

The Design Couch Sessions #01: Color

Version 2 - July 2019

Originally compiled for the Edenspiekermann Singapore team



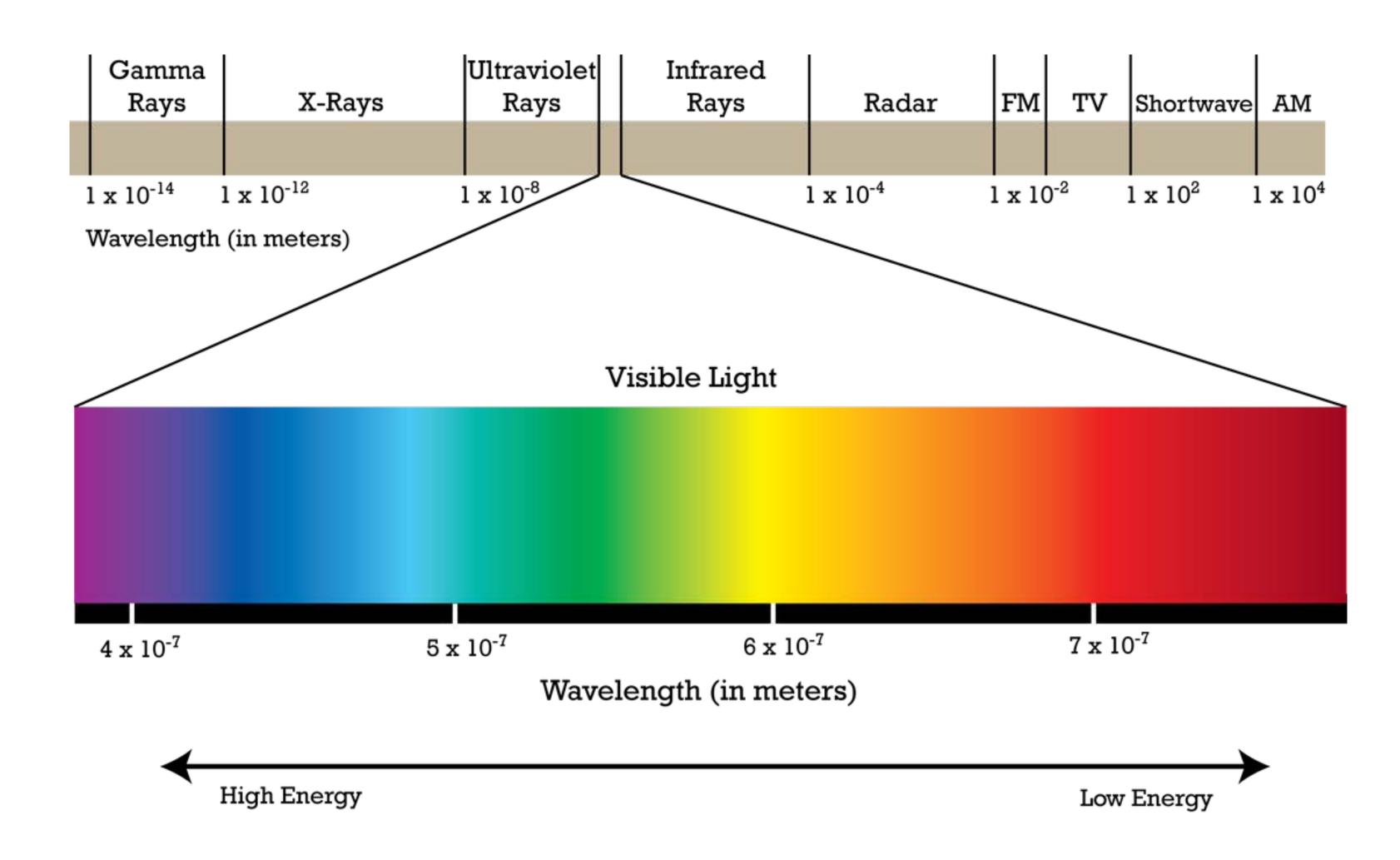


Color types Color spaces Color conversion Color management Color impaired Color inspiration

RGB, CMYK, Hex, HSB/HSV, LAB

JUST

Light are waves (and particles, but that's a different story altogether)



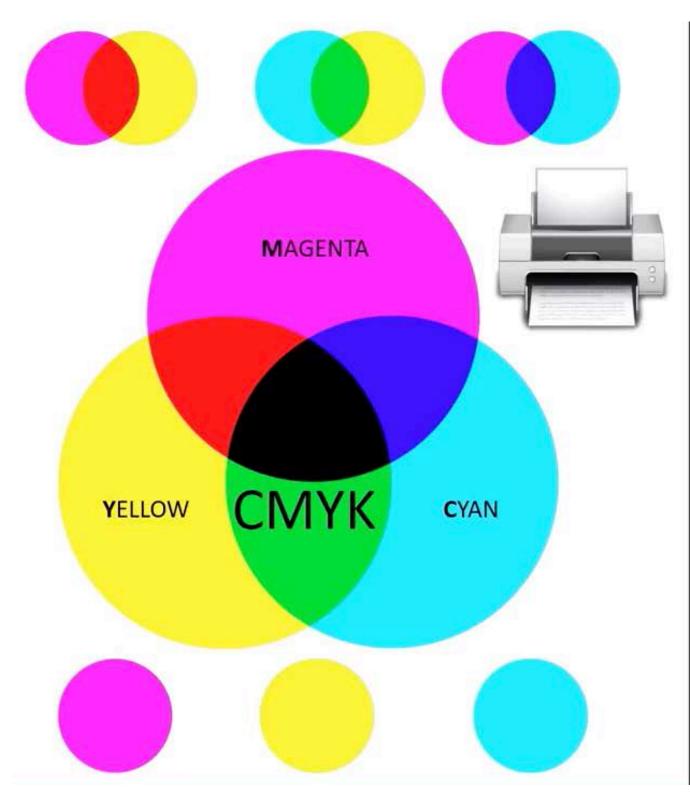
RGB vs CMYK

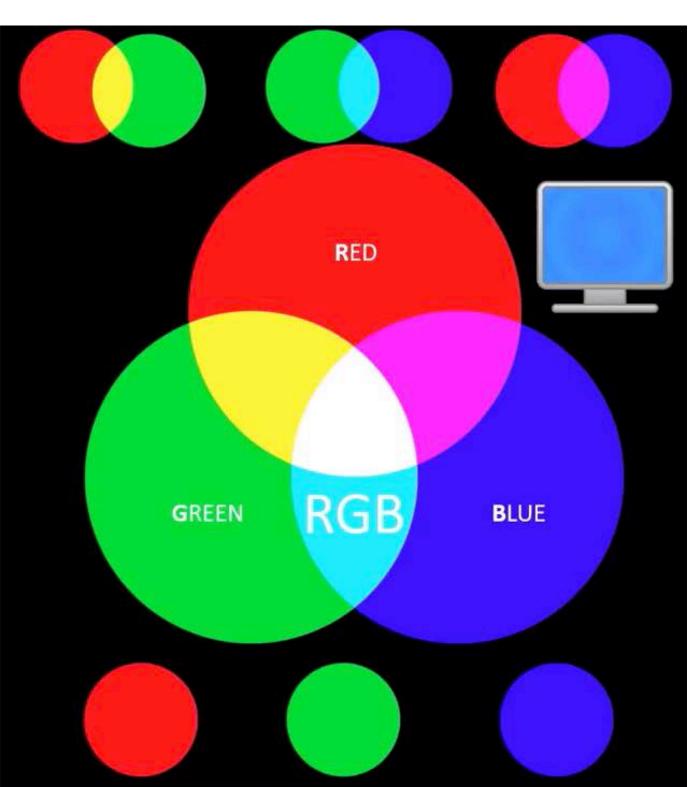


Computer screens emit light, ink on paper absorbs light. All colors together result in white on screens, and black in print.

Cyan Magenta and Yellow are the primaries in printing on paper or other substrates: the **subtractive** color model.

Red Green and Blue are the primaries in mixing light: the additive color model.





