

# colour 1

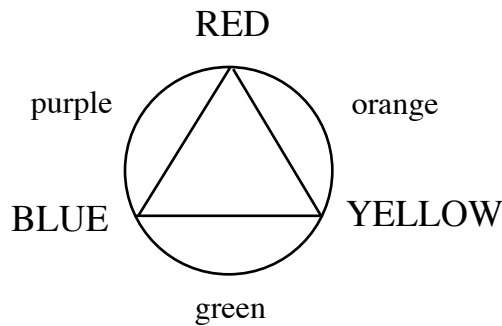
**Primaries** - three colours you have to buy - you can't mix them if you don't have them.

Red    Yellow    Blue

**Secondaries** - three colours you can mix from the *primaries* - and which you can also buy.

Orange    Purple    Green

These six colours form a continuous ring known as the colour wheel.



The colour wheel can be filled in with an infinite number of mixtures as well - red, red red orange, red orange, orange, yellow orange etc.

So far we are just talking about theory. Please remember, the paint tube rarely contains pure theoretical colour. That's why it's a good idea to have at least two of each of the *primaries* in order to produce more brilliant *secondaries*, when needed.

**Analogous colours** are beside or near each other around the colour wheel. Examples would be yellow, orange, red.

**Complementary colours** are those which are across from each other on the colour wheel. It's important to know these as they are very useful in colour mixing.

Red and Green (think Christmas)

Blue and Orange (think of the sea and the sun)

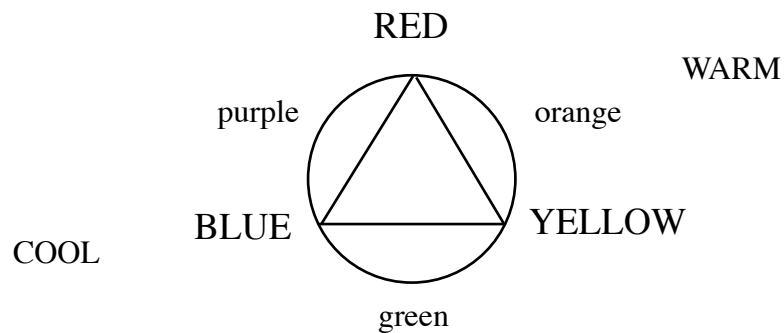
Yellow and Purple (think Easter)

One way to remember them is to understand that the complement of any primary is the combination of the other two primaries.

**Complementaries** grey down each other when mixed together. Try mixing Ultramarine Blue with Burnt Umber (blue and orange) or Viridian and Alizarin (green and red).

They also emphasize each other when placed side by side. A pink object surrounded by its complement green will appear more rich than if it was on a white ground.

**Warm colours** are those on the orange side of the wheel - yellows, reds, oranges. You can also have warmer or cooler versions of any colour. A warmer green (permanent green light) has more yellow in it while a cooler green (viridian) has more blue. A warmer red (cadmium red) has more orange while a cooler one (alizarin) has more blue. Some suggest that we make light areas warm and shadows cooler.



**Cool colours** are those on the blue side - blues, purples, greens.

**Pigment** is the substance which makes the colour - pigment names like ultramarine, ochre, sienna, cobalt and cadmium are used in painting rather than more descriptive names used by house paint manufacturers or makers of cosmetics.

**Transparency and opacity** Each pigment has a different degree of opacity or the ability to cover in one pass. Pigments which are more transparent are valued for their ability to make glazes and washes.

**Permanence** a term which has become quite ambiguous in reference to artists paint.

**Non fugitive** is a more useful term and refers to the pigments ability to remain brilliant and not fade. Most artists paints are no longer fugitive. Coloured inks and dyes are more likely to be fugitive.