

# Colour Theory: Illustration, Colour, Layout and Desk Top Publishing

## Illustration terms

Look at this at example of a computer rendering.

Notice some of the key features of the illustration that make it appear more realistic

### 1. Light (see note)

### 2. Shade (see note)

### 3. Reflection (see note)

### 4. Tone (see note)

5. Gradient note that a gradient fill has been used in the background behind the bionicle. It is a gradual change from one tone or one colour to another

6. Texture (note the are some differences in texture between the metal ball bearing shown at A the plastic parts and the highly reflective table top

### 7. Shadow (see note)

## Colour Terms

### Light

Areas that are the lightest are orientated towards the light source.

The arrow indicates an area of this feature that catches the greatest amount of light. This is due to its shape, the fact that it is made of a reflective material and that its orientation is towards the light source.

### Reflection

created when reflective surfaces mirror the objects around it. In this case the table top reflects the bionicle above it.

### Tone

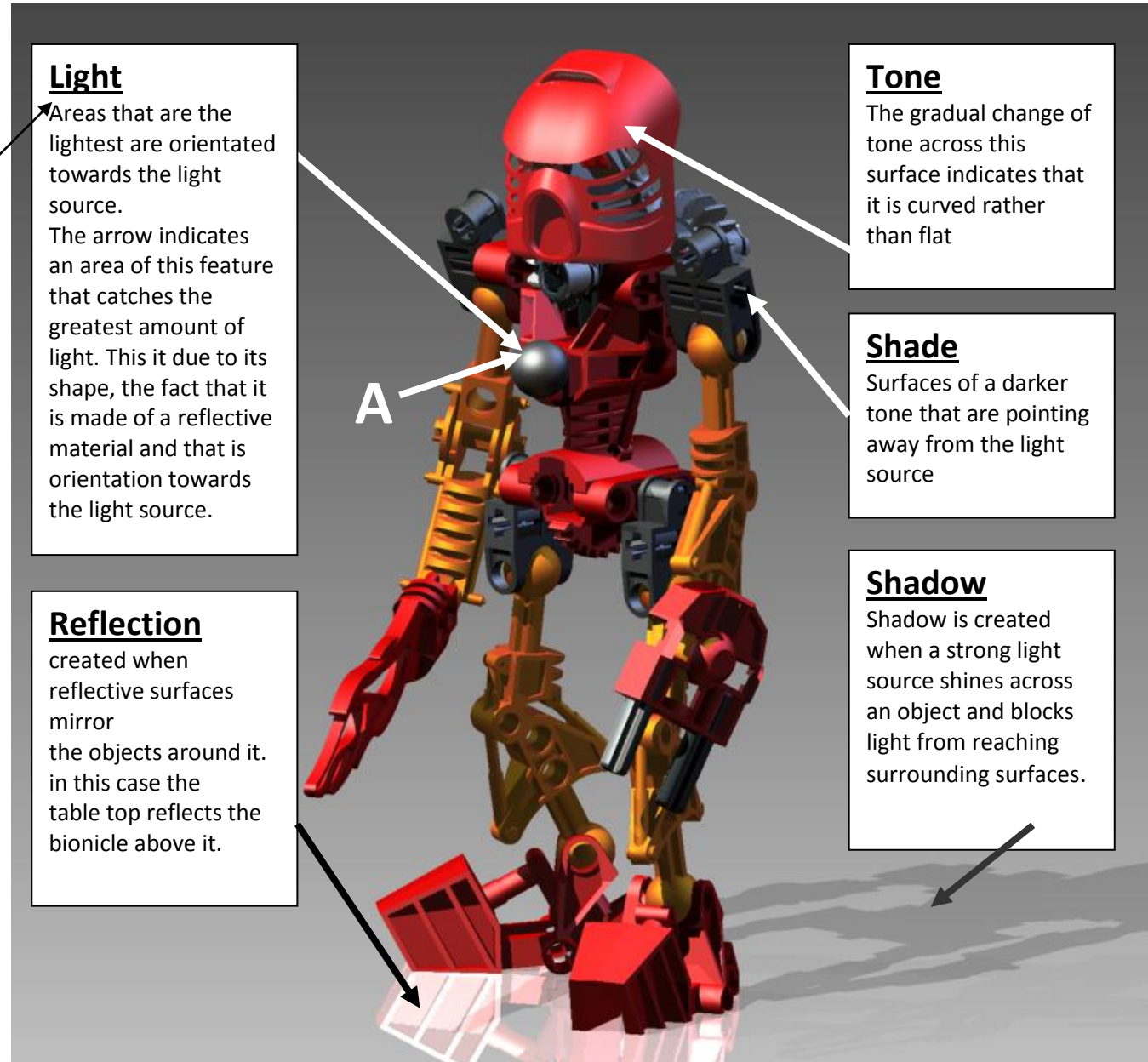
The gradual change of tone across this surface indicates that it is curved rather than flat

### Shade

Surfaces of a darker tone that are pointing away from the light source

### Shadow

Shadow is created when a strong light source shines across an object and blocks light from reaching surrounding surfaces.