Subtractive

Additive

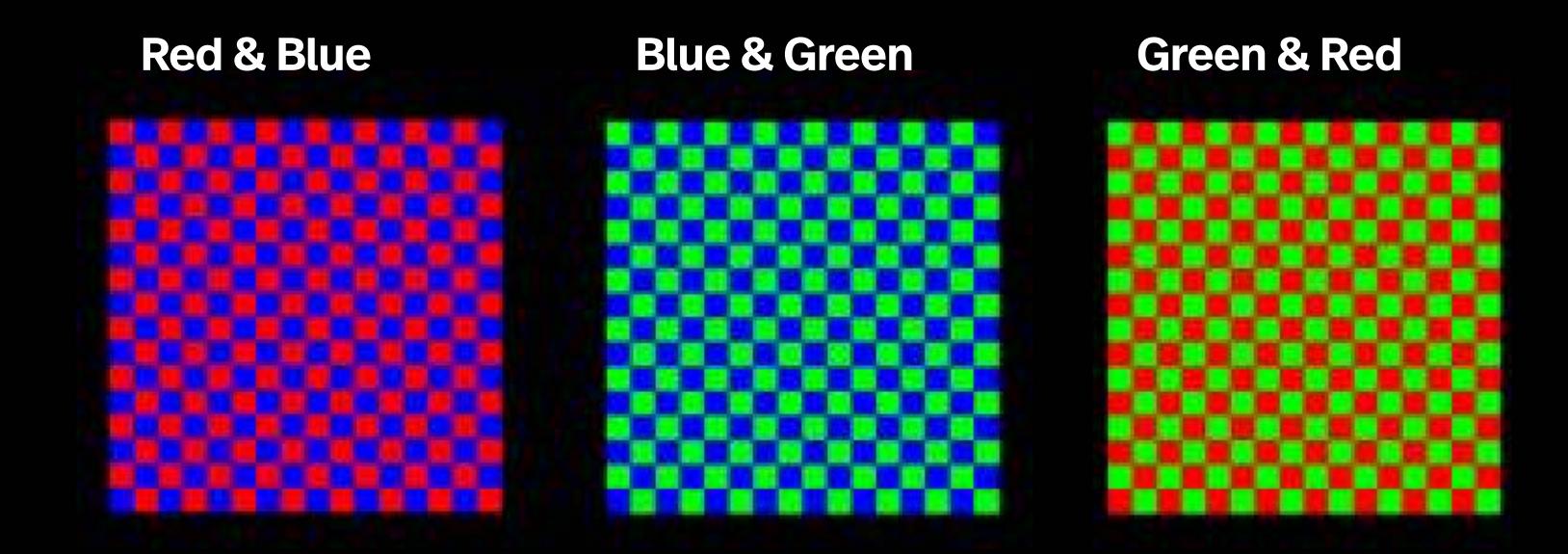






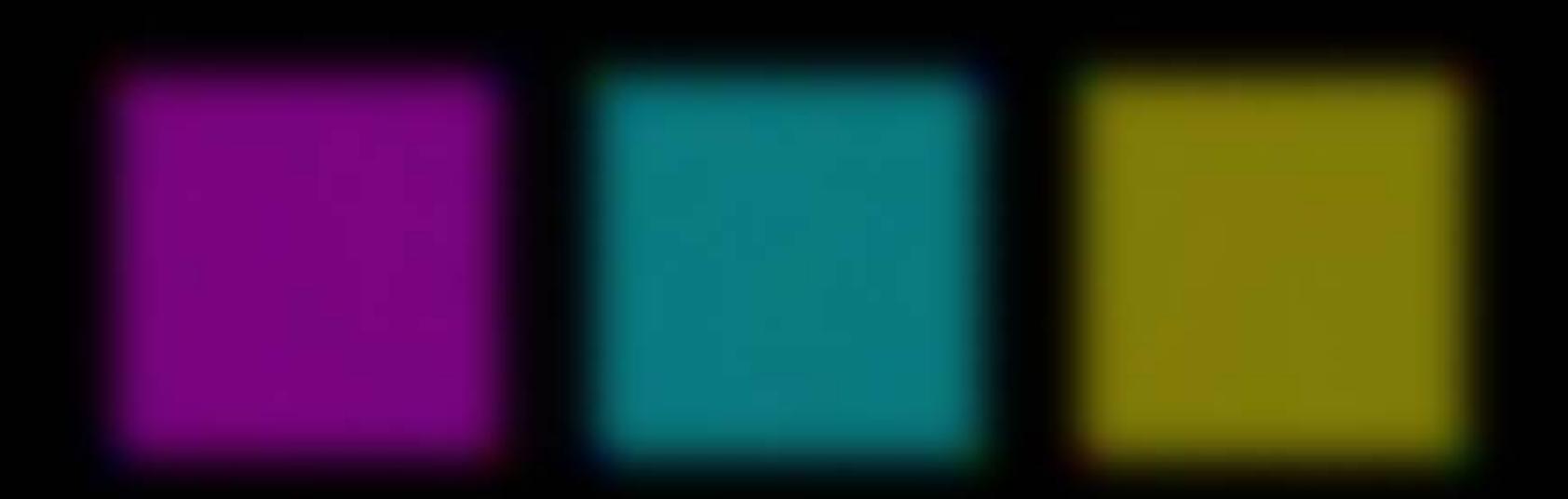












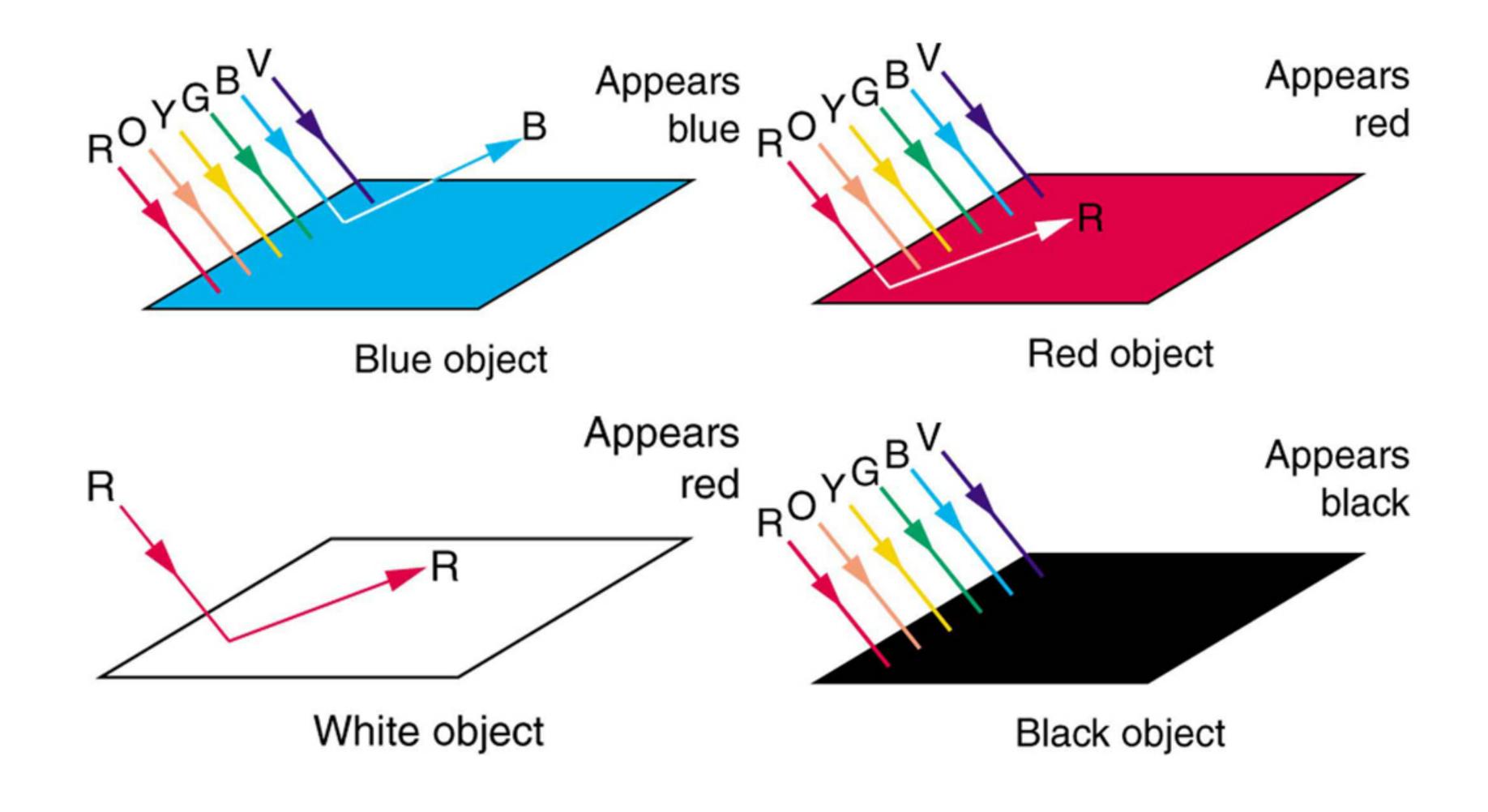




Magenta	Cyan	Yellow

How subtractive (CMY) colors make black

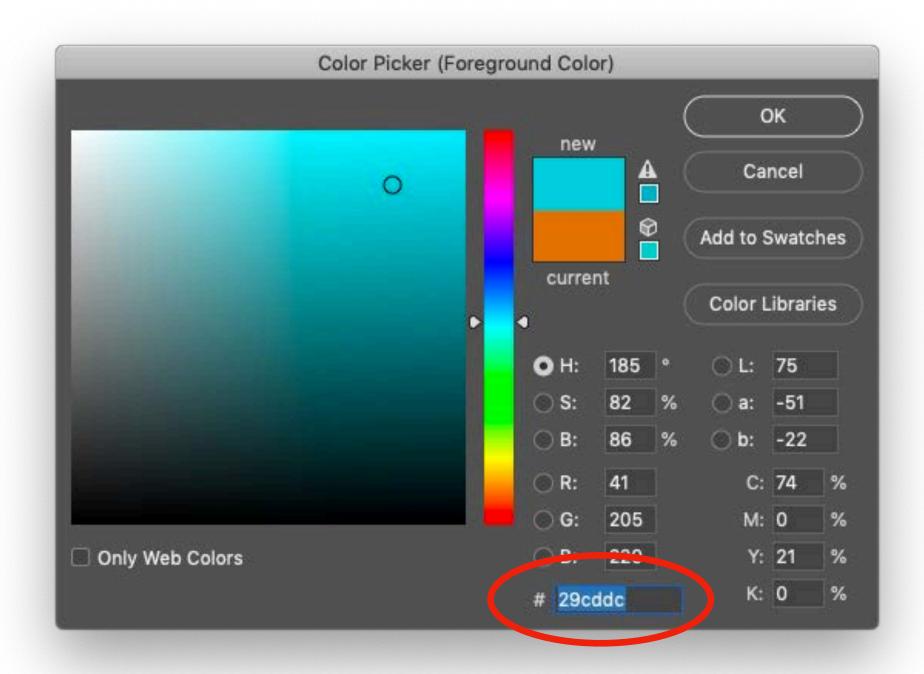








- \rightarrow R = 0-255, G = 0-255, B = 0-255
- \rightarrow 256 x 256 x 256 = 16.78 million colours (= 8 bits)
- → R, G and B each in 2 digits can describe all required 16.8 million colours
- → 0 to 9 + A to F = 16 steps for each of the
 6 digits
- \rightarrow #000000 = black, #FFFFF = white





HSB/HSV colors

Hue: the color type (such as red, blue, or yellow).

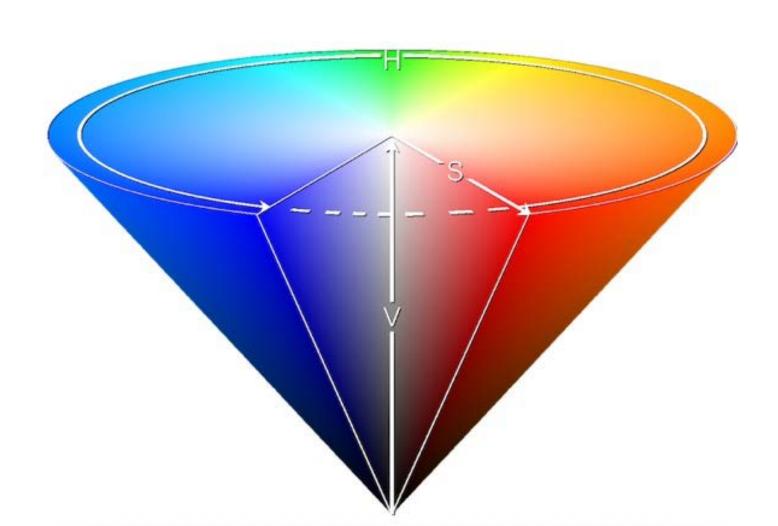
→ Ranges from 0 to 360° in most applications. Each value corresponds to one color: 0 is red, 45 is a shade of orange and 55 is a shade of yellow.

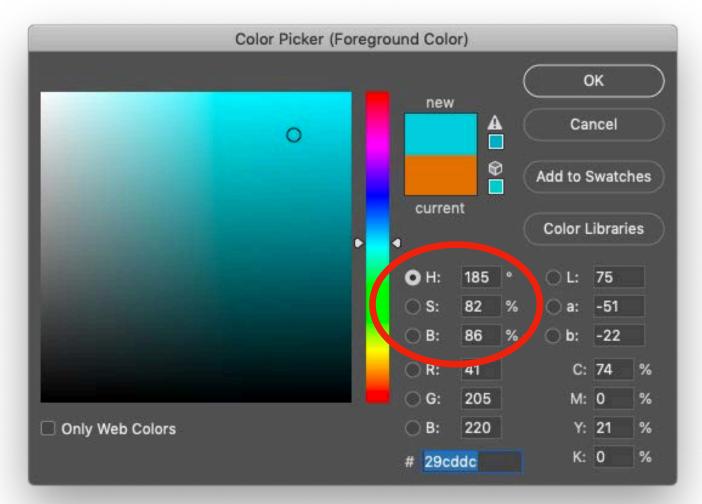
Saturation: the intensity of the color.

- → Ranges from 0 to 100%. 0 means no color, that is a shade of grey between black and white; 100 means intense color.
- → Also sometimes called the 'purity' by analogy to the colorimetric quantities excitation purity.

Brightness (or Value): the brightness of the color.

→ Ranges from 0 to 100%. 0 is always black. Depending on the saturation, 100 may be white or a more or less saturated color.





Lab colors

The CIELAB (or Lab) color space is typically used when graphics for print have to be converted from RGB to CMYK, as the CIELAB gamut includes both the gamuts of the RGB and CMYK color models.

L: the lightness of the color

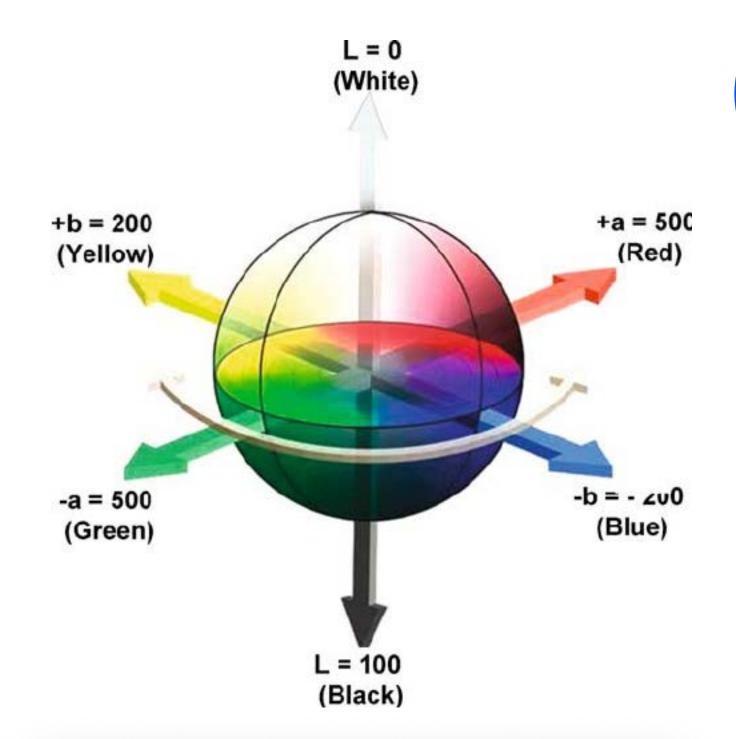
→ Ranges from 0 to 100: 0 is darkest, 100 is lightest in the color range

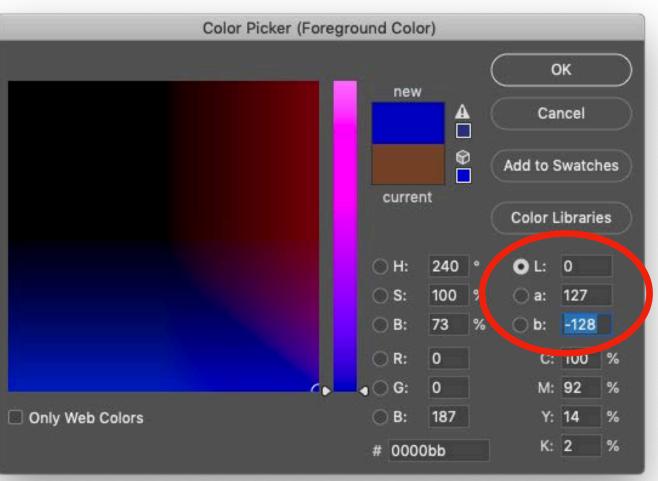
a: colors between green and red

- → Ranges from -128 to +127 (in Photoshop)
- → 0 is neutral grey

b: colors between blue and yellow

- → Ranges from -128 to +127 (in Photoshop)
- → 0 is neutral grey.



