

Interior Design Studio Health Building

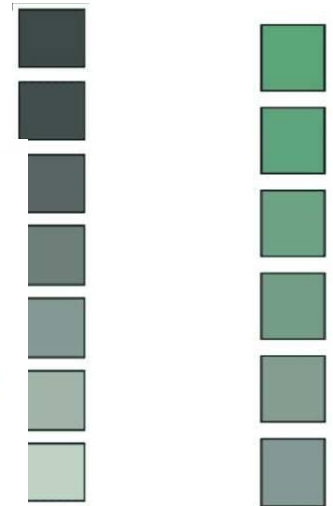
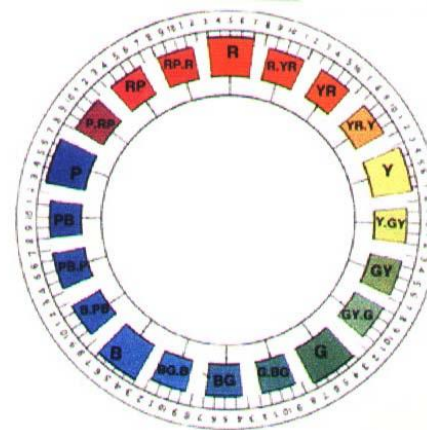
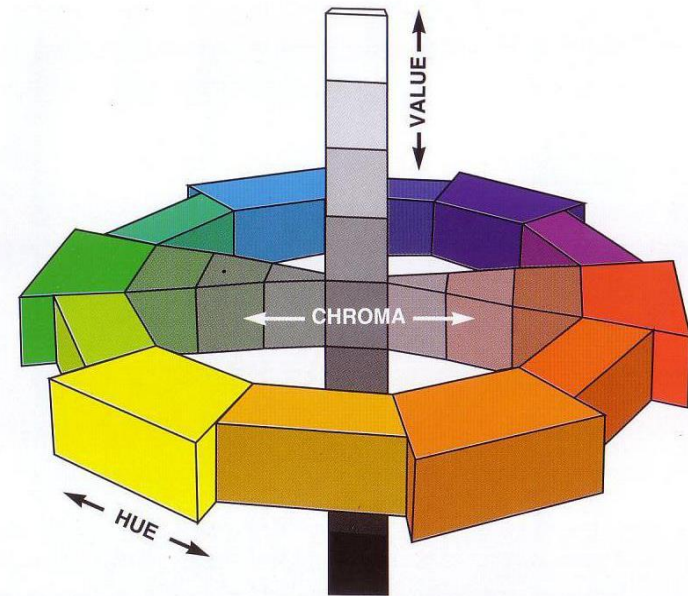
[The Impact of Color upon the perception of interior spaces]

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Color Fundamental

Definition of color is a specific visual sensation produced by visible radiation, or "color stimulus".

1. **Hue:** - The attribute that we recognize and describe a color such as red or yellow.
2. **Value (Lightness):**- The degree of lightness or darkness of a color in relation to white and black.
3. **Saturation (chroma, intensity):**- Saturation refers to the strength of a color. The brilliance or dullness of colors.



Hue

Value

Saturation



The Functional Use of Color



Colors are used **to create beauty more than that they are useful.**

Color can be **used as pure function**, to **reflect or absorb light**. Color is a visual language. Colors can **alert or warn** they can be used to **express emotion**.

