

Class 14: A Design Perspective

Held: Wednesday, 13 February 2008

Summary: We consider the basics of color theory.

Related Pages:

- EBoard.
- Due: Exam 1: Scheme Basics.

Notes:

- The exam was clearly harder than I intended. I apologize.
- There is no reading for Friday!
- Friday's quiz will likely focus on raster graphics and RGB colors.
- Final reminder: Thursday extra tomorrow at 4:30 in 3821.
- Dr. Davis and I are still discussing Friday's topic.

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/colourscheme2/index-en.html>

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