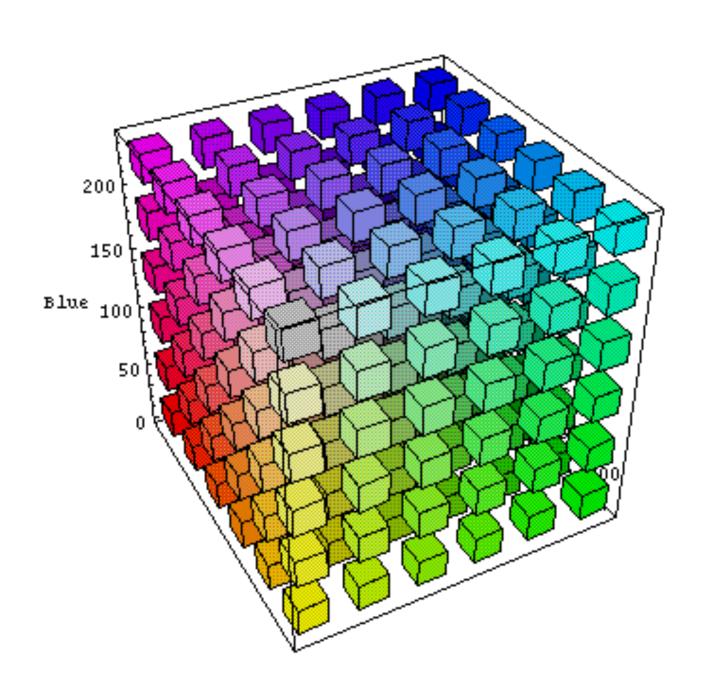


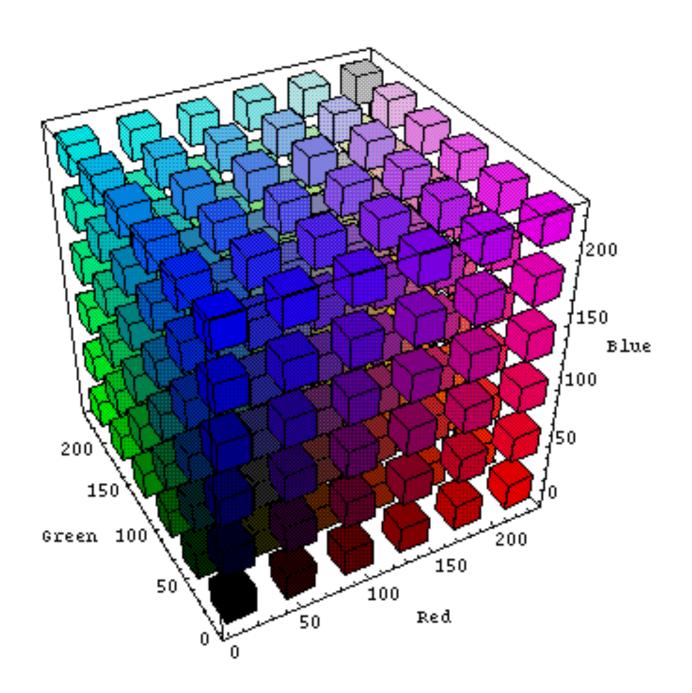
DESIGN COUCH SESSIONS #01: COLOR

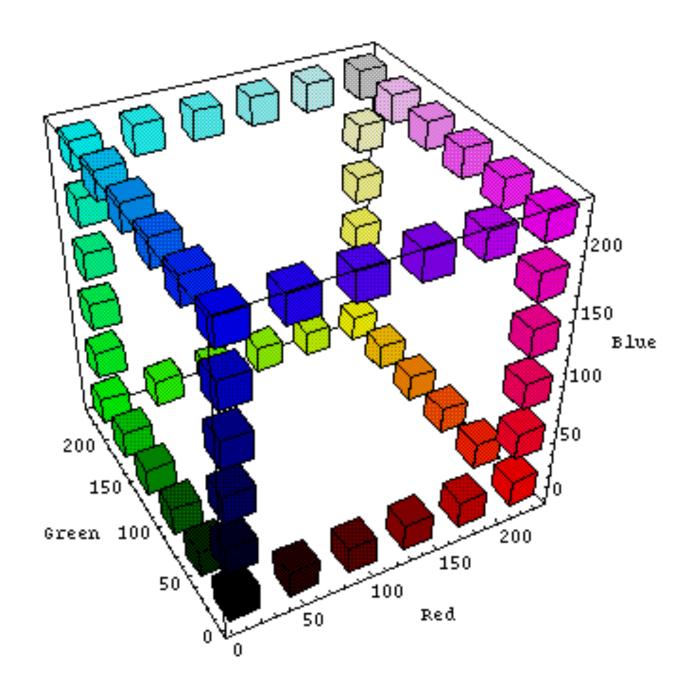
Color spaces





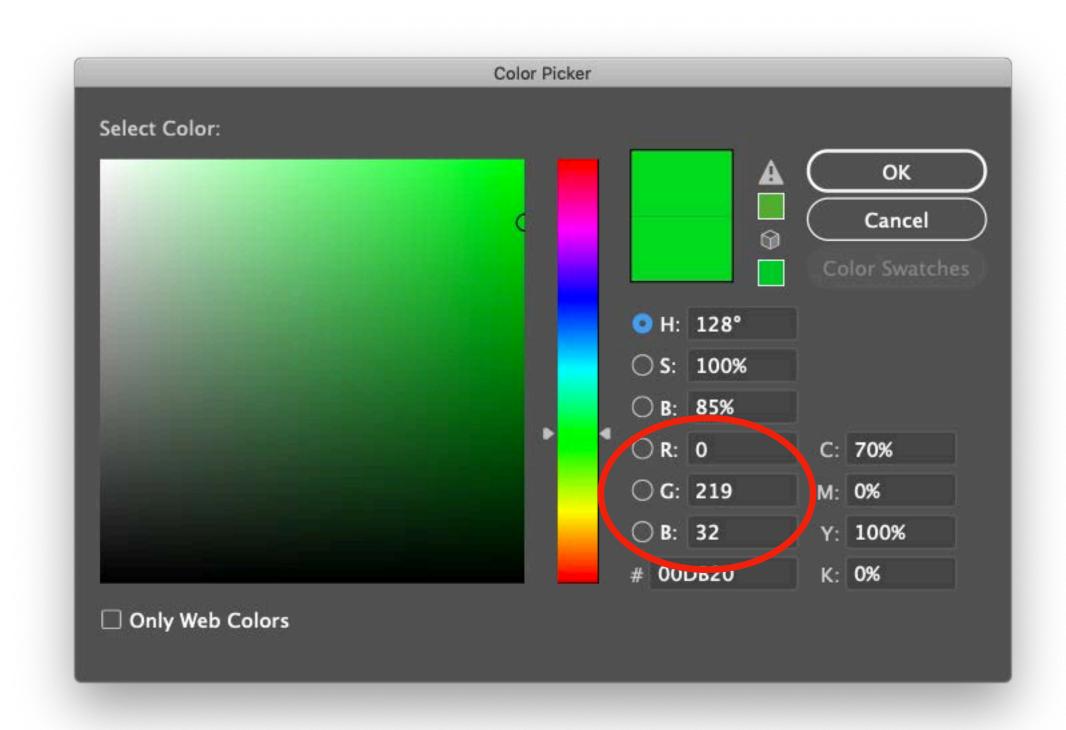


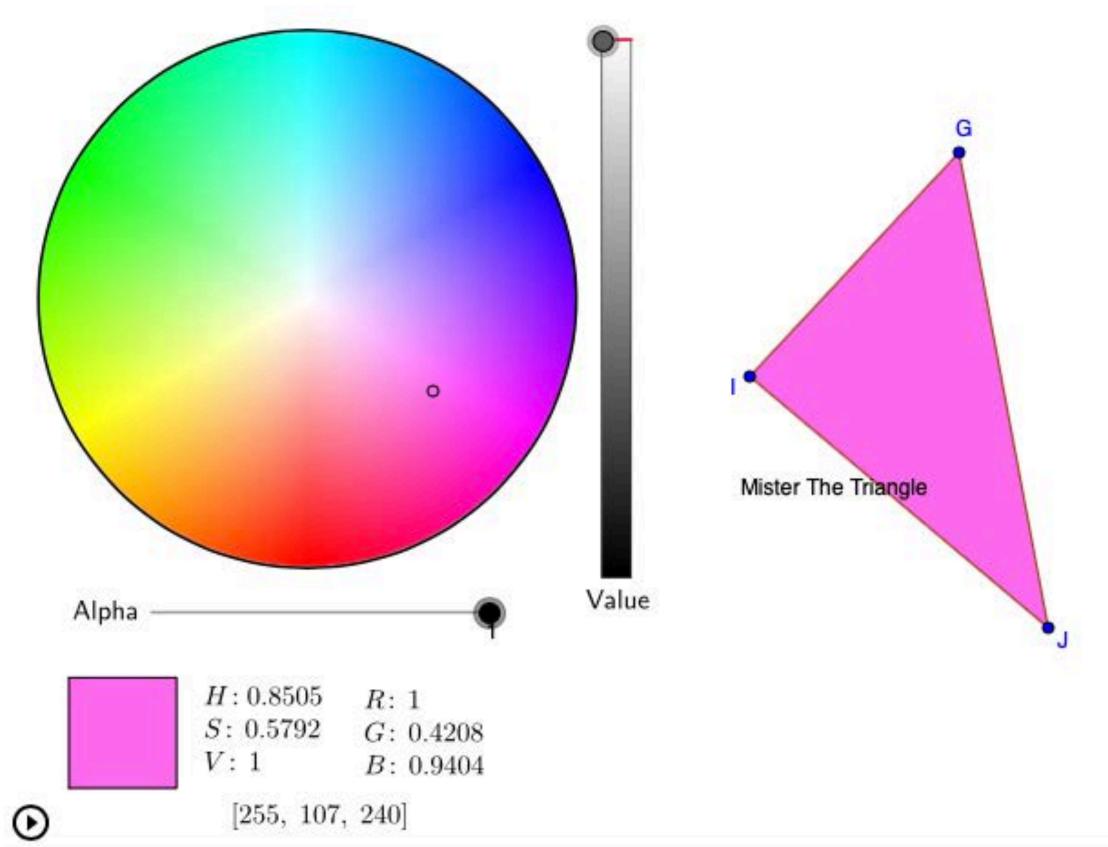




RGB



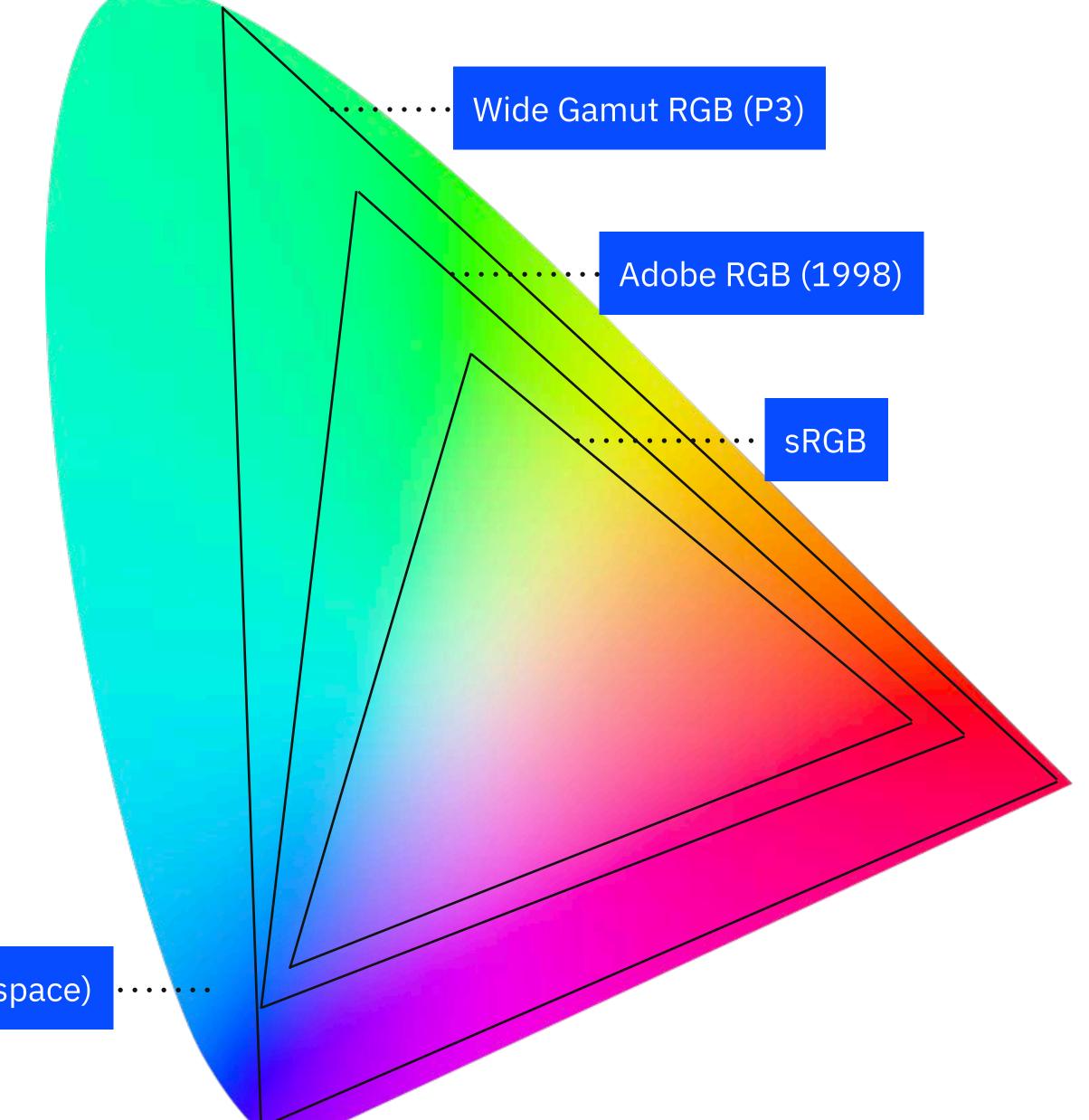




https://help.geogebra.org/topic/colorpicker

RGB ≠ RGB





Visible light (= Lab color space) ·····







sRGB Adobe RGB (1998) ProPhoto RGB





sRGB is the world's default color space. Use it and everything looks great everywhere, all the time. Adobe RGB should not be used unless you really know what you're doing. If you work in publishing, go right ahead and use it. If you have to ask, don't even try it.

— Ken Rockwell (https://kenrockwell.com/tech/adobe-rgb.htm)

CMY(K)

When converting from RGB to CMY(K), you will always lose colors since the CMY gamut is smaller than the RGB gamut. Bright greens, oranges, purples, and reds are typically lost in conversion.

