

Colour, Graphics & Layout



- How we see
- Colour systems
- Graphic files
- Composition

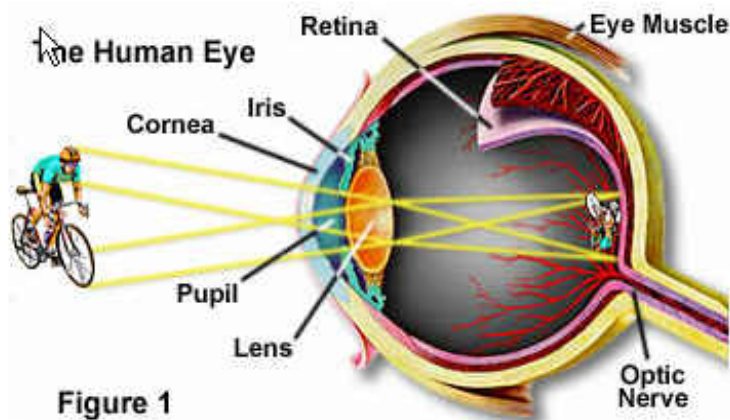


Colour, Graphics & Layout

How the Eye Sees Color

1. All the invisible colors of sunlight shine on the object.
2. The surface of the object absorbs all the coloured light rays, except for those corresponding to and reflects this color to the human eye.
3. The eye receives the reflected red light and sends a message to the brain.

Colour, Graphics & Layout



human eye can see 7,000,000 colors.



Colour, Graphics & Layout

Color Systems

Additive Color

The RGB Color System

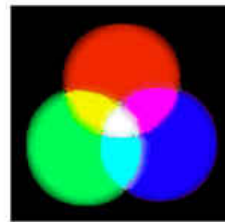
Colour, Graphics & Layout

Subtractive Color

Red Yellow Blue

Color Systems

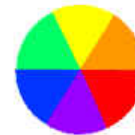
Additive or RGB



Subtractive or Red, Yellow, Blue



Primary Color



Secondary Color



Tertiary Color

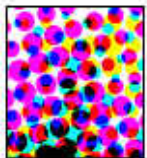


Colour, Graphics & Layout

The **CMYK** Color System

Cyan, Magenta,
Yellow and Black

Printing or CMYK (Cyan, Magenta, Yellow and Black)



Colour, Graphics & Layout

Definitions

- ◆ Hue/Color
- ◆ Value
- ◆ Saturation
- ◆ Contrast
- ◆ Brightness or Tint

Color Theory

spectrum



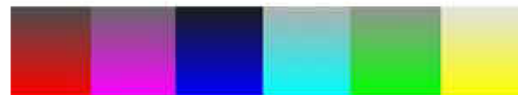
hue



value



saturation





Colour Themes

Colour Themes:

Complementary colors:

colors on the opposite side of the color wheel



Colour Themes

Colour Themes:

Analogous or similar

Colours next to one another on the wheel

Monochromatic

One colour, or one plus black



Colour Themes Complementary

advanced screen capture

Output
File - PNG
c:\temp*.png

Options

IMAX® film

museum exhibit

interactive tour

how high?

special events

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Colour Themes Analagous

the BOX

INTRODUCTION
Welcome to the Box

"If all that survives of our fatally flawed civilization is the humble [box], archaeologists from some galaxy far, far away may give us more credit than we deserve."

Owen Edwards

© Fusionary Media 1998

THE EXHIBIT
FEATURES
BENEFITS
SPEC YOUR OWN
THE DEALER
BUY THE BOX

8184542357 Patent Pending

IN AN ERA OF SOPHISTICATED SOLUTIONS TO THE PROBLEM OF DESKTOP CLUTTER, WE PROPOSE A RETURN TO SIMPLICITY - INTRODUCING THE BOX.

Document: Done (4.67 secs)



Web-Safe Colour

Many browsers use 8-bit monitors

That means they can only see 256 colours

Gets worse: of those, only 216 are “safe”

- Across platforms, browsers, etc.

Figure 1

Web-Safe Colour

Not using
web safe:
you could
end up
with
dithering

The image on the left demonstrates unwanted dithering, while that on the right shows a solid, nondithered color.