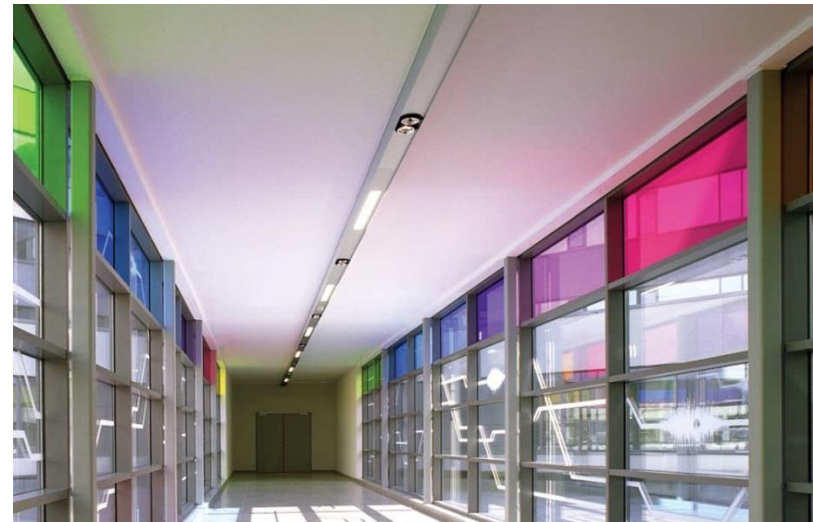
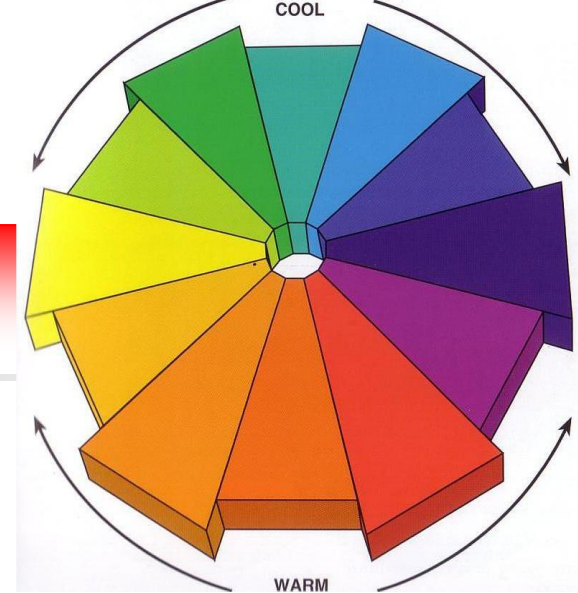
Color identifies and **discrimination between objects of similar** or identical form and size. Color can be used to **modify the perception of space**. It can **create illusions of size**, nearness, or distance. It can be used to separate one area from another.

Color can be used to **create continuity between separated elements in design**, and it can be used to **attract the eyes**, establishing emphasis or focus in composition .

Color Schemes

Color schemes have been classified into three main groups which are subdivided into subgroups.

Color schemes are **two broad categories of hue schemes, related, contrasting based on the hue relationships** within a color group and the third is **triangle scheme based on color value.**





A- Related Color Schemes

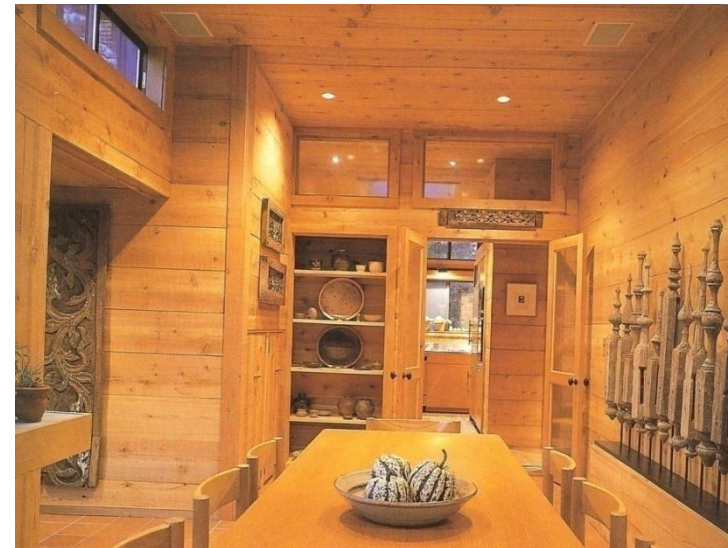
1. **Monotone (Neutral) Color Schemes** use a single color of **low chroma in one value**. Typical colors used are **grays**, **tone**, and **tinted whites**.
2. **Monochromatic or One-Hue Harmony** use a **wider** range of chroma, and value in **a single hue**. These schemes tend to be **easy**.