Wide Gamut RGB (P3) Adobe RGB (1998) sRGB CMY

Visible light (= Lab color space) ·····





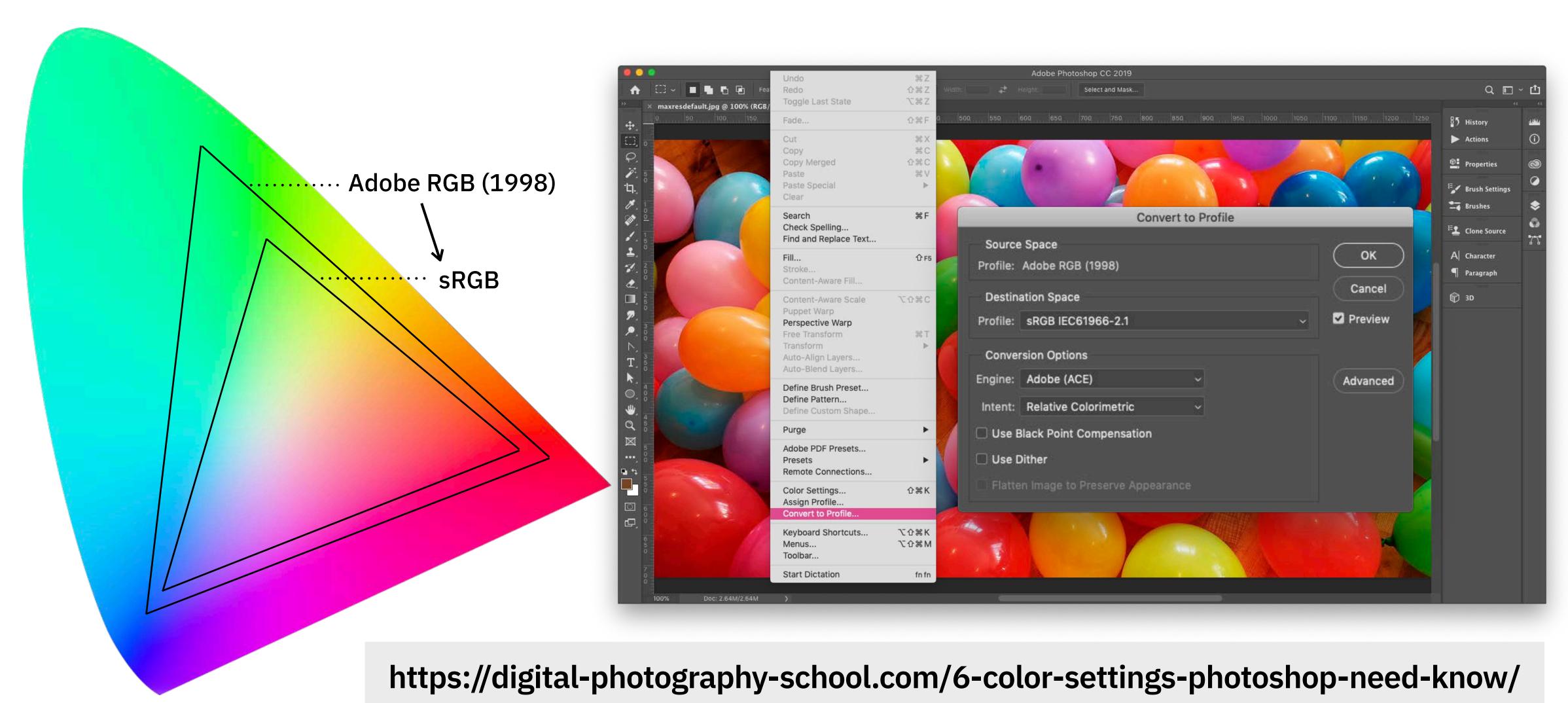


Adobe RGB (1998) CMYK

Color conversion

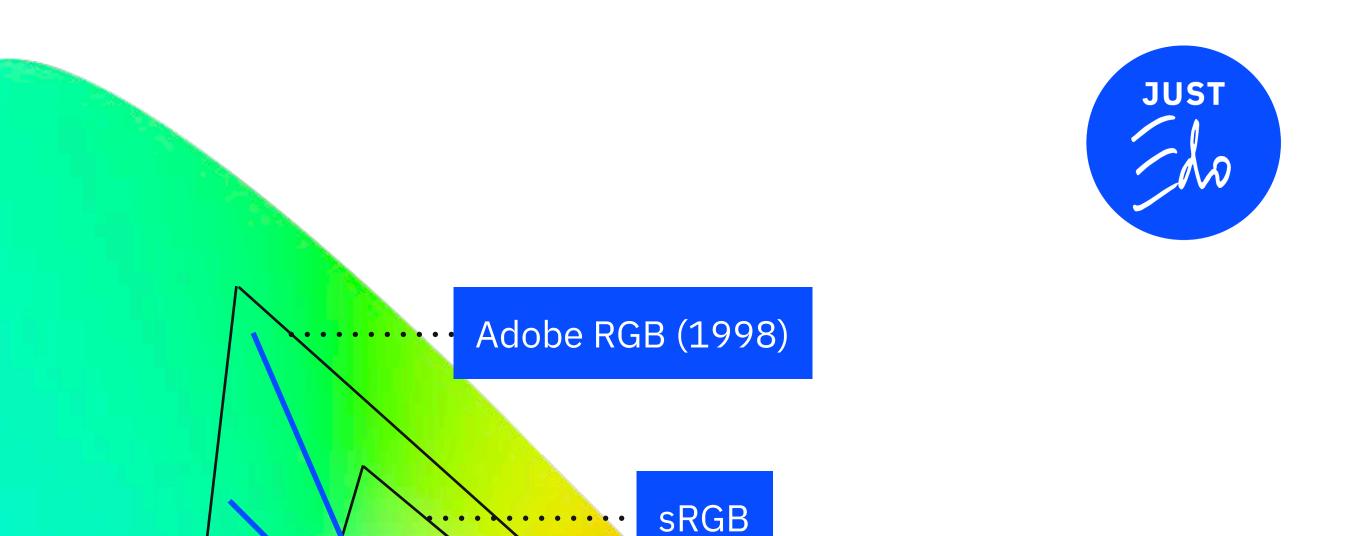






RGB to CMY(K)

When converting from RGB to CMY(K), it's best to use at least Adobe RGB (1998) as color space since all CMY colours are contained within this gamut. The sRGB gamut is not completely compatible with the brightest color areas of CMY.



CMY

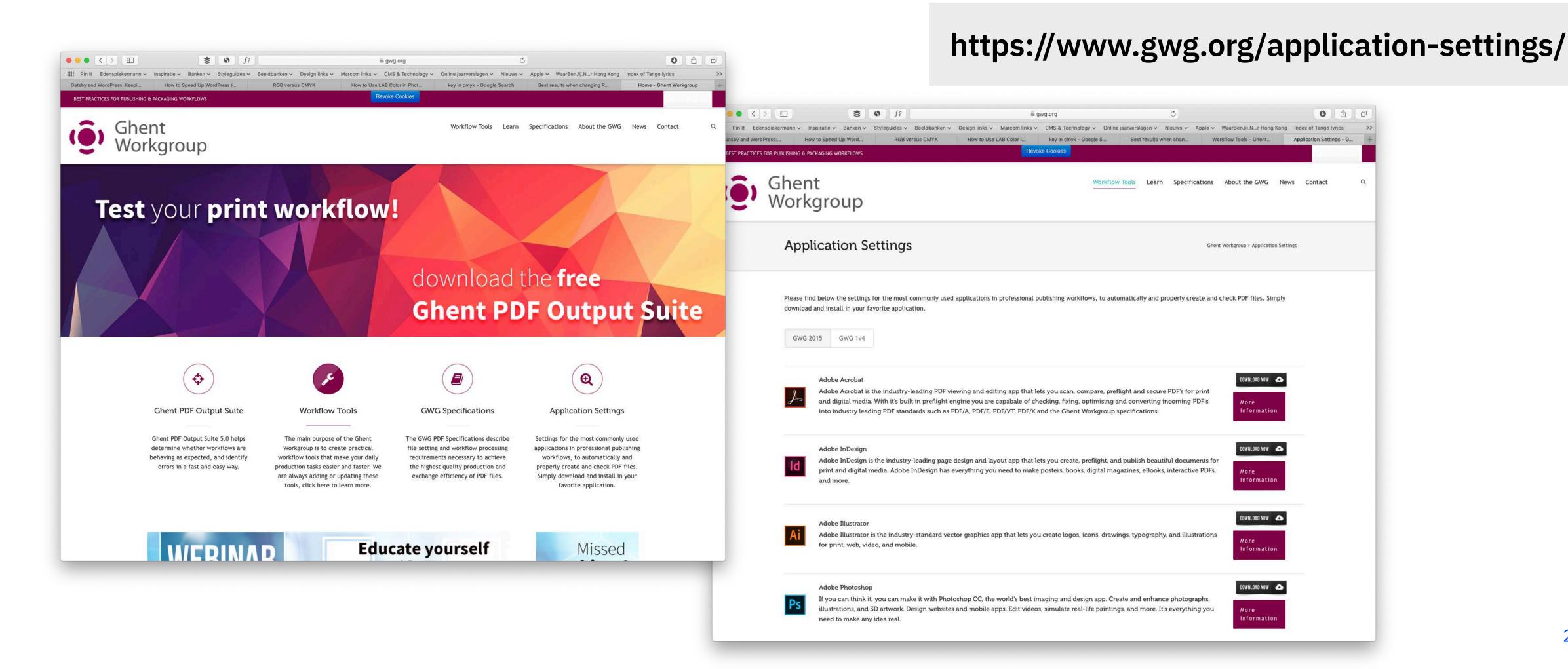




- → Use Adobe RGB (1998) as color setting in Photoshop
- → Use CMYK setting in Illustrator or InDesign
- → Keep photographic images in RGB colours, don't convert them to CMYK in Photoshop. Even sRGB is often better than CMYK.
- → Let the printing company do the conversion to CMYK (inks/toners)
- → If you have to do it yourself deliver print-ready PDFs use the GWG2015 Application Settings... see next slides

