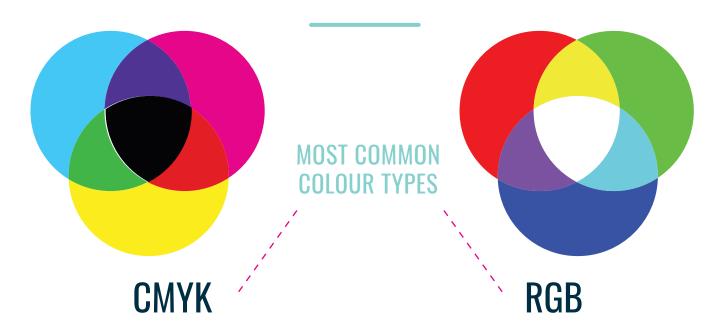
# **COLOUR MODELS**



#### **PRINTING**

- CMYK = Cyan, Magenta, Yellow & Black
- Subtractive colour created with inks
- Start with white (usually paper), mix the 4 inks together to create different colours

**TIP:** Always supply artwork files (including images) to a printer in CMYK

100% Black

C=0 M=0 Y=0 K=100

True Black

C=75 M=68 Y=67 K=90 Use for a richer print black

## **PANTONE**

#### **COLOUR MATCHING**

- Standardised colour matching system
- Commonly used for brand identities
- Most referenced are Pantone Solids Colours
- Identified by a 3-4 digit number followed by a C, M or U

**TIP:** The most accurate way to select Pantone colours is with a Pantone chart - don't trust your computer screen.



#### **SCREENS & DEVICES**

- RGB = Red, Green & Blue
- Additive colour created with light
- Displays colour on screens (computers, mobile phones, televisions cameras)
- Start with black (no light), add different amounts of these colours

**TIP:** By default your camera or phone will capture images in RGB, if you want to print them you will need to convert to CMYK

#### **REMEMBER:**

A colour on a screen will not look the same when printed.

### #HEX

### WEBSITES & CODING

- Start with #, followed by 6 letters or numbers
- Represent RGB colours in format browsers read
- Commonly used in web design / development

**TIP:** 'ColorZilla' is a free Google Chrome extension which allows you to find the hex colours from any webpage

(a) #87D0CE

**DIGITAL MATERIALS** 

### OTHER PROPERTIES



**Tints** are created when you add white to a colour



Tones are created when you add both black and white to a colour



**Shades** are created when you add black to a colour