

Color Description

Primary Colors

Red: 

Will lighten very dark colors while also changing tone.

Blue: 

Will darken light colors while also changing tone.

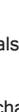
Yellow: 

Will lighten semi-dark to dark colors while also changing tone.

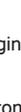
Green:

Will darken light colors while also changing tone.

Shade Colors

Black: 

Will always darken any color. Will also kill the "brightness" of a color's tone. May not always be the best choice for darkening a color if you do not want to change the tone.

White: 

Will always lighten any color. Will also create a "milky" look to the color. Does not drastically change "brightness" of color in most cases.

Grey: 

Mixture: 50% Black, 50% White

Shade of Grey will be governed by percentages of black/white used. ie: more White = lighter Grey, less White = darker Grey.

Will always kill "brightness" of color.

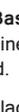
Can be used to also control shade.

Can also be used to kill "brightness" of color without changing shade.

Tone: Dominant primary color. Determined by comparison to primary colors. Tone may sometimes consists of two different primary colors. ie: Red/Yellow = Orange, etc.

Shade: Lightness or darkness of color. Controlled by White and Black primarily.

Secondary Colors

Brown: 

33% Black, 33% Red, 33% Yellow

Will darken all colors.

Will also change tone to Red/Orange side.

Orange: 

50% Red, 50% Yellow

Will lighten dark colors.

Will also change tone to Red/Orange side.

Very powerful color; takes very little to change tone.

Green: 

50% Blue, 50% Yellow

Will lighten dark colors.

Will also change tone to Green side.

Beige: 

65% White, 18% Yellow, 15% Black, 2% Red

Will lighten medium to dark colors.

Will kill "brightness" of color.

Will change tone to Yellow/Orange side.

Maroon: 

75% Red, 25% Blue

Will darken light colors.

Will "deepen" Maroon effect.

Will change tone to Red side.

Color Mixing Guide

Grey: 

Starting Base: White, Black, Orange, Yellow, Brown. Percentages will be determined by color to which you are matching. Not all colors may be needed.

Darken: Black, Brown

Black kills "brightness" of Yellow/Orange tone while darkening.

Brown darkens while retaining Orange tone.

Lighten: White lightens, does not change tone.

Tone: Orange, Yellow

Compensating: If color is: *Too Orange:* Add small amount of Blue. Add small amount of White to compensate darkening effect. *Too Yellow:* Add small amount of Maroon. Add small amount of White to compensate darkening effect.

Tan: 

Starting Base: Brown, White, Yellow, Orange. Percentages will be determined by color to which you are matching.

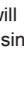
Darken: Brown: Darkens while retaining Orange tone. Black: Darkens but kills "brightness" of Yellow/Orange tone.

Lighten: White: Lightens all colors. Does not dramatically effect "brightness."

Tone: Yellow, Orange

Compensating: If color is: *Too Orange:* Add small amount of Blue. Add small amount of White to compensate darkening effect. *Too Yellow:* Add small amount of Maroon. Add small amount of White to compensate darkening effect. Do not forget the "killing" effect that Black has on the "brightness" of a color. Sometimes just adding Black and White (Grey) will dull the Orange/Yellow tone.

Notes: Tans are predominantly White with Yellow/Orange tones. Shading will most often be done using Brown.

Brown: 

Starting Base: Brown, Yellow, Orange, Red. Percentages will be determined by color to which you are matching.

Darken: Brown: Darkens while retaining Orange tone. Black: Darkens but kills "brightness" of Yellow/Orange tone.

Lighten: White: Lightens all colors. Does not dramatically effect "brightness."

Tone: Yellow, Orange

Compensating: If color is: *Too Orange:* Add small amount of Blue. Add small amount of White to compensate darkening effect. *Too Yellow:* Add small amount of Maroon. Add small amount of White to compensate darkening effect. Do not forget the "killing" effect that Black has on the "brightness" of a color. Sometimes just adding Black and White (Grey) will dull the Orange/Yellow tone.