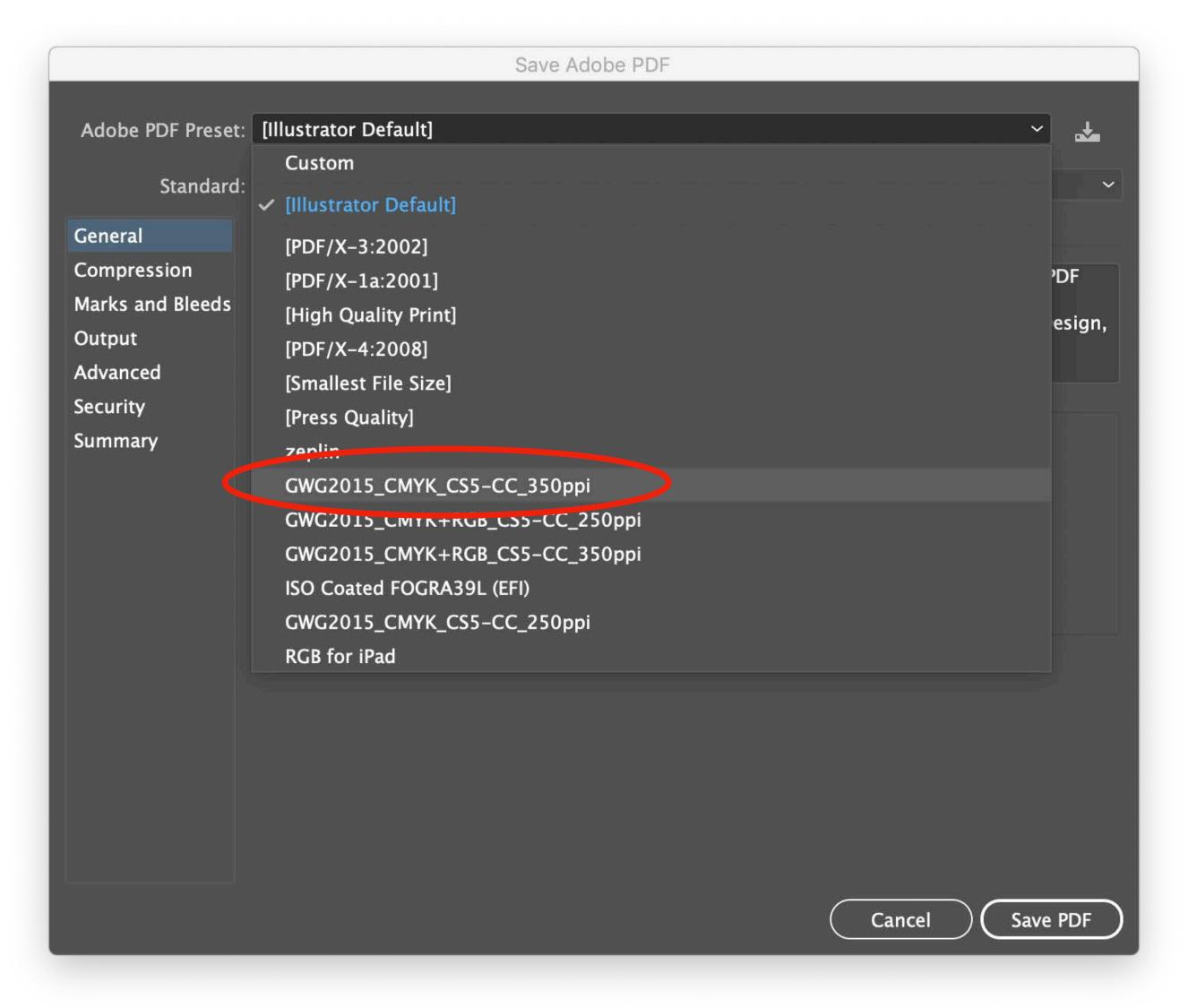


Ghent Workgroup Print Specifications & Application Settings













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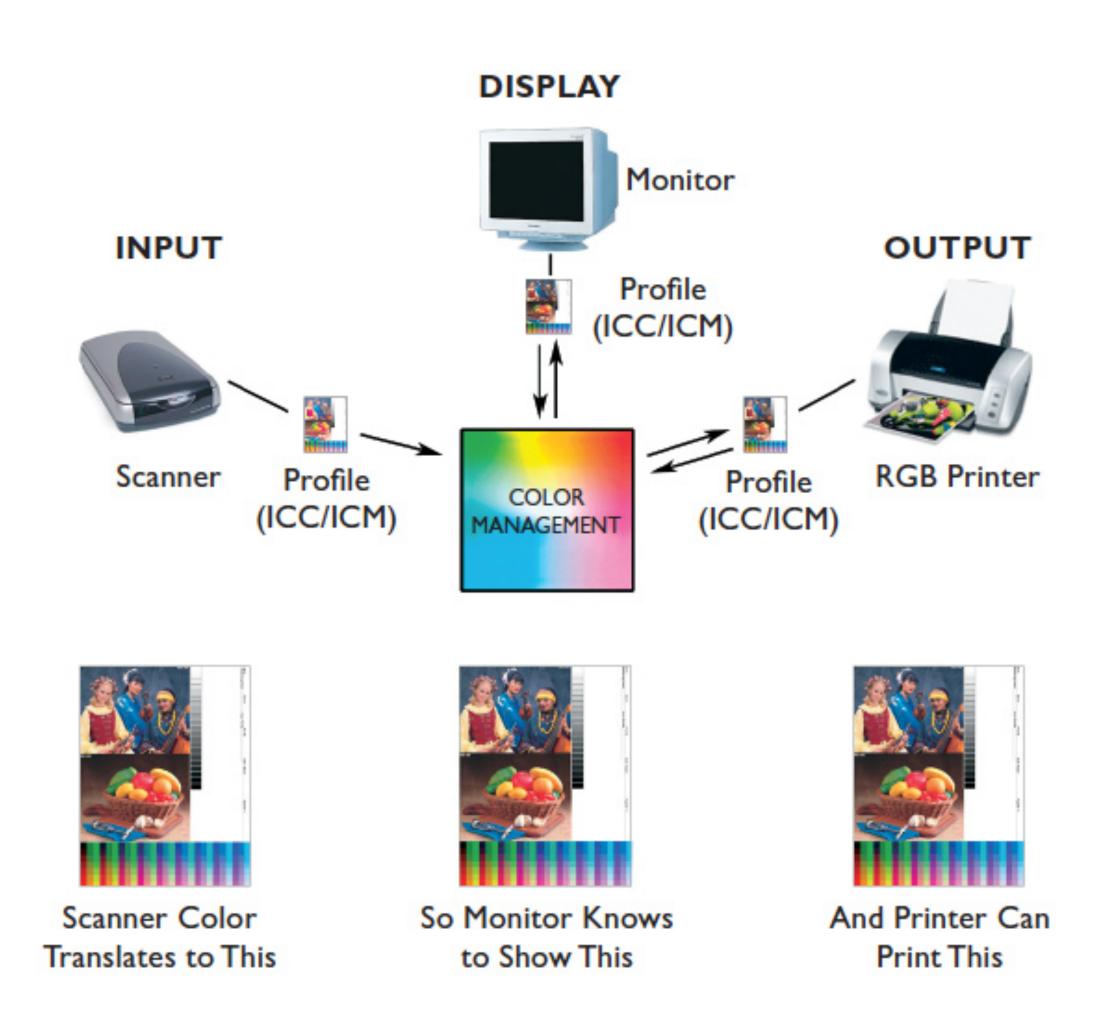
Color management

Color management workflow



The purpose of a managed color workflow or color management system is to provide color consistency and predictability throughout the entire workflow.

In order to achieve this consistency and predictability, we use ICC/ICM color profiles for every device in the chain.



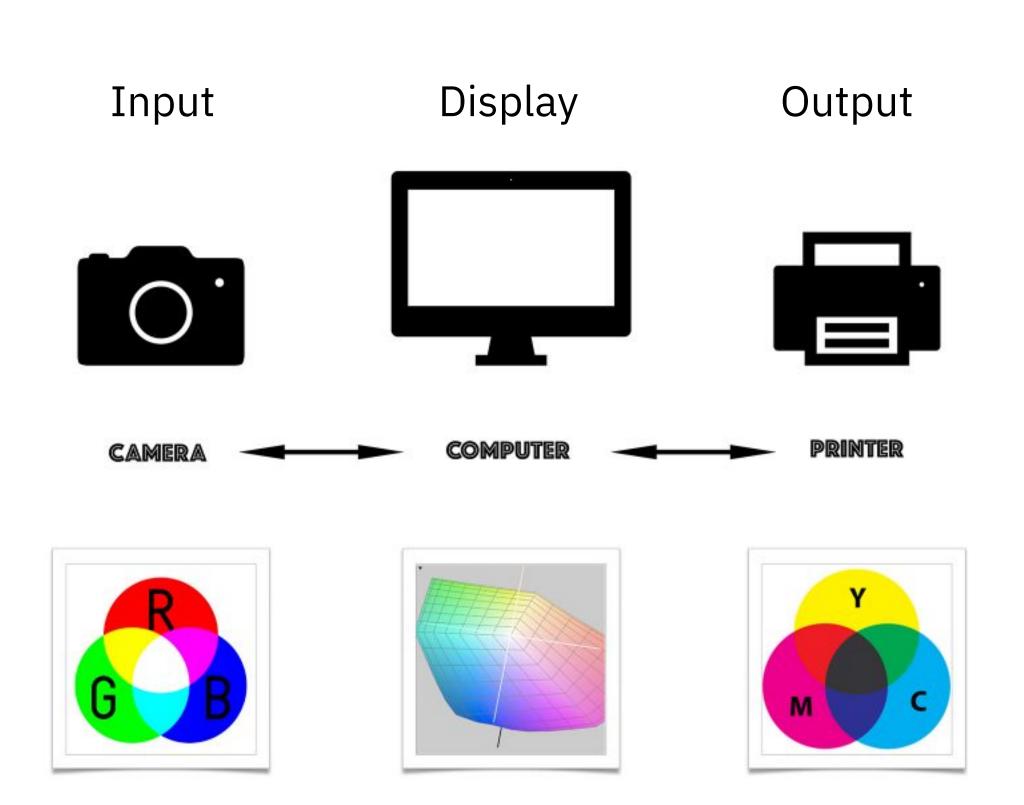
Input and output devices



scan > view > edit > proof > reproduce

Scanners, computer monitors, printers; they all speak different color 'languages'. Consider the ICC profiles to be the 'translators' or interpreters that help to maintain the appearance of colors between devices.

- → Input profiles are for scanners and cameras
- → Display profiles are for monitors (screens)
- → Output profiles are for laser/inkjet printers and offset presses and are substrate related. Glossy paper needs a different profile than matte paper.