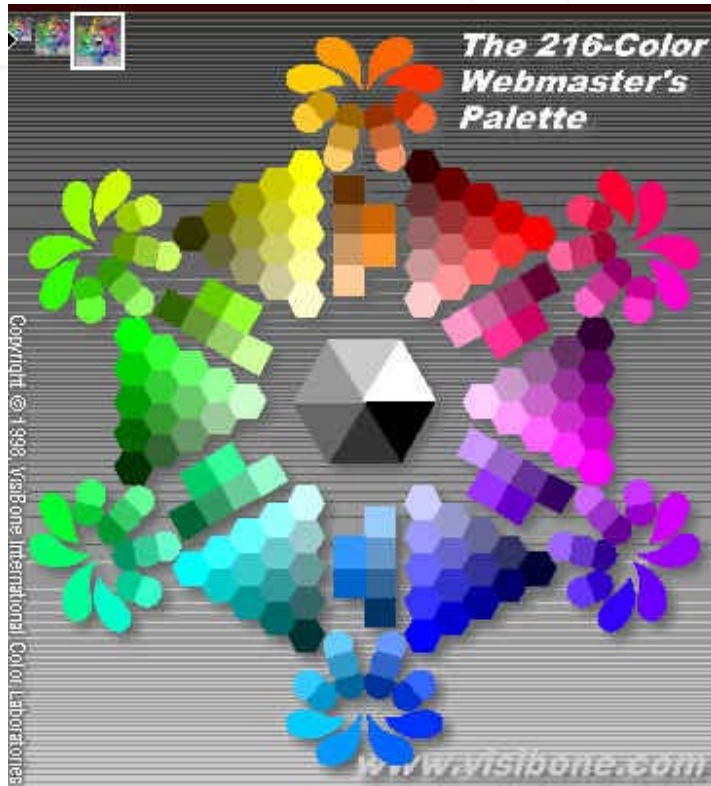


Web-Safe Colour

What kinds of artwork?

- ◆ Hex: within the code for backgrounds, text, links of all kinds. Always.
- ◆ Line art: graphics that contain solid colors. For areas of solid color
- ◆ Continuous Tone art: graphics or photos that contain blends, gradients, tones and soft focus. Never.
- ◆ Hybrid art: art that combines continuous tone and line art. Only for areas of solid color.

The Web-Safe Palette





Graphic Types

Bitmap Vs Vector files

Familiar bitmap formats: psd, pict, bmp, or Tiff

- ◆ The artwork is stored in a series of values (pixels).

Vector: Illustrator, Quark Xpress, EPS and Postscript

- ◆ The artwork is stored as mathematical instructions. Stored as a series of lines, curves and splines. These are not used in the web.



Graphic Types

Bitmap Vs Vector files

- ◆ Vector- look good scaled.
- ◆ Bitmap - look terrible scaled.

- ◆ Vector - better for line art, type, illustrations.
- ◆ Bitmap - photos, soft edges, drop shadows, gradients, etc.

- ◆ Flash is the only web-based vector format that is supported by browsers.



Graphic Types

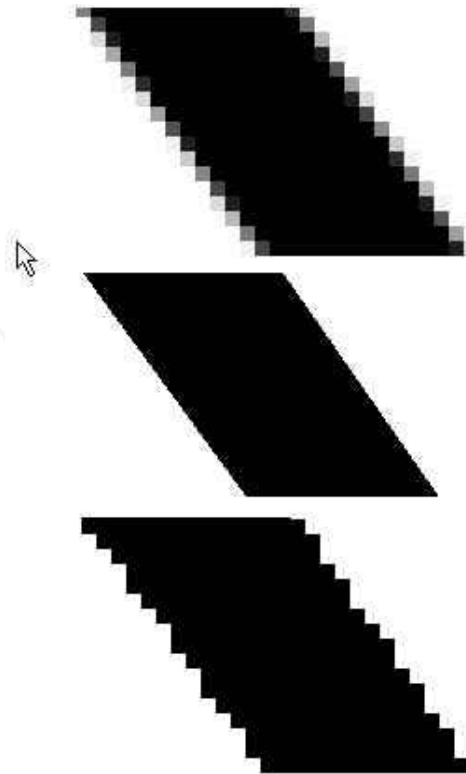
Close-up of vector and bitmapped art

Kinds of bitmapped
web files:

JPG

GIF

PNG





Web graphics

JPG – for photographs and images with continuous tone, gradients, etc.

