

5 Key Colors:

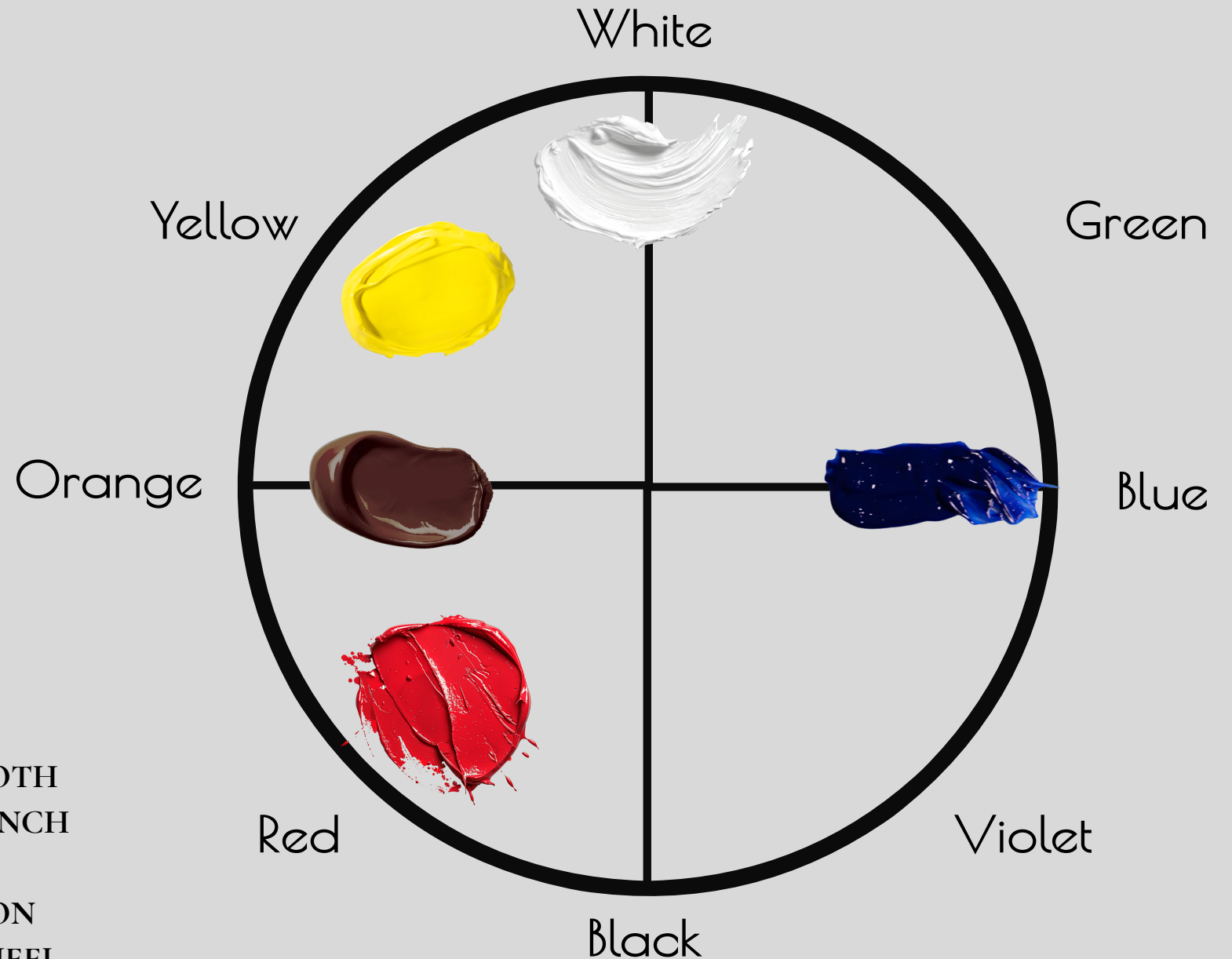
TITANIUM WHITE
BISMUTH YELLOW
BURNT UMBER
PYRROLE RUBINE
FRENCH ULTRAMARINE

Color Formulas:

ORANGE = YELLOW + RED
GREEN = YELLOW + BLUE
PURPLE = BLUE + RED
BLACK = FRENCH ULTRAMARINE
+ BURNT UMBER

Color Mixing Rules:

LIGHTEN = ADD YELLOW, WHITE, OR BOTH
DARKEN = ADD BURNT UMBER, OR FRENCH
ULTRAMARINE, OR BOTH
LESSEN INTENSITY = ADD THE COLOR ON
THE OPPOSITE SIDE OF THE COLOR WHEEL



More Helpful Color Mixing Rules:

- CHECK THE COLOR VALUE FIRST, THEN WORK ON ADJUSTING THE HUE AS NEEDED.
- COLOR IS TOO GRAY = TOO MUCH BLUE.
- COLOR IS TOO BROWN = TOO MUCH ORANGE
- USE WHITE TO LIGHTEN BLUES AND PURPLES
- BEWARE of using WHITE when mixing yellowish or orange hues. While using white may be necessary in some cases, it is often unnecessary to add to mixtures of yellowish or orangish hues to lighten the value, and once added, it cannot be removed.
- When mixing STRONG COLORS, start by mixing a hue that is too strong, then dilute it down to match, as opposed to mixing a dirtier color and then trying to make it stronger or brighter to match.
- When mixing DARK orange, red-orange, brassy, or yellowish colors, start with burnt umber. Black has too much blue in it, and blue is the opposite of orange, which will make it muddy or gray.