

Class 11: A Design Perspective

Held: Tuesday, 15 September 2009

Summary: We consider the basics of color theory.

Related Pages:

- EBoard.
- Due: Lab Writeup 2: Writing Your Own Procedures.

Notes:

- Thursday evening is homecoming in Grinnell (starting at 5:30 in Central Park). If you've never been to a small-town homecoming parade, it's worth seeing.
- Reading for tomorrow: Transforming RGB Colors.
- Final in-class chance for questions on assignment 3.

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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