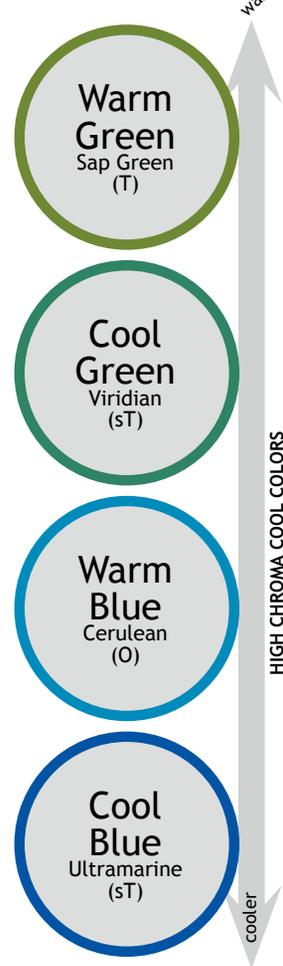


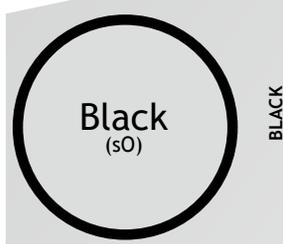
O = opaque pigment  
sO = semi-opaque  
sT = semi-translucent  
T = translucent



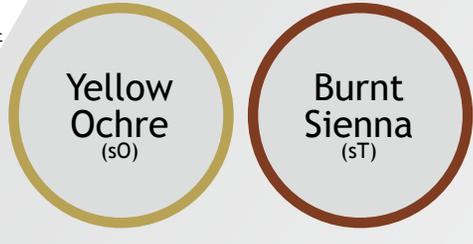
**HIGH CHROMA WARM COLORS**

Colors closer to yellow on the spectrum are warmer (think of the sun) and likely used in mixing light values of lit objects. Since most light is daylight-neutral to warm, some yellow will likely be used in the mixture of the lit areas. Conversely, the darker the shadow, the more ultramarine and/or crimson pigment will be used in the mixture. Warm colors generally advance and are likely used to emphasize dominant elements in a composition.

Colors closer to violet on the spectrum are cooler and likely mixed into darker values of shaded areas of objects. In normal warm lighting, if the local color of an object is cool, a warmer cool pigment would be used in the lightest lit areas. For example, on a royal blue object, try using cerulean in the lit areas instead of ultramarine. Cool colors generally recede and are likely used in subordinate elements to emphasize the dominant elements in a composition.



**BLACK**  
Black can be used to deepen the accent darks in shaded areas where little or no light is present. Black can also be used as a cool tone in light values when tinted with white.



**TONING COLORS**

These earth pigments are inexpensive and are part of this basic palette for painting efficiency. Used primarily for toning the painting ground and drawing. Mix these earth-tones with high-chroma colors to decrease the chroma (color's intensity) in a subtle way.