Monochromatic color



Monotone (neutral) color scheme

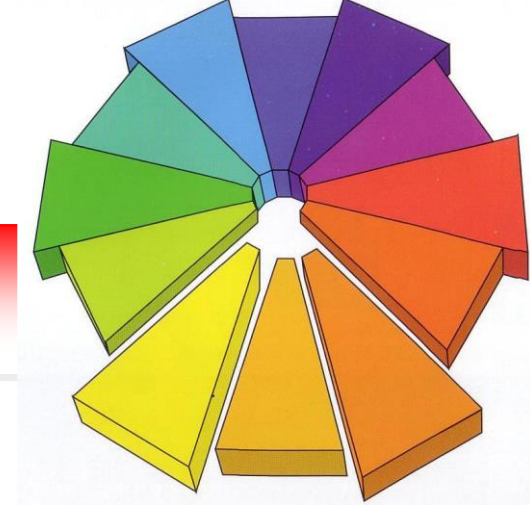


Monochromatic color scheme



A- Related Color Schemes

3. **An Analogous or Closely Related Hue Harmony** the typical analogous scheme uses one primary or one secondary plus the hues adjacent to it on either side. An adjacent **primary and secondary plus the tertiary hues between them** .



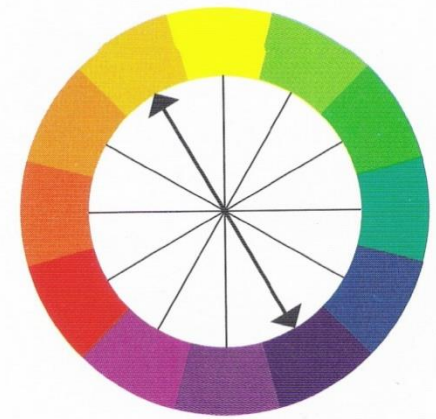
Analogous color



Analogous color scheme

A- Related Color Schemes

4. **A Complementary Hue Harmony** consists of hues that are **approximately opposite each other on the hue circle**, for example reds with greens, which tend to seem bright and balanced.



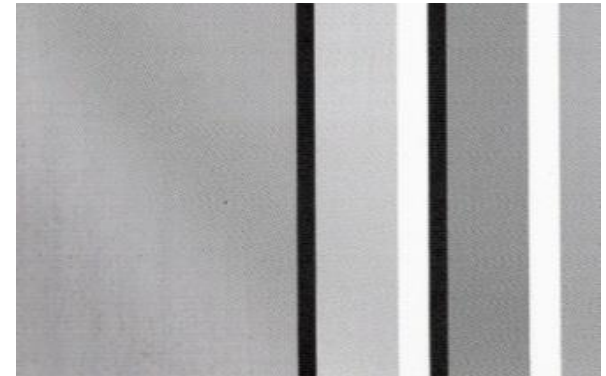
Complementary color



Complementary color scheme

B- Contrasting Color Schemes

1. **Light-Dark Contrast** appears in the difference between colors in relation to their degree of lightness.
2. **Chromatic-Achromatic Contrast** results when chromatic and achromatic colors come together. Its degree depends on the intensity of hue and on brightness contrast.