From your work in S2 you will be familiar with **primary colours** (blue, red and yellow), **secondary colours** (green, orange and violet) and **tertiary colours** (yellow-orange, red-orange, red-violet, blue-violet, blue-green, yellow-green).

You may also be familiar with these terms

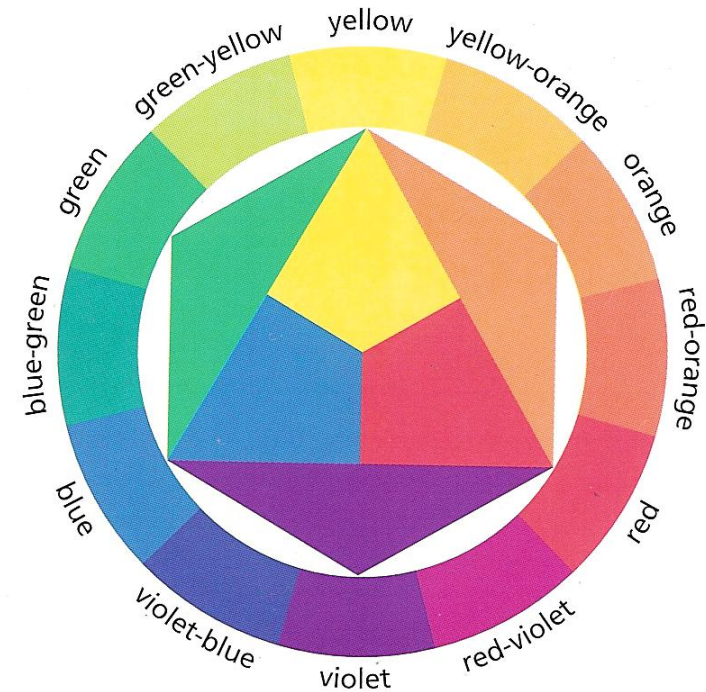
1. **warm**

2. **cool**

3. **contrast**

4. **harmony**

These are associated with colours or colour combinations. Let's look at examples of these with reference to the colour wheel (shown opposite)



**The colour wheel**

Term	Examples	Notes
<b><u>Warm colours</u></b> found on one side of the colour wheel, starting at yellow-orange round to red-violet		these are also known as advancing colours as they appear to be closer to the viewer.

## Cool colours

found on the other side of the colour wheel starting at blue violet round to green-yellow.

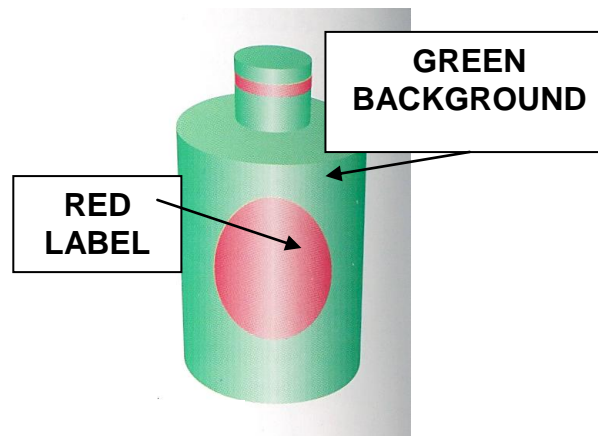


these are also known as receding colours as they appear to be further away from the viewer.

## Contrasting Colours

- Colours far apart on the colour wheel
- Eye catching
- Makes objects stand out
- Complimentary

e.g. the green makes the red look redder, and the red makes the green look greener

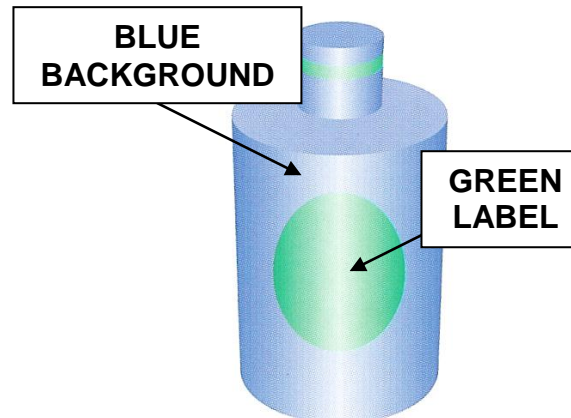


often used in product packaging to ensure that it grabs the attention of the consumer, for instance Weetabix is blue text on a yellow background.