Notes: Brown is predominantly White with Brown/Orange tones. Shading will most often be done using Brown. Toning will most often be done using Orange, Yellow, Red and Maroon.

Dark Brown: 

Starting Base: Brown, Black, Orange, Red, Yellow. Percentages will be determined by color to which you are matching.

Darken: Brown: Darkens while retaining Orange tone. Black: Darkens but kills "brightness" of Yellow/Orange tone.

Lighten: White: Lightens all colors. Will create a "milky" effect in larger percentages.

Tone: Yellow, Orange, Red

Compensating: If color is: *Too Orange:* Add small amount of Blue. Add small amount of White to compensate darkening effect.

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Too Yellow: Add small amount of Maroon. Add small amount of White to compensate darkening effect. **Too Red:** Add small amount of Black or Green. Compensate darkening effect with small amount of White or Brown. Do not forget the "killing" effect that black has on the "brightness" of a color. Sometimes just adding Black and White (Grey) will dull the Orange/Yellow tone.

Notes: Dark Brown is predominantly Brown with Red/Orange tones. Shading will most often be done using Black. Toning will most often be done using Orange, Red or Maroon. A "milky" finish will be created using larger amounts of White and compensating the lightening effect with Black or Brown.

Blue (with Green tone):

Starting Base: Blue, Black, Green, White, Brown, Yellow.

Percentages will be determined by color to which you are matching.

Darken: Black: Darkens but kills "brightness" of Blue tone. Brown: Darkens while dulling Blue Tone.

Lighten: White Lightens all colors. Will create a "milky" effect in larger amounts. Yellow: Lightens very dark colors, creates Green effect.

Tone: Blue, Yellow, Green, Brown

Compensating: If color is: **Too Blue:** Add small amount of Black or Brown. Add small amount of White to compensate darkening effect. Green may also be added to make a Green/Blue effect. **Too Yellow:** Add small amount of Blue or Black. Add small amount of white to compensate darkening effect. **Too Green:** Add small amount of Red. Compensate darkening effect with small amount of white. Do not forget the "killing" effect that black has on the "brightness" of a color. Sometimes just adding Black and White (Grey) will dull the Blue/Green tone.

Notes: Blue/Green is predominantly Blue with Green tones. Shading will most often be done using Black. Toning will most often be done using Yellow, Green or Blue. A "milky" finish will be created using larger amounts of White and compensating the lightening effect with Black or Brown.

Blue (with Purple tone):

Starting Base: Blue, Black, Maroon, Red, White, Brown

Percentages will be determined by the color to which you are matching.

Darken: Black: Darkens but kills "brightness" of Blue tone. Brown: Darkens while dulling Blue Tone.

Lighten: White Lightens all colors. Will create a "milky" effect in larger amounts. Yellow: Lightens very dark colors, creates Green effect.

Tone: Blue, Maroon, Red, Brown

Compensating: If color is: **Too Blue:** Add small amount of Black or Brown. Add small amount of White to compensate darkening effect. Orange may also be added to neutralize Blue. **Too Red:** Add small amount of Green, Blue or Black. Add small amount of white to compensate darkening effect. **Too Green:** Add small amount of Red, Blue or Brown. Compensate darkening effect with small amount of white or Brown. Do not forget the "killing" effect that black has on the "brightness" of a color. Sometimes just adding Black and White (Grey) will dull the Blue/Green tone.

Notes: Blue/Purple is predominantly Blue with Red tones. Shading will most often be done using Black. Toning will most often be done using Maroon, Red or Blue. Requires more Red or Maroon to start base. Purple effect will intensify with larger quantities of Red or Maroon. A "milky" finish will be created using larger amounts of White and compensating the lightening effect with Black or Brown.

Red:

Starting Base: Red, Yellow, White, Orange, Blue, Brown.

Percentages will be determined by color to which you are matching.

Darken: Blue: Darkens while retaining Red tone, will create Purple effect. Brown: Darkens while dulling Red tone. Black: Darkens but kills "brightness" of Red tone, turns color Brown.