Light-Dark Contrast

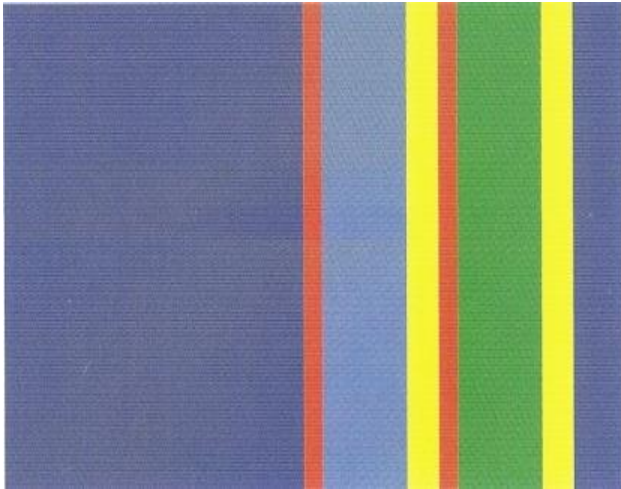


Chromatic-Achromatic Contrast



B- Contrasting Color Schemes

3. **Chromatic Contrast** results from combining chromatic colors. Chromatic contrasts using pure colors are very powerful.

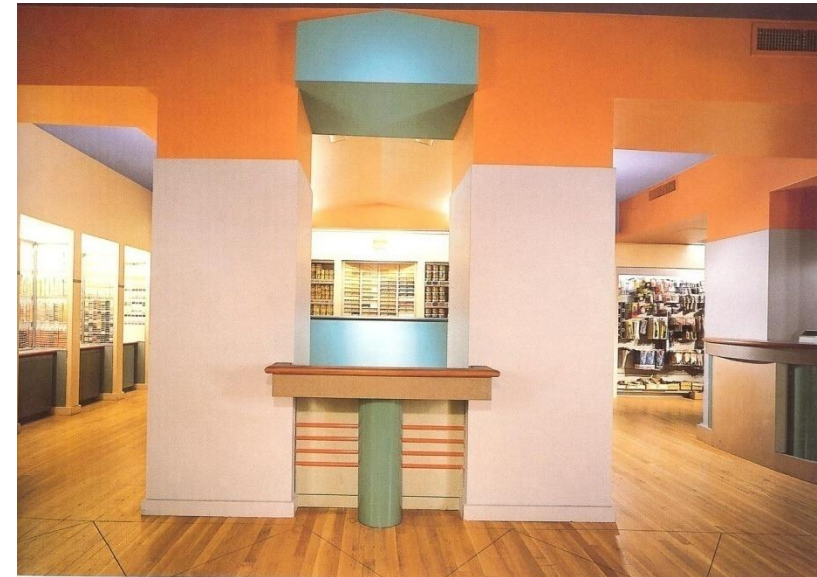


Chromatic Contrast



B- Contrasting Color Schemes

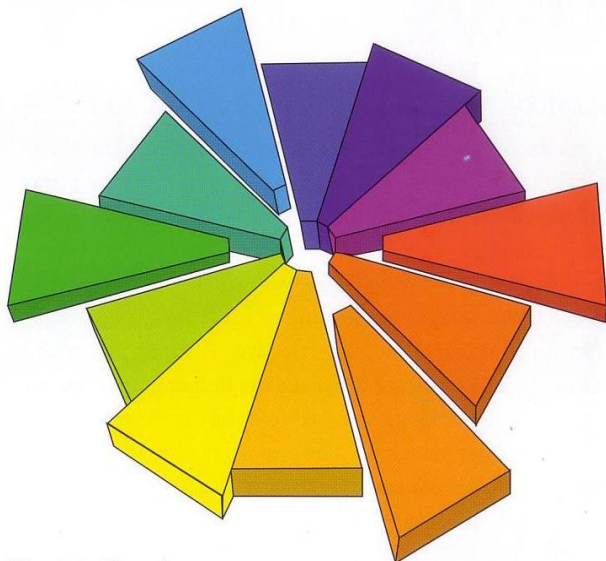
- a) **A Triadic Hue** is a scheme that uses **three hues about equally spaced around the color circle** . Red, yellow, and blue or orange, green, and violet. These are the most difficult of all the color schemes .Successful triad schemes generally employ reduced intensities of all hues or all but one hue .