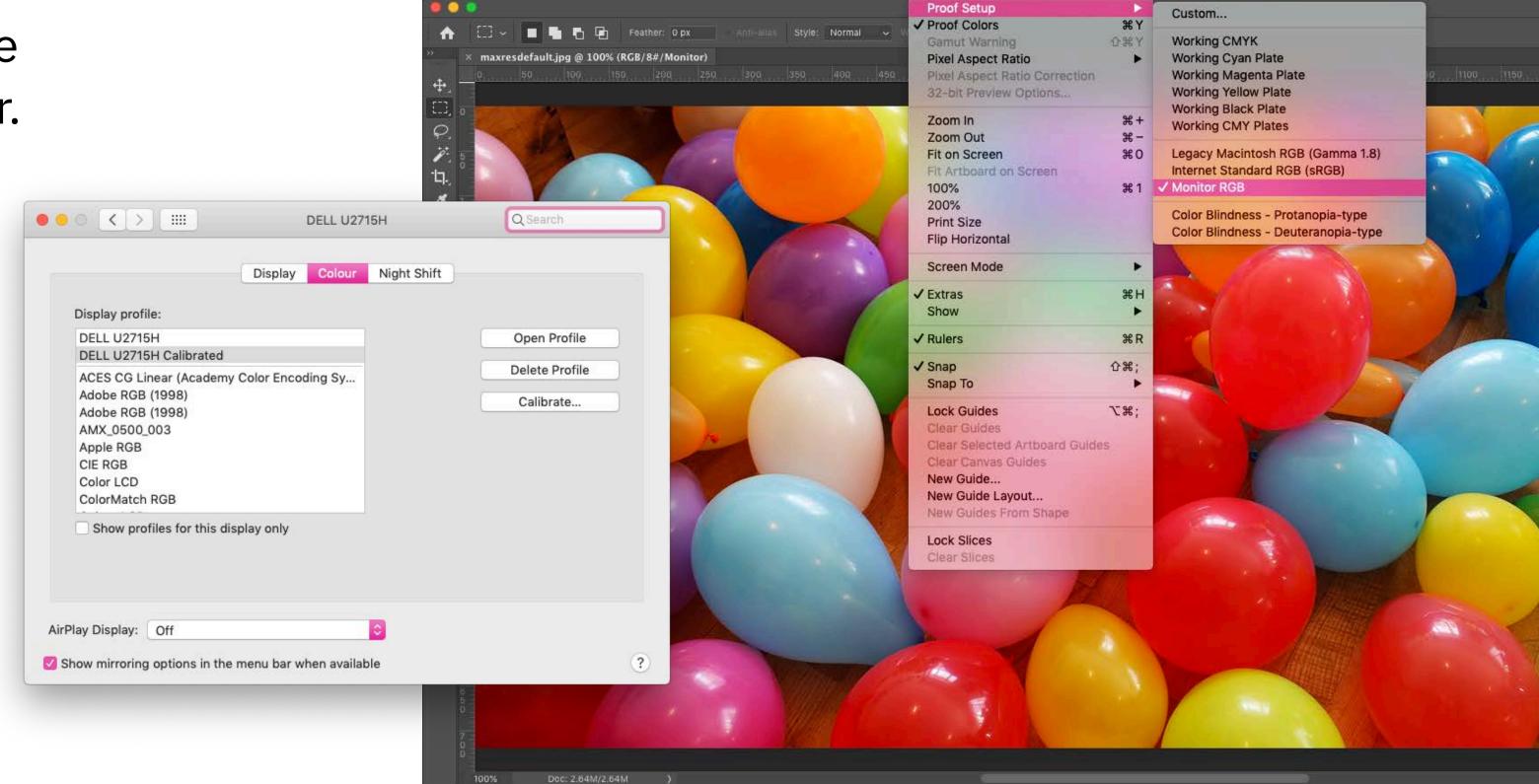


More here: https://www.colourmanagement.net/advice/about-icc-colour-profiles

Display settings - best practise



- → Set your display color profile to the proper ICC profile for your monitor.
- → Make sure you select
 Proof Setup > Monitor RGB
 in Photoshop or Illustrator



View Window Help

Fhotoshop CC File Edit Image Layer Type Select Filter 3D

More here: https://digital-photography-school.com/6-color-settings-photoshop-need-know/

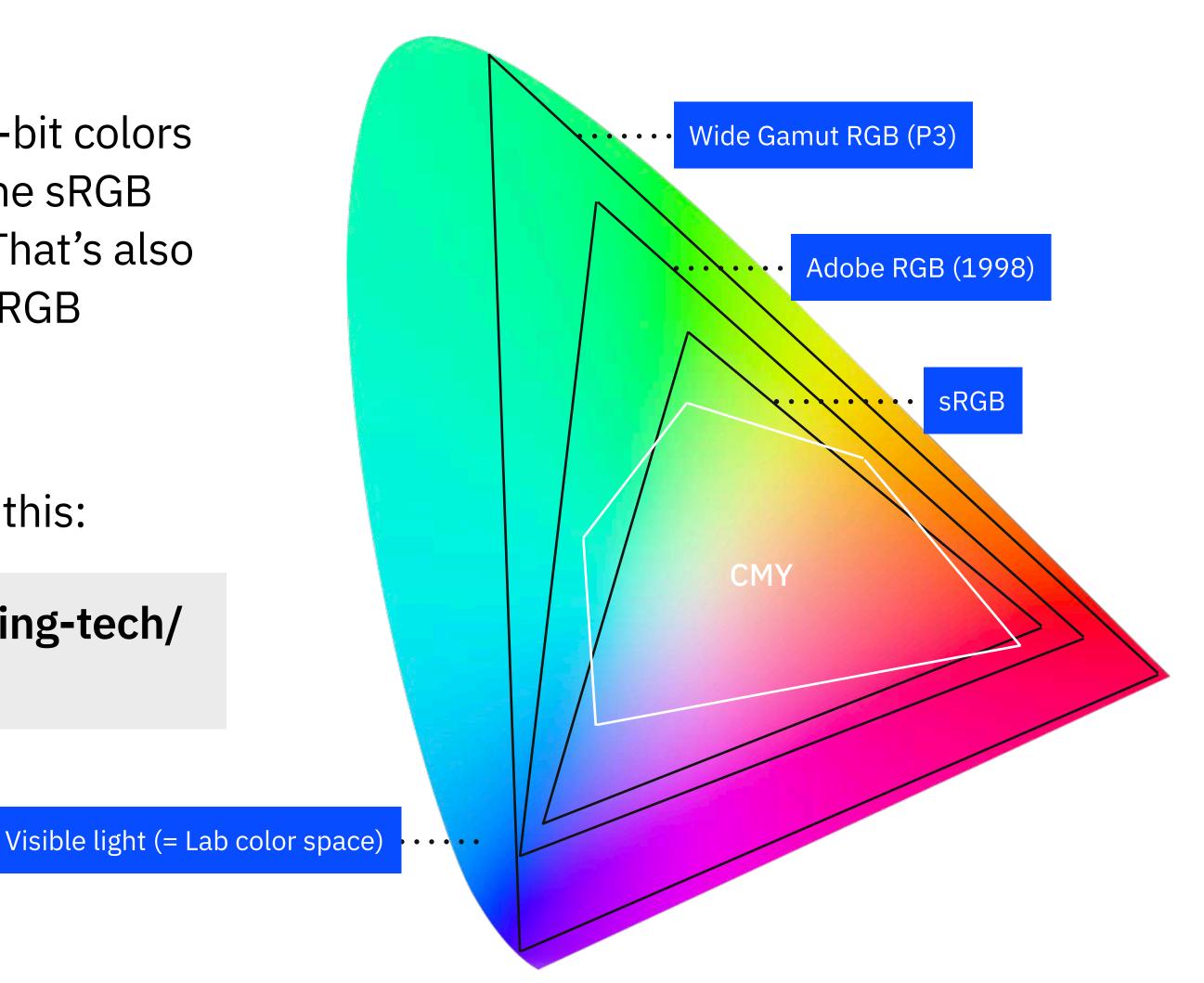




Apple Retina Screens nowadays can display 10-bit colors (Display P3 or 'wide gamut'). This means that the sRGB standard (8-bits color) doesn't cut it anymore. That's also why it's wise to use Adobe RGB (1998) as your RGB workspace setting in Photoshop.

If you want to learn more about this topic, read this:

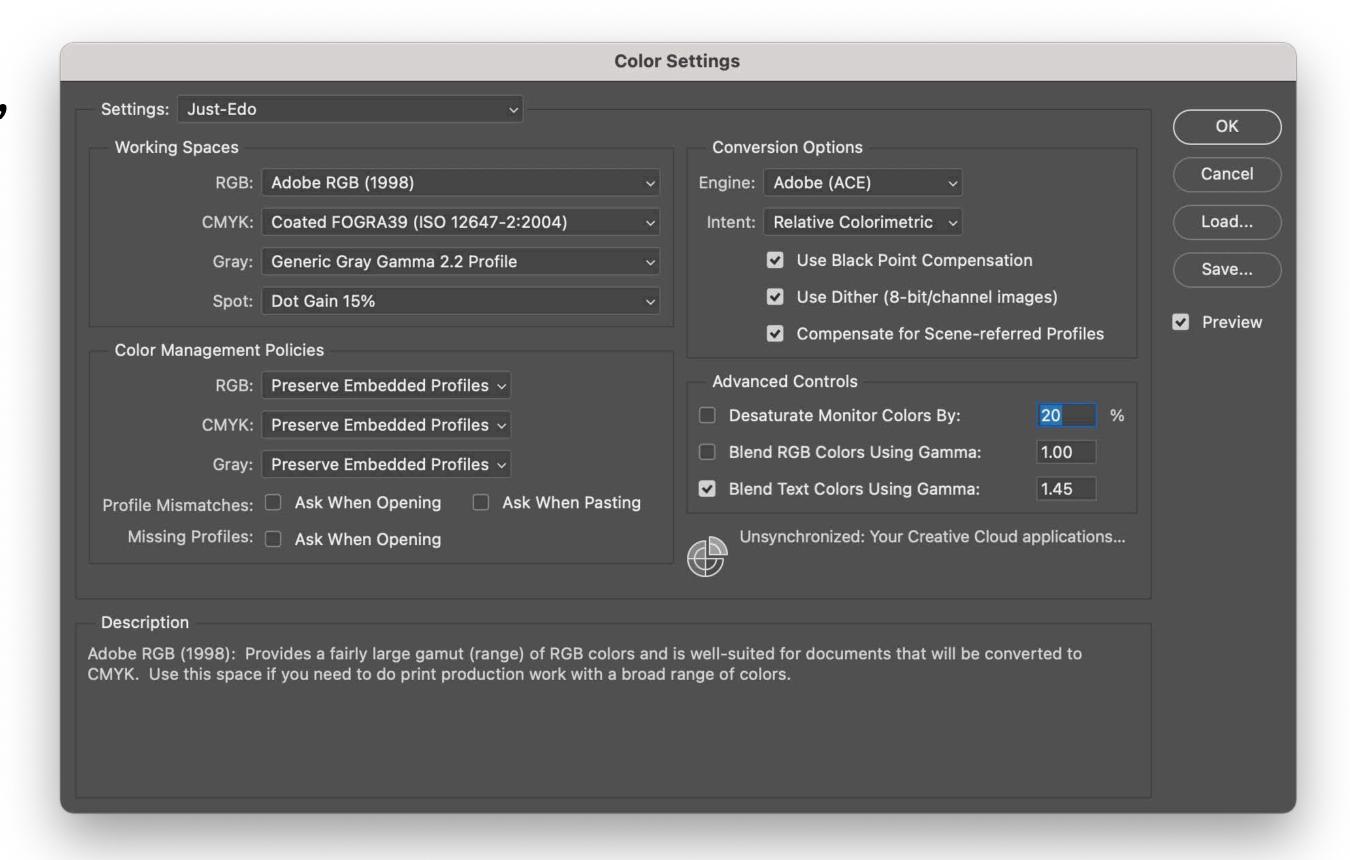
https://www.digitalphotopro.com/gear/imaging-tech/apples-wide-color/







Use these color settings in Photoshop, InDesign and Illustrator for the best day to day experience.

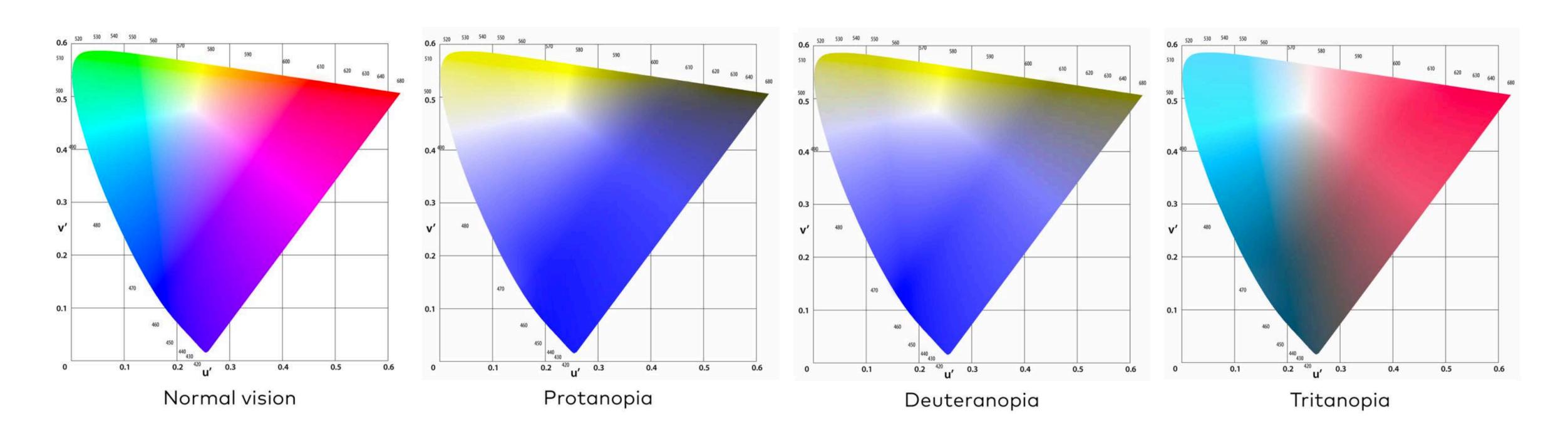


DESIGN COUCH SESSIONS #01: COLOR

Color impaired







The 3 types of color 'blindness'