## Harmonising Colours

- Colours close to each other on colour wheel
- Easy on the eye
- Creates a relaxing image



often used in bedroom interior design because it gives a relaxing mood in the room.



## Colours can also be changed to them lighter or darker

Adding **black** to a colour makes a **SHADE** of that colour.

For Example  +  = 

Adding **white** to a colour makes a **TINT** of that colour.

For Example  +  = 

## Colours can also communicate certain moods or feelings.

Consider the examples below

BLUE



Cool, elegant, sophisticated,  
reliable, classy, formal

RED



Warm, exciting, vibrant,  
passionate, dangerous,  
revolutionary, active,

YELLOW



Warm, happy, sunny, lively,  
cheerful, bright, glowing,  
most easily seen

GREEN



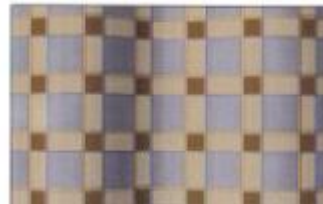
Cool, restful, natural, calm,  
soothing, informal, associated  
with the environment

ORANGE



Warm, happy, sunny,  
appetising, full of flavour  
and energy

NEUTRALS



Browns: natural, earthy,  
safe, good, wholesome

Greys: natural, restful,  
comfortable, dignified, calm

VIOLET



Cool, peaceful, solitary

BLACK AND WHITE



Dramatic, elegant, stylish,  
sophisticated, opposing  
pure and innocent (white  
only)



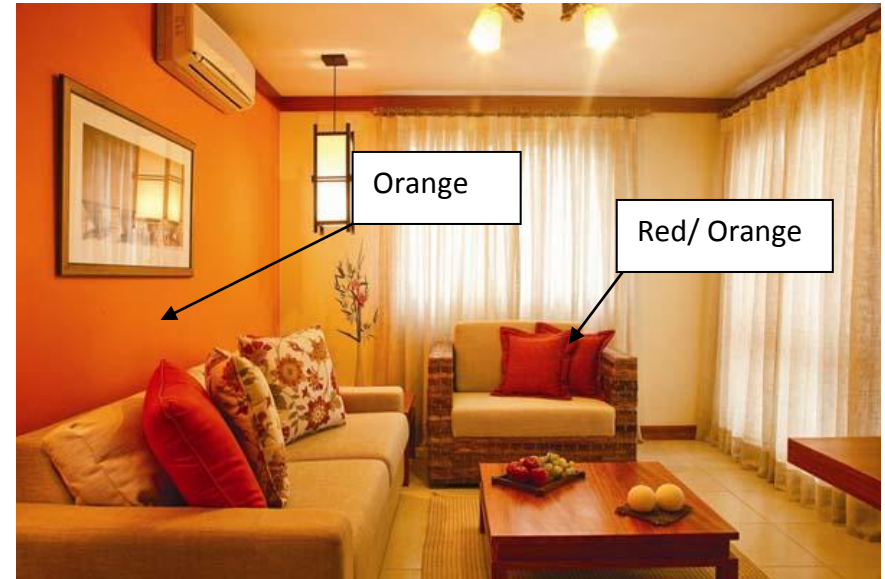
## Some Examples

### Warm Colour Scheme Example

The room shown opposite has a warm colour scheme. This is clear by the use of a mixture of colours from the warm side of the colour wheel: **orange, red-orange and red**. There are also neutral colours like beige and white which can be used in any colour scheme.

### Advancing Colours

**Warm colours** are also known as **advancing colours** and can be used to **make items things stand out** or **make rooms appear larger** than they actually are (this also depends on the amount of tint or shade used in a colour).



### Cool Colour Scheme Example

The room shown opposite has a cool colour scheme. This is clear by the use of a mixture of colours from the cool side of the colour wheel: **blue, blue-green and green**. There are also neutral colours like beige and white which can be used in any colour scheme.