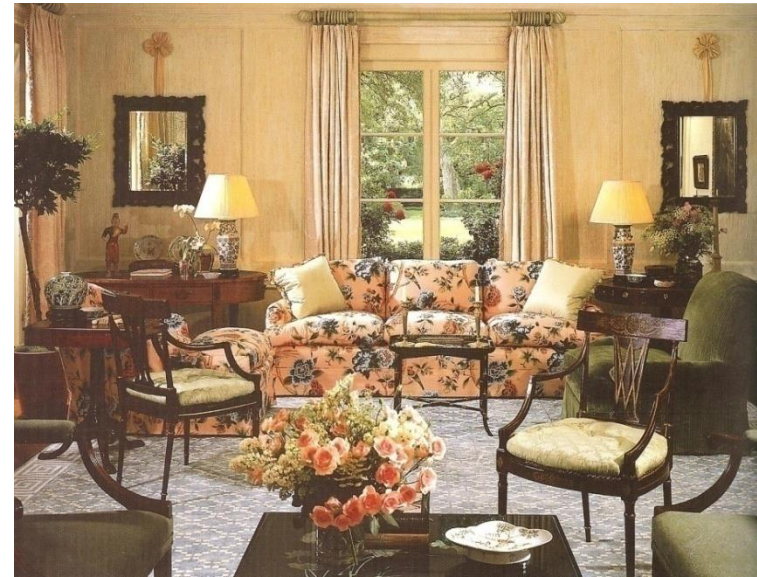
Triad color scheme

B- Contrasting Color Schemes

b) **Quadratic Hue** we could use four hues equally spaced on the hue circle.



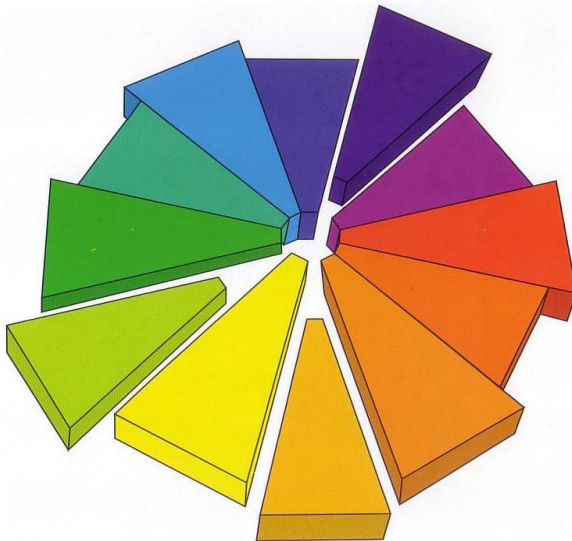
Quadratic (tetrad) color



Tetrad color scheme

B- Contrasting Color Schemes

- c) **Split-Complementary Scheme** in this scheme a **hue on one side** of the wheel is used with the **two hues that fall on either side of the directly opposite complementary**. Effective split-complementary schemes look lively and colorful.



