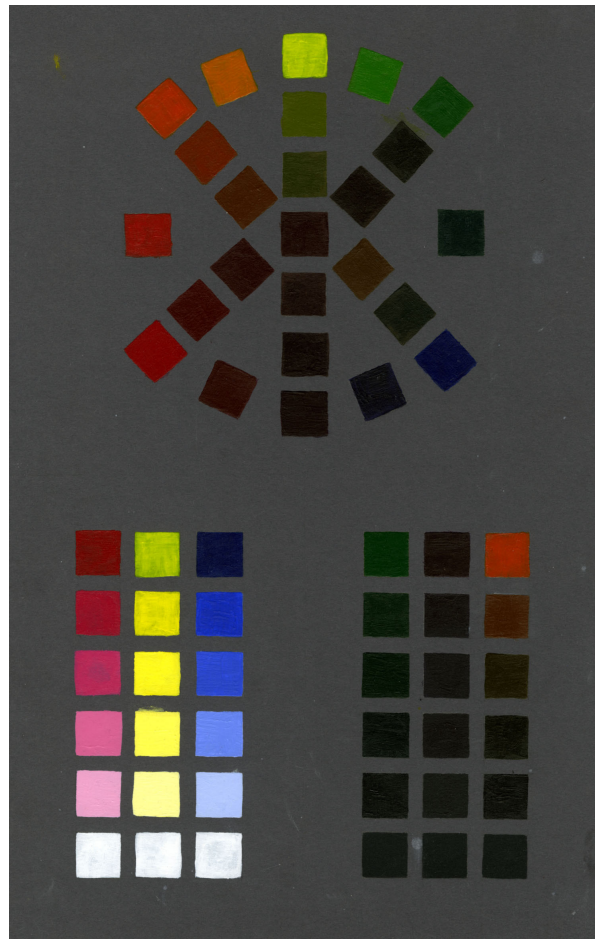
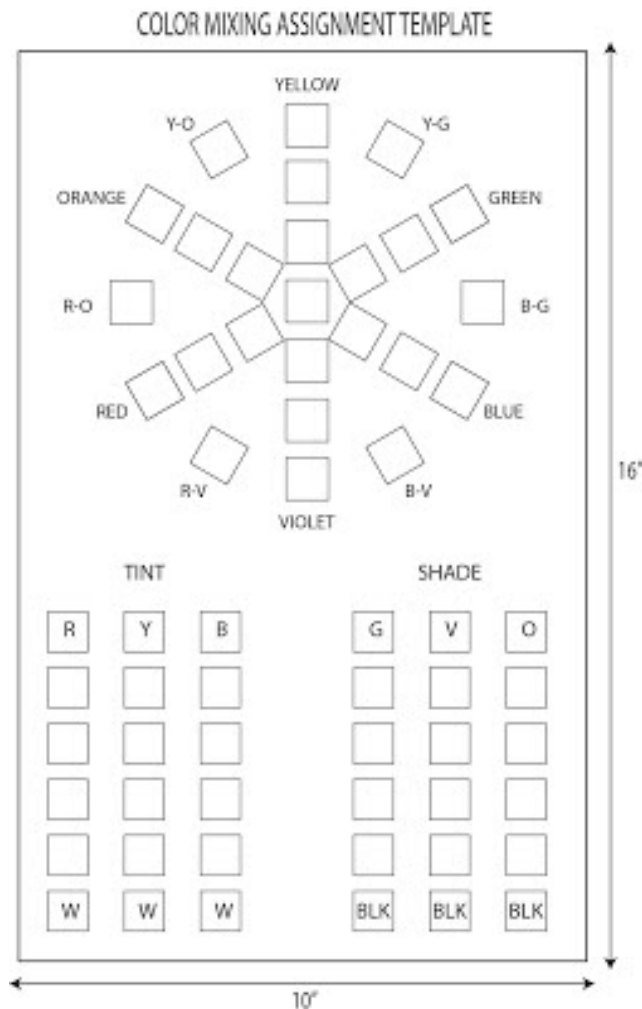


PAINTING 1 COLOR THEORY PROJECT

This project is intended as an introduction (or a review) to the basic techniques of mixing paint and colors. Students will be expected to produce a complete color wheel utilizing only the primary pigments of red, yellow, and blue. The secondary colors of orange, green, and violet should be mixed through the center of the color wheel in even gradations of color and muted tones. Additionally, students will be asked to create a 5-step tint scale of each of the 3 primary colors and a 5-step shade scale of each of the 3 secondary colors. Students should follow the template below, but are encouraged to give their color wheels an aesthetic of their own creative design if they so choose.



There are three main properties of color.

Hue: Hue refers to the actual pigment of a color. Hues are the pure spectrum colors. All hues can be mixed from the three primary hues of red, yellow, and blue (see the color wheel).

Value: Value refers to the lightness or darkness of a color. Tints are colors that have been mixed with white. Shades are colors that have been mixed with black.

Saturation/Intensity: Saturation refers to the purity of a color and is also called the chroma. It represents the color's relationship to gray.