The Color Wheel is a chart that illustrates the relationship between colors.

Understanding these relationships helps artists make better color decisions.
The twelve colors on the Color Wheel are called HUES; some are cool and some are warm.

The three PRIMARY COLORS are mixed together in different combinations to create all the other hues: the SECONDARY and INTERMEDIATE COLORS.
**VALUE** means light and dark degrees of color.

- **TINT**: the LIGHT value, mixed with WHITE
- **SHADE**: the DARK value, mixed with BLACK
- **TONES**: the Dull value, mixed with GREY

SATURATION (brightness) is the most intense amount of a color, when nothing is mixed with it. When a hue is mixed with black, white or grey, the saturation is reduced.

Mixing complementary (opposite) colors can also reduce SATURATION.
COLOR SCHEMES
A Color Scheme is the set of colors selected for a work of art.

- NEUTRAL
- MONOCHROMATIC
- ANALOGOUS
- COMPLEMENTARY
- SPLIT-COMPLEMENTARY
- DIAD
- TRIAD
- TETRAD (DOUBLE-COMPLEMENTARY)
NEUTRAL COLOR SCHEME

When you use the 4 colors that are not hues, meaning they are not part of the Color Wheel: Black, White, Gray and Brown.
MONOCHROMATIC COLOR SCHEME
When you use only one hue from the Color Wheel.
ANALOGOUS COLOR SCHEME
When you use a group of hues that are next to each other on the Color Wheel.
COMPLEMENTARY COLOR SCHEME
When you use a pair of hues that are opposite on the Color Wheel.
SPLIT-COMPLEMENTARY COLOR SCHEME
When you use one complement, then split the opposite complement into its neighboring hues.
DIAD COLOR SCHEME
When you use two hues that are separated by one space on the Color Wheel
TRIAD COLOR SCHEME

When you use three hues that form an equilateral triangle on the Color Wheel.
TETRAD (DOUBLE-COMPLEMENTARY) COLOR SCHEME
When you use two pairs of complements (4 hues) from the Color Wheel.