaries  $1/2$  &  $1/2$  to make a Secondary color
- Mix 1 primary & 1 secondary  $1/2$  &  $1/2$  to make a Tertiary color
- Add white to "tint" a hue lighter
- Add black to "shade" a hue darker

# COLOR THEORY 101

(CONTINUED)

**HUE** is another term for color.

**COLOR WHEEL** is a circular arrangement of hues illustrating the primary, secondary, tertiary and neutral colors in relationship to one another.

**PRIMARY COLORS** include red, yellow and blue.

**SECONDARY COLORS** are orange, green and violet. They are made from mixing two primary colors.

**TERTIARY COLORS** include red-orange, yellow-orange, red-violet, blue-violet, blue-green, and yellow-green.

**ANALOGOUS COLORS** share similar hues that are compatible when mixed together and fall next to each other on the color wheel, such as red and orange.

**COMPLEMENTARY COLORS** are opposites on the color wheel and create pleasing visual contrast, such as blue and orange.

**MONOCHROMATIC COLORS** are derived from mixing a color with black to create shades or white to create tints, all in the same color family, such as pink and magenta.

**WARM COLORS** are associated with hot things such as sun or flames and they make objects appear larger and closer to the observer.

**COOL COLORS** are connected with cold things, such as ice, water or sky and they make things appear to be smaller and farther away.

**NEUTRAL COLORS** include black, white, grey, and brown.

**VALUE** is the lightness or darkness of color; **INTENSITY** refers to the brightness or dullness of color.