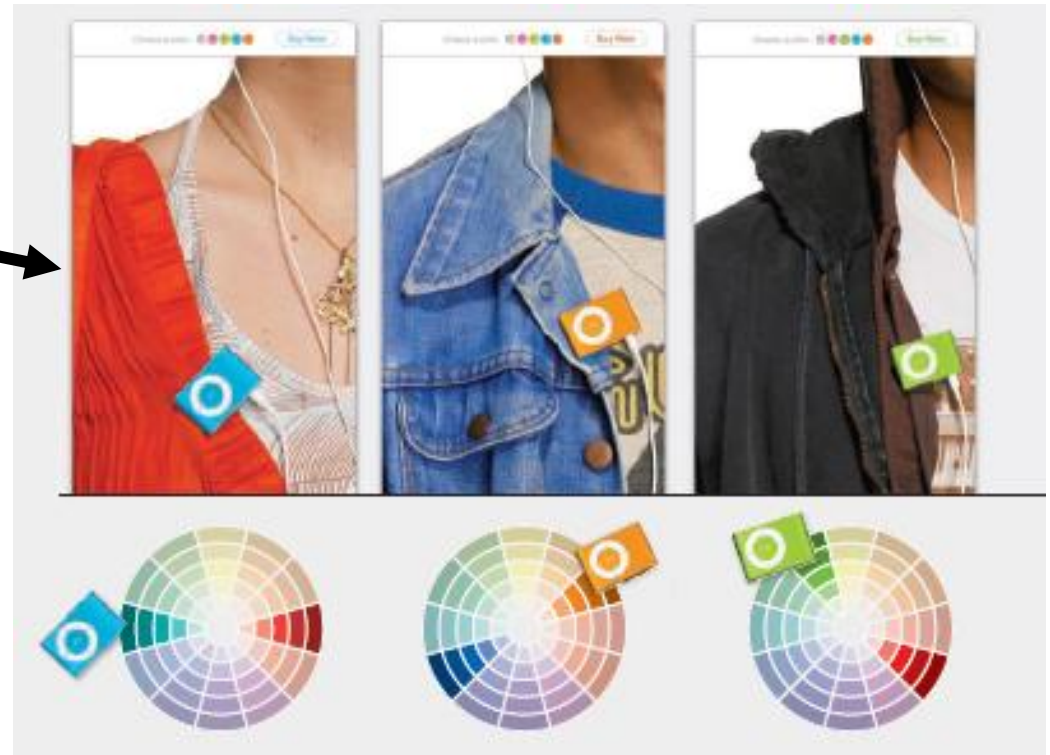
### Receding Colours

**Cool colours** are also known as **receding colours** and can be used for **backgrounds**

**behind products** which 'pushes' the product to the foreground, in adverts or packing or **make rooms appear smaller** in interior design (this also depends on the amount of tint or shade used in a colour).

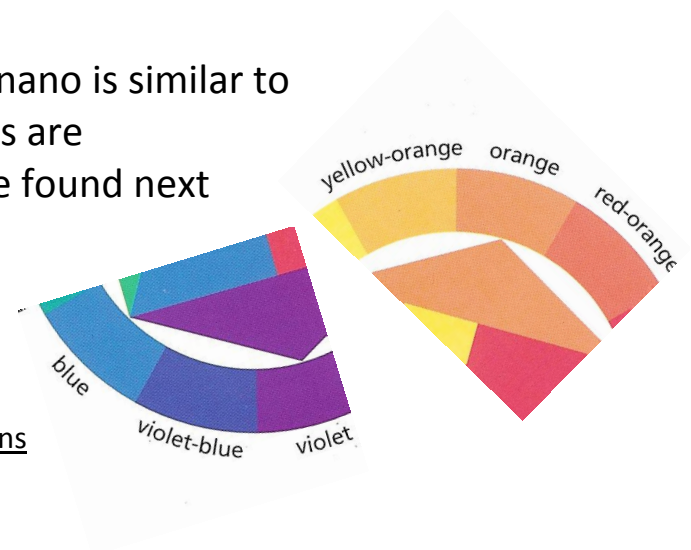
## Contrasting Colour Scheme

These examples show iPod nanos being worn on people's clothing. In each case the casing of **the nano contrasts with clothing being worn** (blue contrasts with orange, green contrasts with redy brown). Notice how contrasting colours appear on opposite sides of the colour wheel.



In this example the silver of the iPod nano is similar to the grey of the clothing. These colours are harmonising. Harmonising colours are found next to each other on the colour wheel.

## Harmonising Colour Scheme



Examples of harmonising colour combinations



## Exciting Colour Scheme

Exciting colour schemes are created by **selecting colours equally distributed around the edge of the colour wheel**. For example in this case green, orange and violet



Examples of colour combinations used in exciting colour schemes