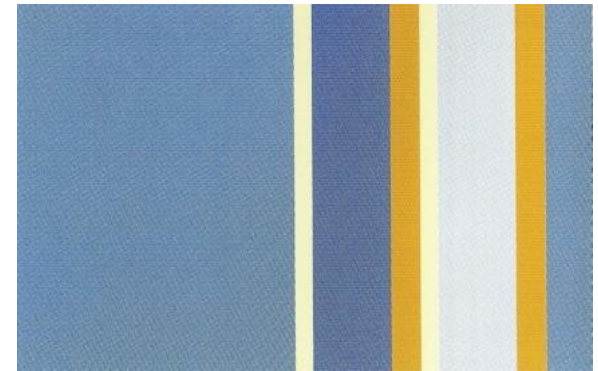
Split complementary color



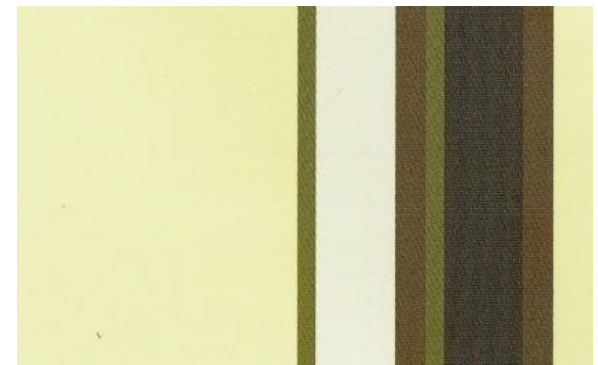
Split complementary color scheme

B- Contrasting Color Schemes

4. **Intensity Contrast** this describes the contrasting of colors **with different saturation**. Its effect is strongest when small amounts of pure color are placed as an accent between large areas of extended, muted colors. It is a good instrument for color dominance, sub dominance.
5. **Quantity Contrast** refers to the proportional relationship of colors and their interaction.



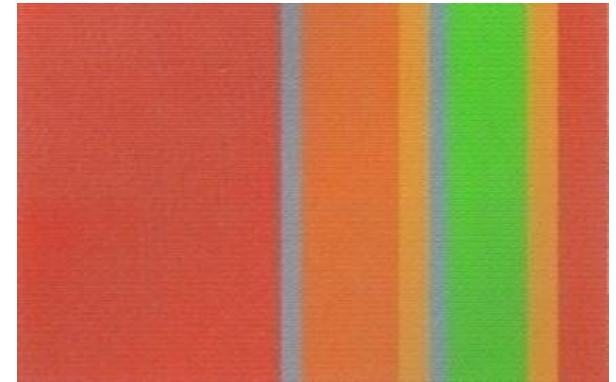
Intensity contrast



Quantity Contrast

B- Contrasting Color Schemes

7. **Flicker Contrast** it will often occur when intensive colors with the same degree of brightness or darkness are applied to a wall. It is evidence that a sensible **contrast between figure and ground** is not considered.
8. **Cool-Warm Contrast** if we take the color wheel as a reference some colors are considered cool or warm in the subjective psychological response to them. They also contain elements that suggest distance thus becoming a medium for perspective effects.



Flicker Contrast

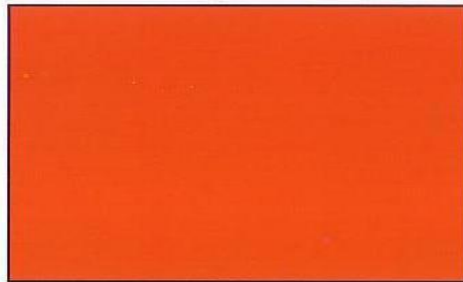


Cool-Warm Contrast

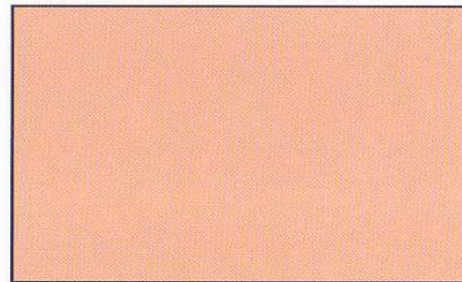


C- Triangle Schemes

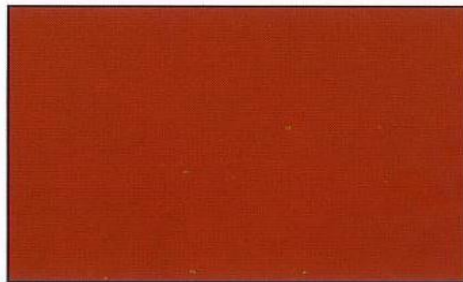
The triangle is based on the three basic elements pure color, white, and black. They combine to create the secondary forms of tint, shade, gray, and tone.