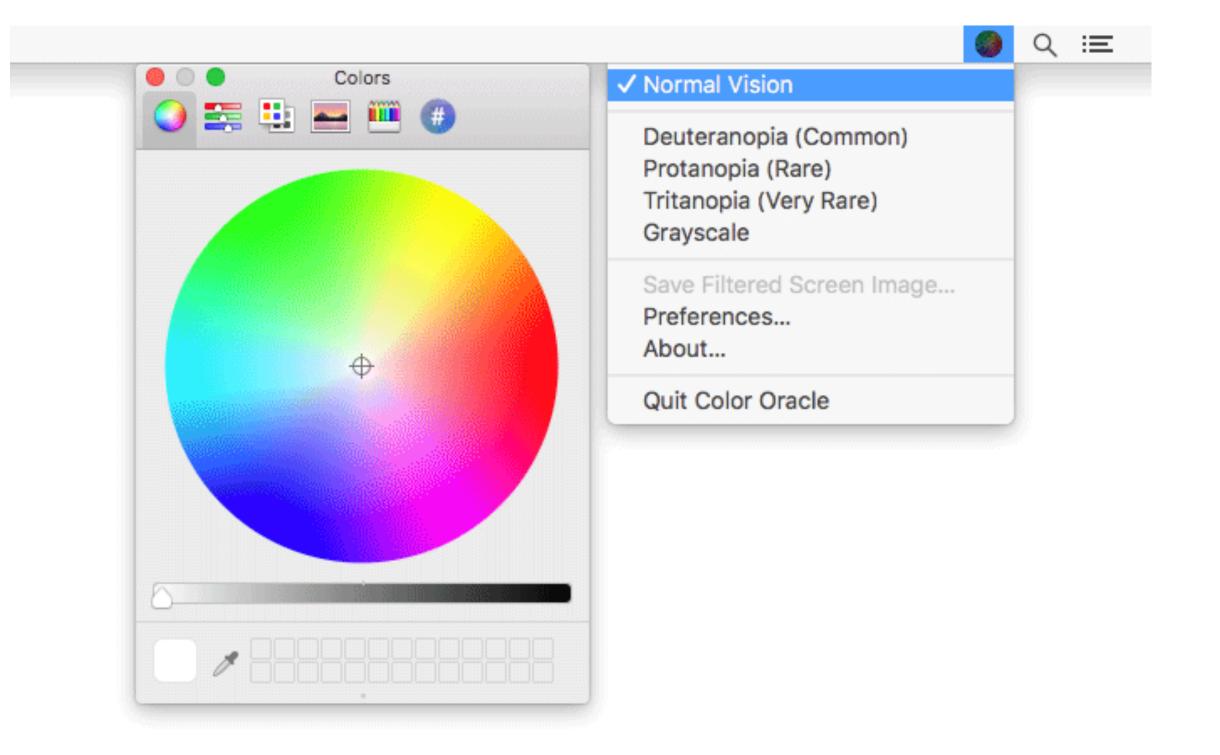




Color Oracle is a free color blindness simulator for Windows, Mac and Linux. It takes the guesswork out of designing for color blindness by showing you in real time what people with common color vision impairments will see.