GIF – for line art, cartoons, text, and any image with large chunks of solid color

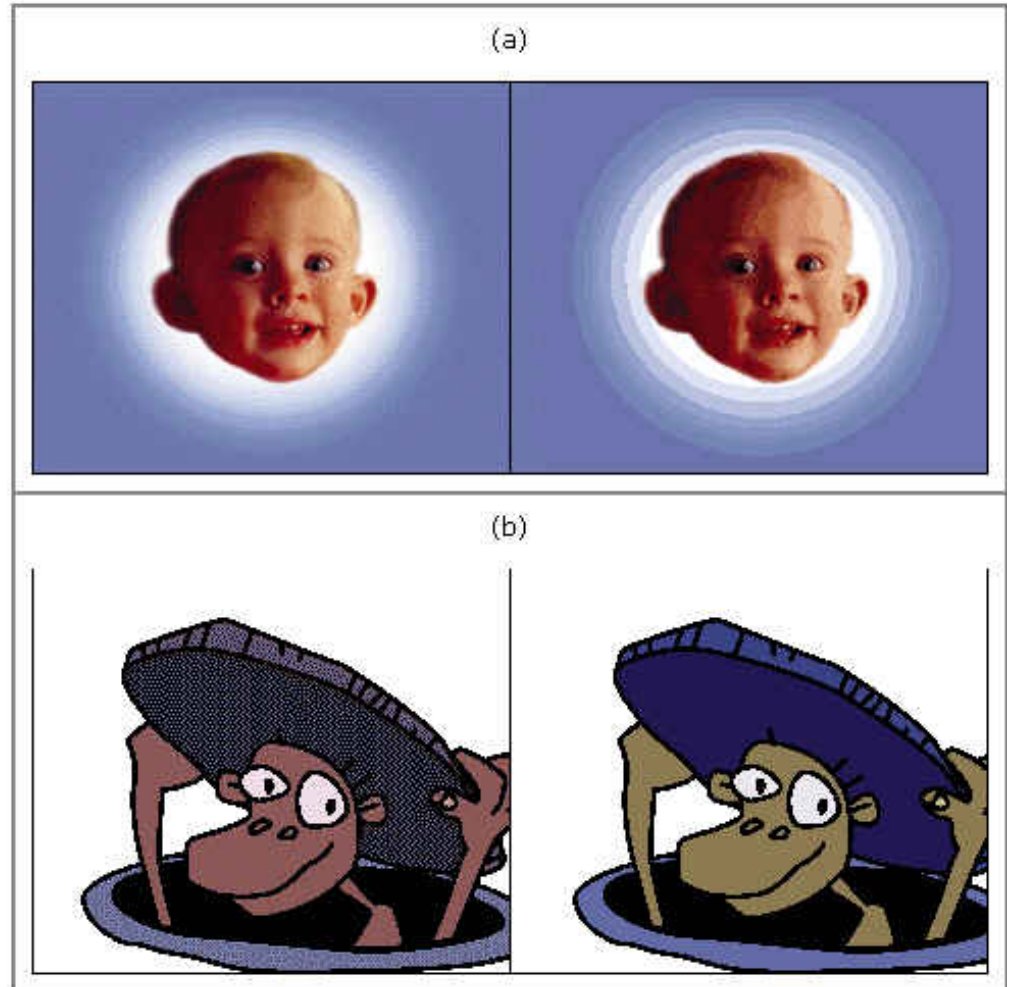
If the artwork contains both photos and text, try both kinds of compressions, and see which works best!

Graphics

Other terms:

Dithering – good & bad

(a) Image enhanced by dithering--bands are eliminated in the left-hand image; (b) image ruined by dithering--flat color images should not be dithered.





Graphic Types

Other terms:

Alias vs Anti-aliasing

Aliasing versus Anti-aliasing

no

anti-aliasing

smooth

anti-aliasing