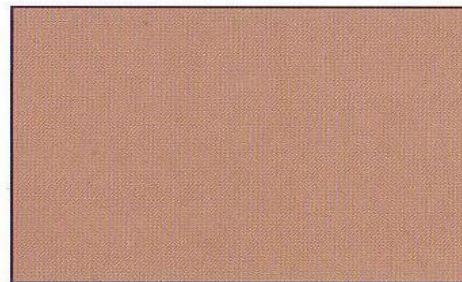
Full intensity



Tint



Shade

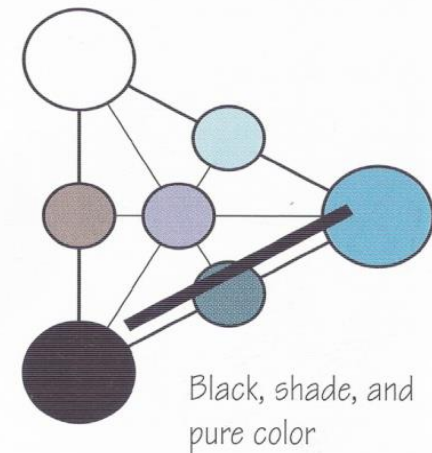
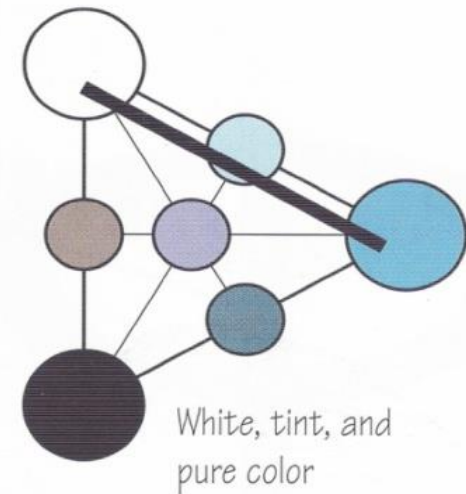
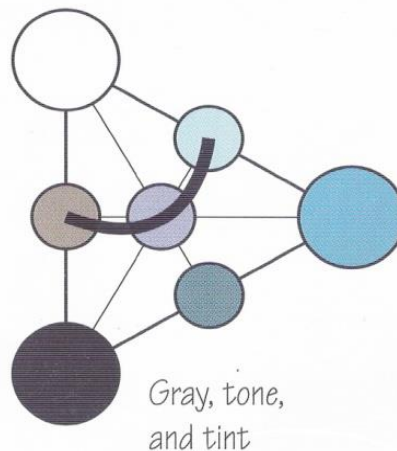
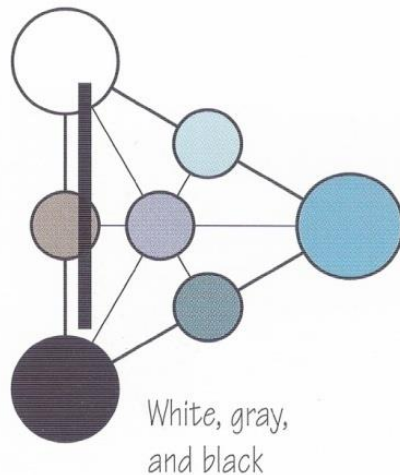


