

Class 07: A Design Perspective

Held: Monday, 10 September 2007

Summary: We consider the basics of color theory.

Related Pages:

- EBoard.
- Lab: *None*.
- Reading: *None*.

Notes:

- Assignment 3 was returned over the weekend, accompanied by some notes. Let me know if you didn't receive evaluation, grade, or notes.
- Assignment 1 was also returned over the weekend. You can find my responses to your questions online.
- Today we're trying something a bit different - Letting an art professor teach a CS class.
- I've split Friday's reading and lab into two readings and two labs. You may want to review them.

Overview:

- Approaching colors.
- Managing the huge palette.
- Other design issues.

Guest Lecture

- Matt Kluber discusses the basics of color theory.
- Key concepts:
 - Hue
 - Color wheel
 - Primary, secondary, and tertiary colors
 - Value
 - Saturation
 - Warm and cool
 - Harmony and discord
 - Context
- Color schemes
 - Complementary
 - Analogous
 - Monochromatic

- Useful sites
 - <http://www.colormatters.com/colortheory.html>
 - <http://www.wellstyled.com/tools/colorscheme2/index-en.html>

Exercises

- We'll try to do these as a class. (Or at least think about them as a class.)
 - Your goal: Explore color in context by creating a lot of 3x3 images.
 - Each image will have a different basic color, which we'll call the "background"
 - Each image will have the same colored center pixel.
 - How?
 - Setting 9 pixels
 - Using `envt.set-bg-color!`
 - ...
-

Copyright © 2007 Janet Davis, Matthew Kluber, and Samuel A. Rebelsky. (Selected materials copyright by John David Stone and Henry Walker and used by permission.) This material is based upon work partially supported by the National Science Foundation under Grant No. CCLI-0633090. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation. This work is licensed under a Creative Commons Attribution-NonCommercial 2.5 License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc/2.5/> or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.