Lighten: Red: Will lighten if very dark; will intensify Red tone. Yellow: Lightens while causing an Orange/Yellow tone.

Orange: Lightens while causing an Orange/Red tone. White: Lightens all colors. Will create a "milky" effect in larger percentages; dulls Red tone.

Tone: Yellow, Orange, Maroon, Blue, Brown

Compensating: If color is: **Too Blue:** Add small amount of Orange. Add White or Brown to compensate darkening/lightening effect. Red may have to be added to compensate for the loss of tone. **Too Yellow:** Add small amount of Red or Orange. Usually shade does not require adjusting at this point. **Too Orange/Brown:** Add small amount of Yellow or Red. Blue may be added if color is off but compensate darkening effect with small amount of White or Yellow. Do not forget the "killing" effect that black has on the "brightness" of a color. Sometimes just adding Black and White (Grey) will dull the Red tone.

Notes: Red is predominantly Red with Yellow/Orange tones. Shading will most often be done using Brown or Blue. Toning will most often be done using Yellow, Orange, or Blue. A "milky" finish will be created using larger amounts of White and compensating the lightening effect with Blue.

Maroon:

Starting Base: Maroon, Blue, Red. Percentages will be determined by color to which you are matching.

Darken: Blue: Darkens while retaining Red tone; will create Purple effect. Brown: Darkens while dulling Red tone. Black: Darkens but kills "brightness" of Red tone. Turns color Brown.

Lighten: Red: Will lighten if very dark. Will intensify Red/Orange tone. Yellow: Lightens while causing an Orange/Yellow tone. Orange: Lightens while causing an Orange/Red tone. White: Lightens all colors. Will create a "milky" effect in larger percentages. Dulls red tone.

Tone: Maroon, Blue, Red, Yellow, Orange

Compensating: If color is: **Too Blue:** Add small amount of Maroon, Red or Orange. Add small amount of White to compensate darkening effect. **Too Yellow:** Add small amount of Maroon, Red or Orange. Usually shade does not require adjusting at this point. **Too Orange/Brown:** Add small amount of Maroon, or Red. Blue may be added if color is off. Compensate darkening effect with small amount of white or yellow. Do not forget the "killing" effect that black has on the "brightness" of a color. Adding Black will create a "Brownish" appearance. Sometimes adding Black and White (Grey) will dull the Red tone.

Notes: Maroon is predominantly Red with Red/Blue tones. Shading will most often be done using Blue. Toning will most often be done using Maroon, Red or Blue. Maroon always intensifies deepness of color. When correcting for over amounts of Yellow or Orange, always add more Maroon to compensate for loss of "brightness." A "milky" finish will be created using larger amounts of White, which is on some occasions desirable and will compensate the lightening effect with Maroon and Blue.

Green:

Starting Base: Green, Yellow, Blue, White. Percentages will be determined by color to which you are matching.

Darken: Brown: Darkens but kills "brightness" of Green tone; creates Brown tone. Black: Darkens but kills "brightness" Green tone. Blue: Darkens and intensifies Blue/Green tone.

Lighten: White: Lightens all colors. Will create a "milky" appearance. Yellow: Lightens while creating a Yellow/Green tone.

Tone: Blue, Yellow

Compensating: If color is: **Too Green:** Add small amount of Black, and/or Blue. Add small amount of White to compensate darkening effect. Yellow may be added to intensify Green/Yellow tone. **Too Yellow:** Add small amount of Green, Blue or Black. Add small amount of White to compensate darkening effect. **Too Blue:** Add small amount of Yellow. Green may be added but color will become "brighter." Do not forget the "killing" effect that Black has on the "brightness" of a color. Sometimes just adding Black and White (Grey) will dull the Green/Yellow tone.

Notes: Green is predominantly Green with Yellow/Blue tones. Shading will most often be done using Black. Black and White (Grey) will be extensively used when making Green color matches.