Tone

C- Triangle Schemes

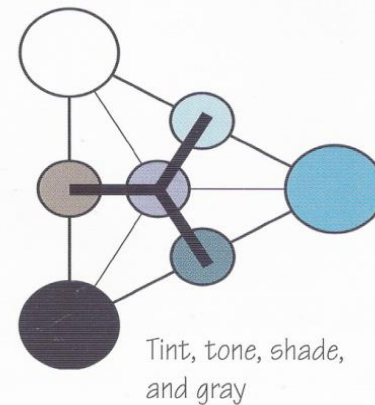
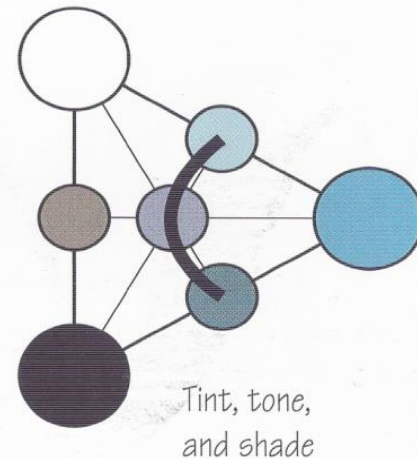
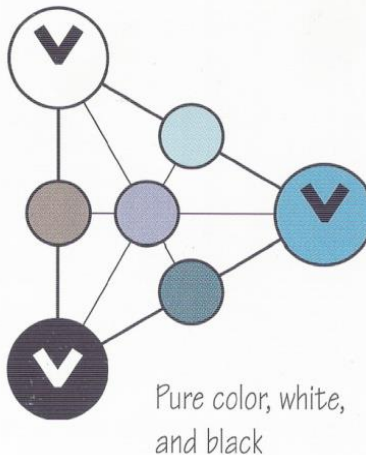
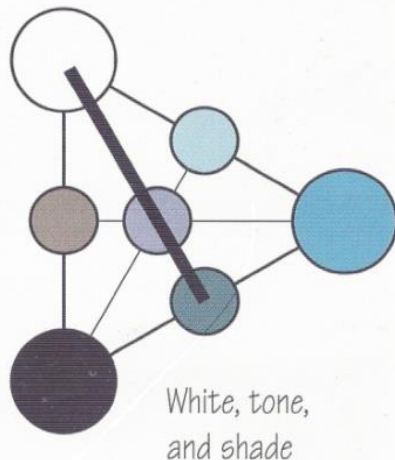
There are eight types of triangle schemes :-

1. White, tint, and pure color.
2. White, gray, and black.
3. Gray, tone, and tint.
4. Black, shade, and pure color

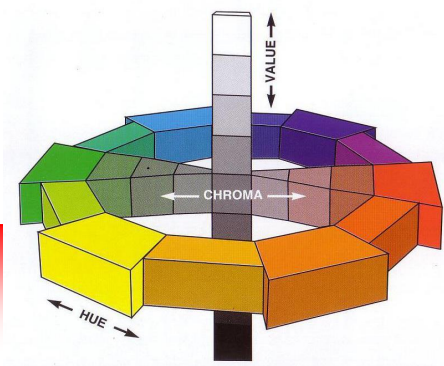


C- Triangle Schemes

- 5. Tint, tone, and shade.
- 6. White, tone, and shade.
- 7. Pure color, white, and black.
- 8. Tint, tone, shade, and gray.



Progressions Color of the Munsell solid



1. **Progression 1**, we could travel **vertically** on a path of changing **value**.
2. **Progression 2**, we could travel **horizontally** on a path of changing **chroma**.
3. **Progression 3**, we could travel **diagonally** on a path where both **value** and **chroma** change.
4. **Progression 4**, is a duplication of progression 1, where **saturation** is **constant** and **lightness changes** in an orderly fashion with the **hues**.
5. **Progression 5**, is a counterpart of progression 2, where **lightness** is **constant** and **saturation change** in an orderly fashion with the **hues**.
6. **Progression 6**, is a duplication of progression 3, where both **lightness** and **saturation change** in orderly fashion with the **hues**.
7. **Progression 7**, is a **hues change** in an orderly fashion, but both **lightness** and **saturation** are repetitive.