

## Class 07: A Design Perspective

**Held:** Monday, 10 September 2007

**Summary:** We consider the basics of color theory.

### Related Pages:

- EBoard.
- Lab: *None*.
- Reading: *None*.

### Notes:

- Assignment 3 was returned over the weekend, accompanied by some notes. Let me know if you didn't receive evaluation, grade, or notes.
- Assignment 1 was also returned over the weekend. You can find my responses to your questions online.
- Today we're trying something a bit different - Letting an art professor teach a CS class.
- I've split Friday's reading and lab into two readings and two labs. You may want to review them.

### Overview:

- Approaching colors.
- Managing the huge palette.
- Other design issues.

## Guest Lecture

- Matt Kluber discusses the basics of color theory.
- Key concepts:
  - Hue
  - Color wheel
  - Primary, secondary, and tertiary colors
  - Value
  - Saturation
  - Warm and cool
  - Harmony and discord
  - Context
- Color schemes
  - Complementary
  - Analogous
  - Monochromatic

- Useful sites
  - <http://www.colormatters.com/colortheory.html>
  - <http://www.wellstyled.com/tools/colorscheme2/index-en.html>

## Exercises

- We'll try to do these as a class. (Or at least think about them as a class.)
- Your goal: Explore color in context by creating a lot of 3x3 images.
  - Each image will have a different basic color, which we'll call the "background"
  - Each image will have the same colored center pixel.
- How?
  - Setting 9 pixels
  - Using `envt.set-bg-color!`
  - ...

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