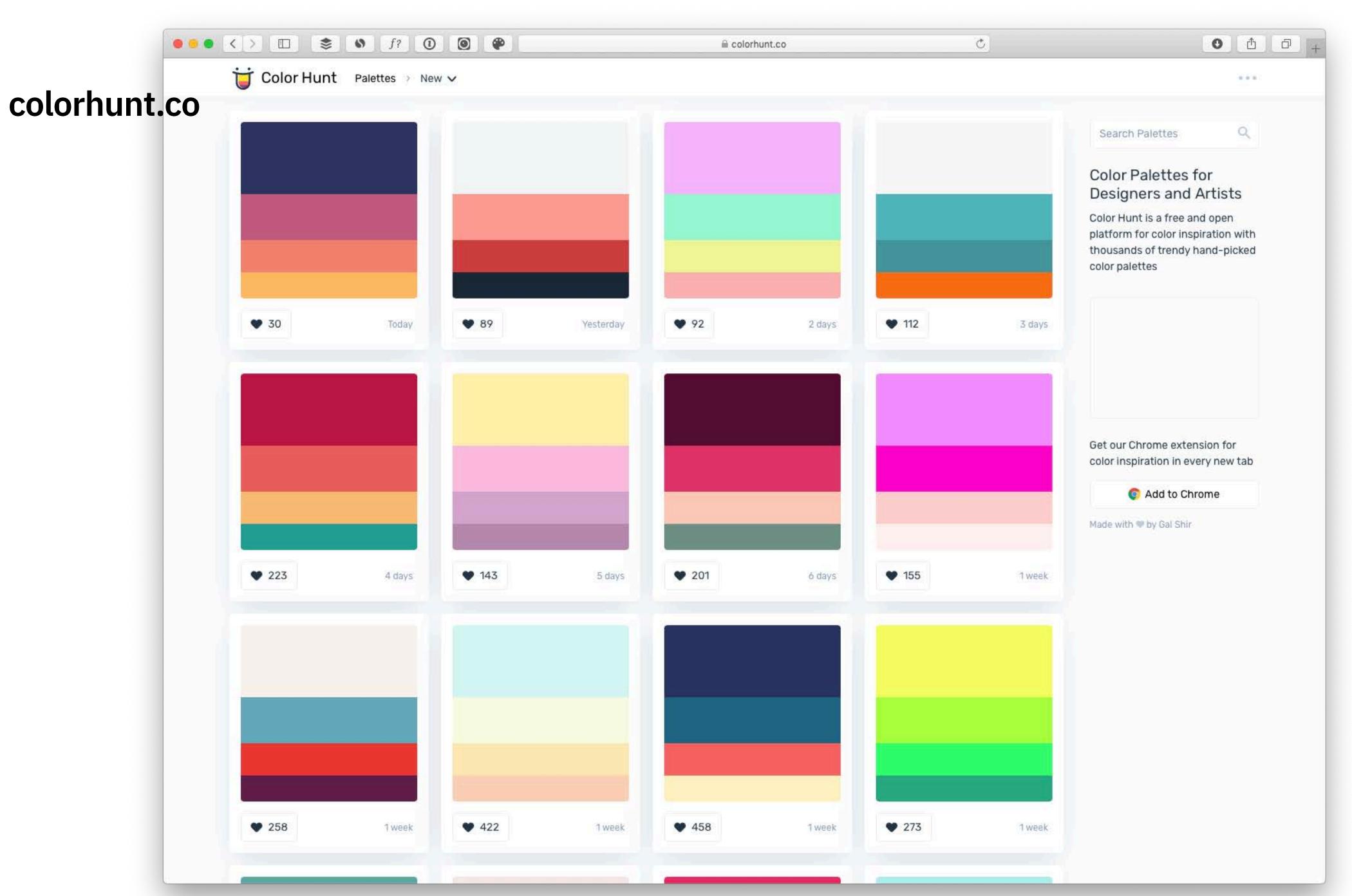
http://colororacle.org/index.html

http://colororacle.org/resources/ 2007_JennyKelso_ColorDesign_hires.pdf

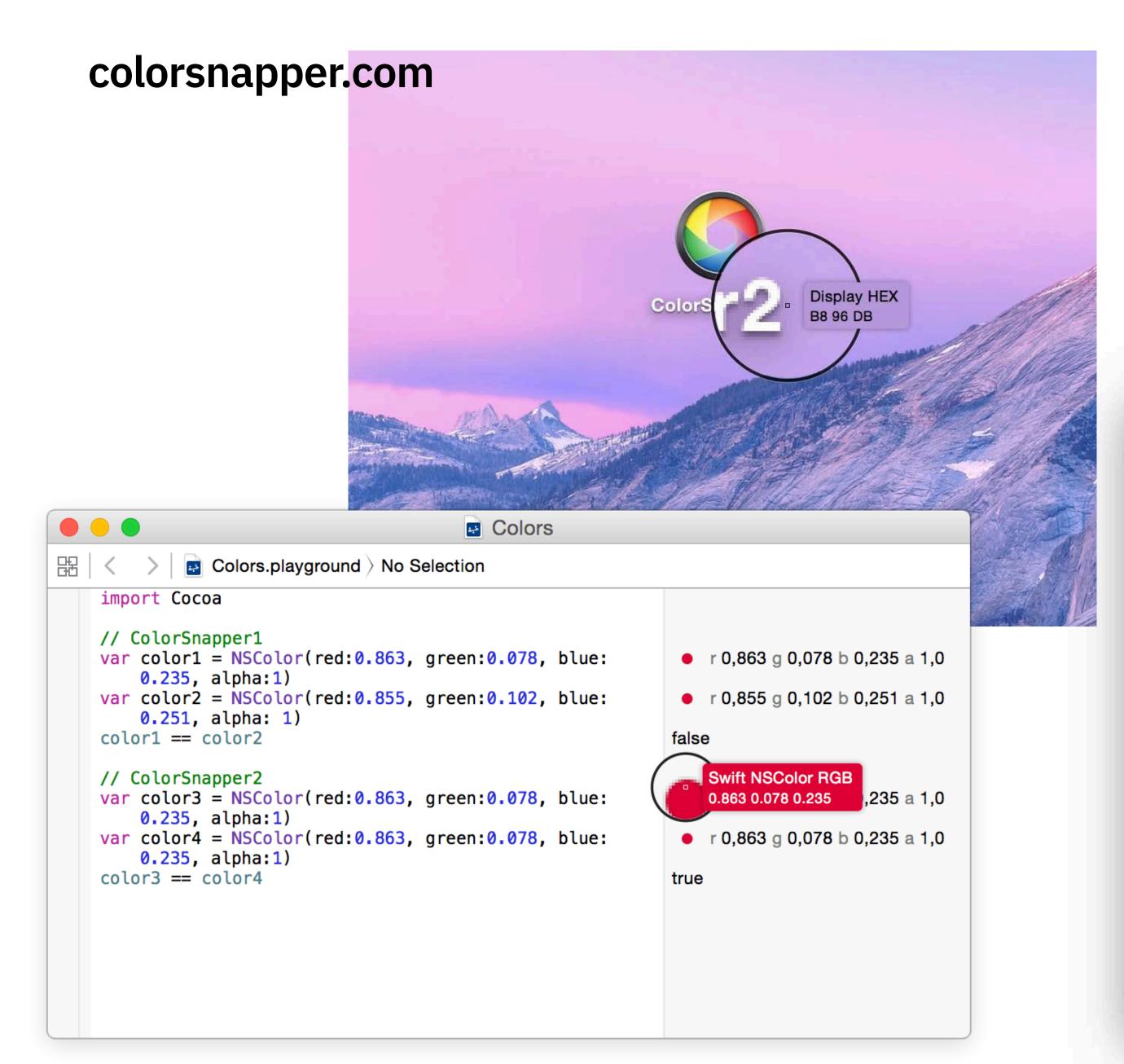


DESIGN COUCH SESSIONS #01: COLOR

Color inspiration

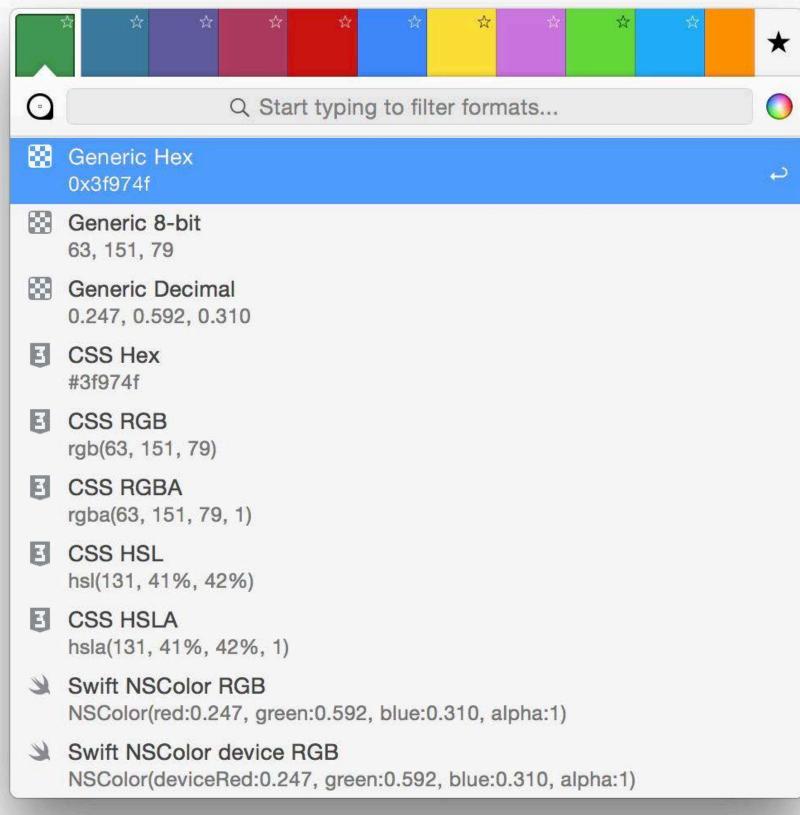




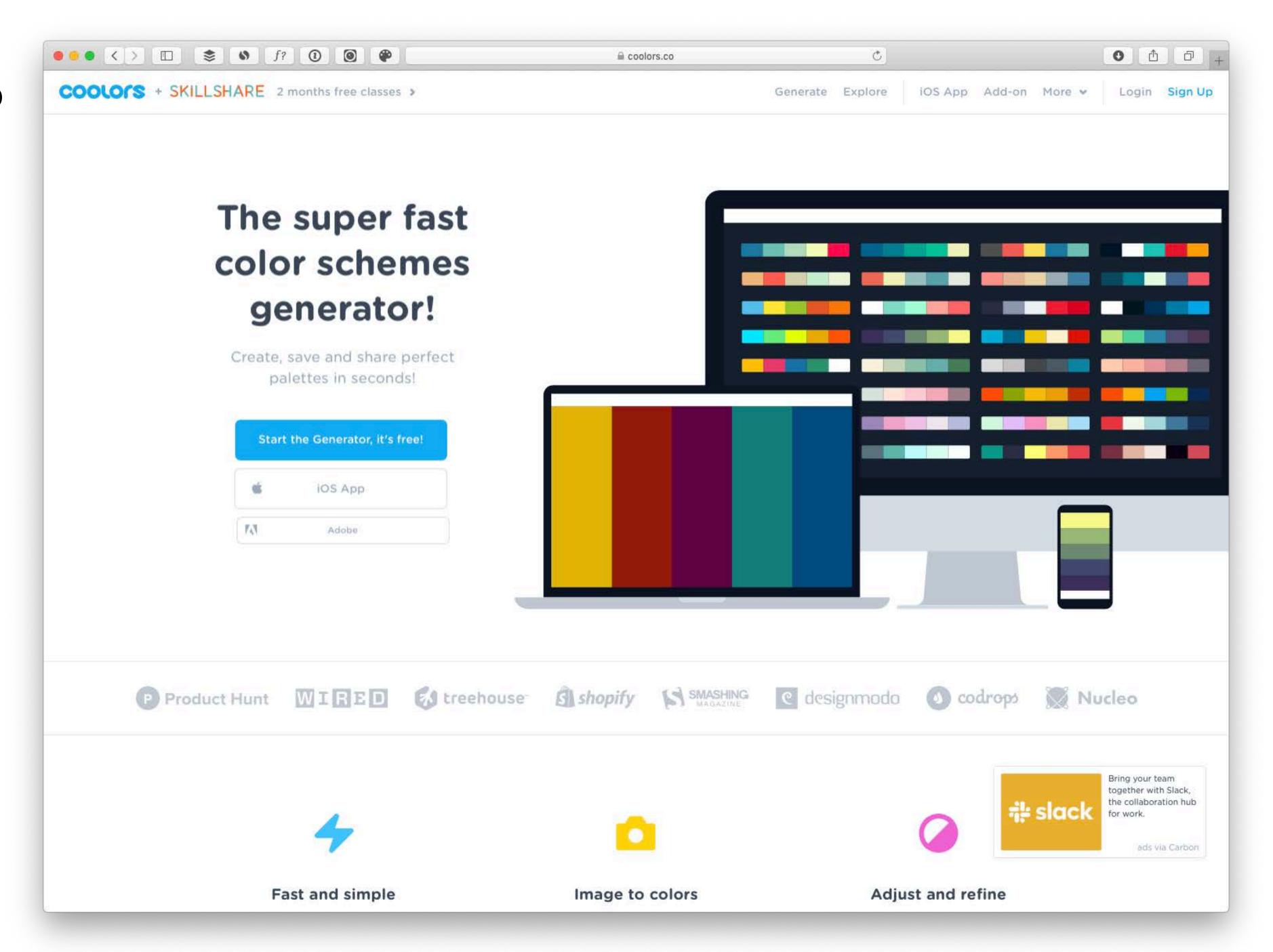


ColorSnapper 2 allows you to match the color export format to your coding style. Along with all new supported formats, including Generic, CSS, NSColor, UIColor, Swift, Android, Java, .NET, CGColor, and OpenGL this results in even faster developer workflow.



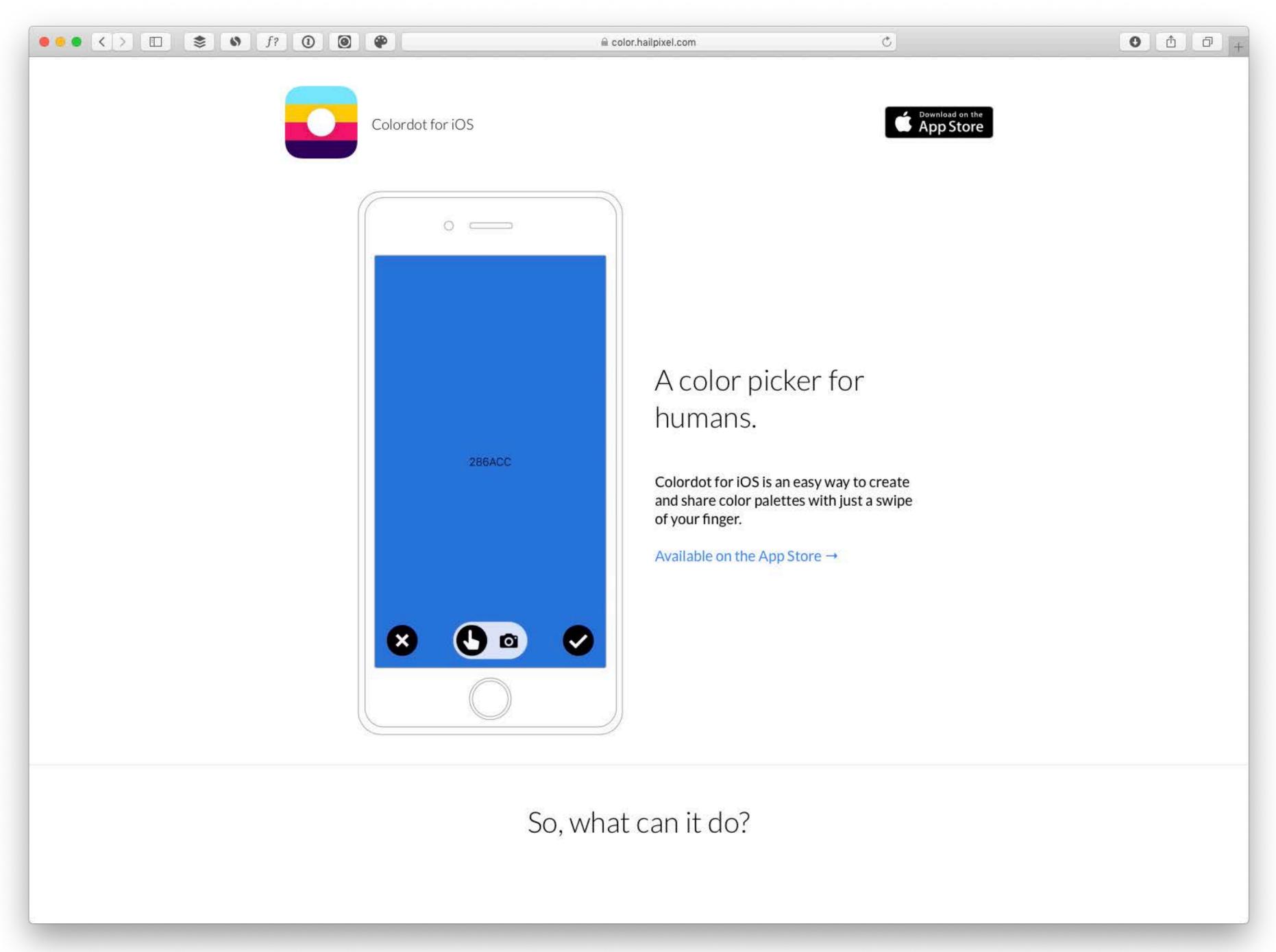


coolors.co





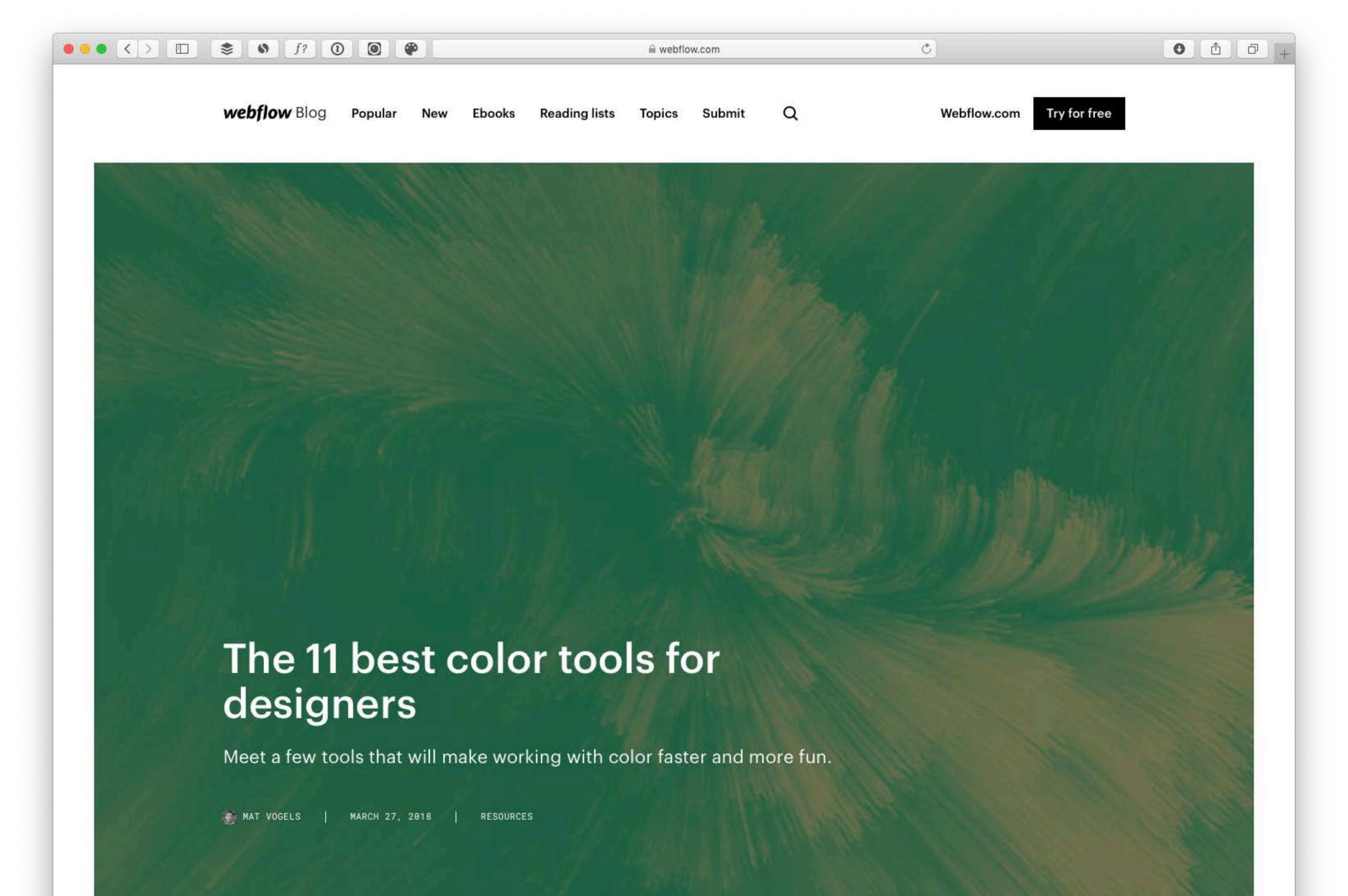
Colordot





For more inspirational tools, check out this Blog article





Good luck!

Edo van Dijk @edoch



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