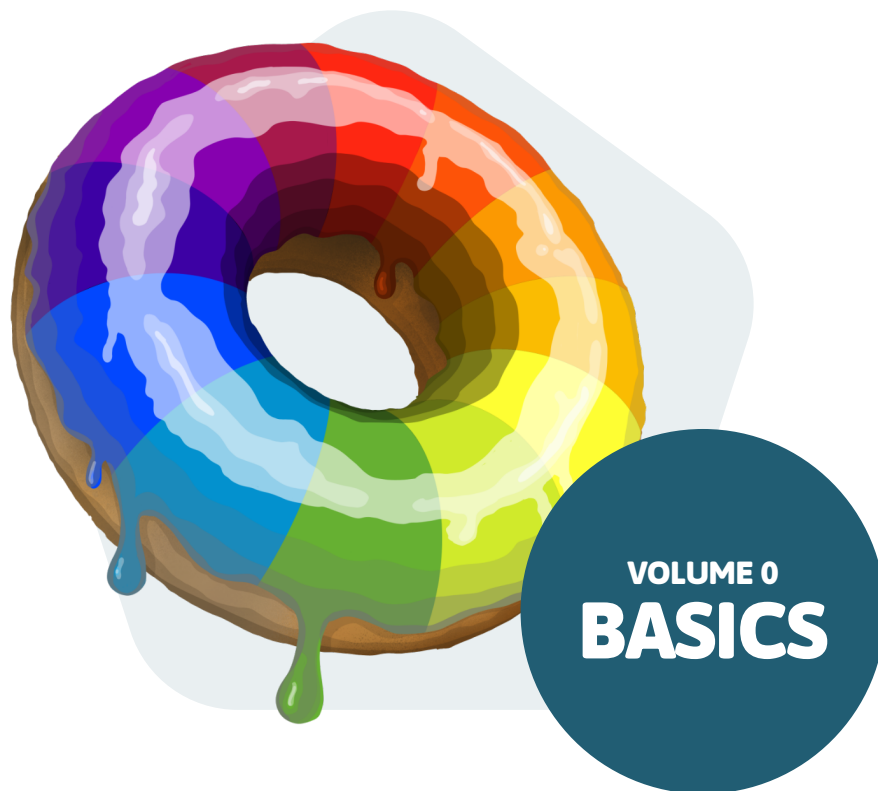


**NESSBERT**  
DRAWS

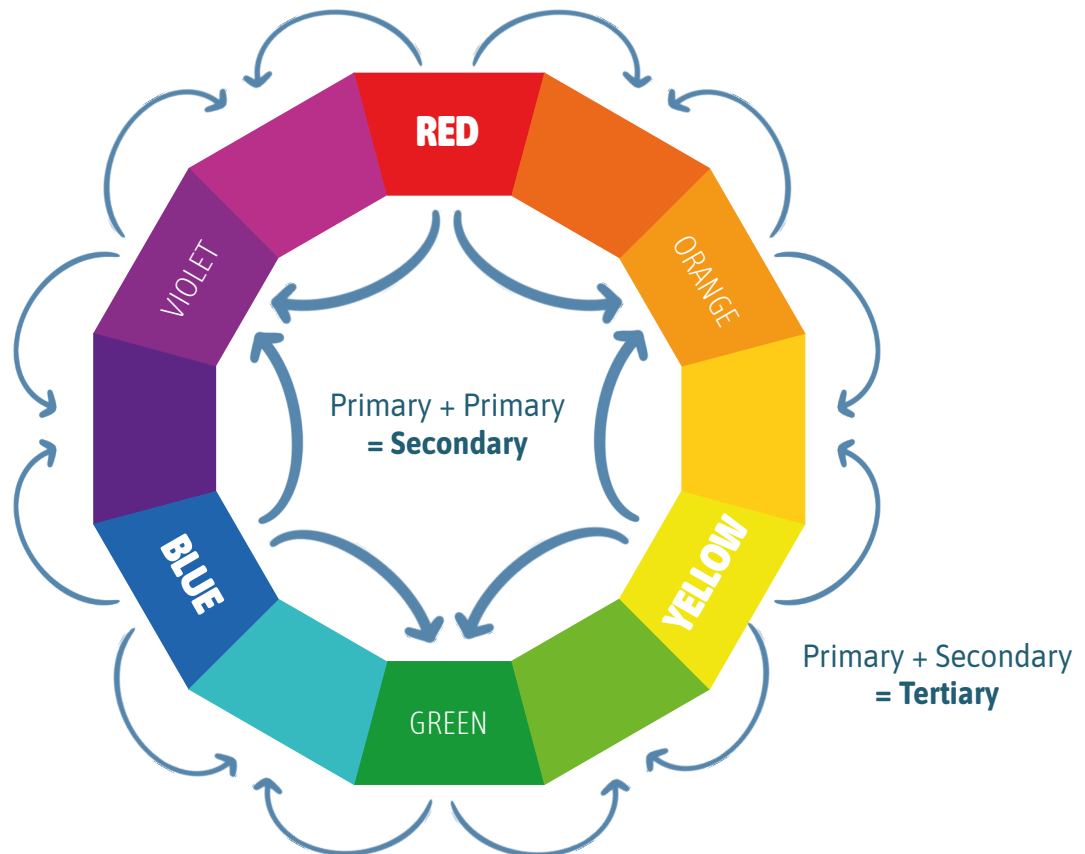
COLOR THEORY  
**PRACTICE PACKS**



Color theory helps artists and designers understand how colors work together. It shows how to combine colors, create mood, guide attention, and make an image feel balanced and visually pleasing.

## The Color Wheel

At the heart of color theory is the color wheel... a circular diagram originally developed by Sir Isaac Newton in 1666 that maps colors in relation to one another.



**Primary Colors**  
Red, Blue and Yellow  
Can't be mixed by any other  
color combination



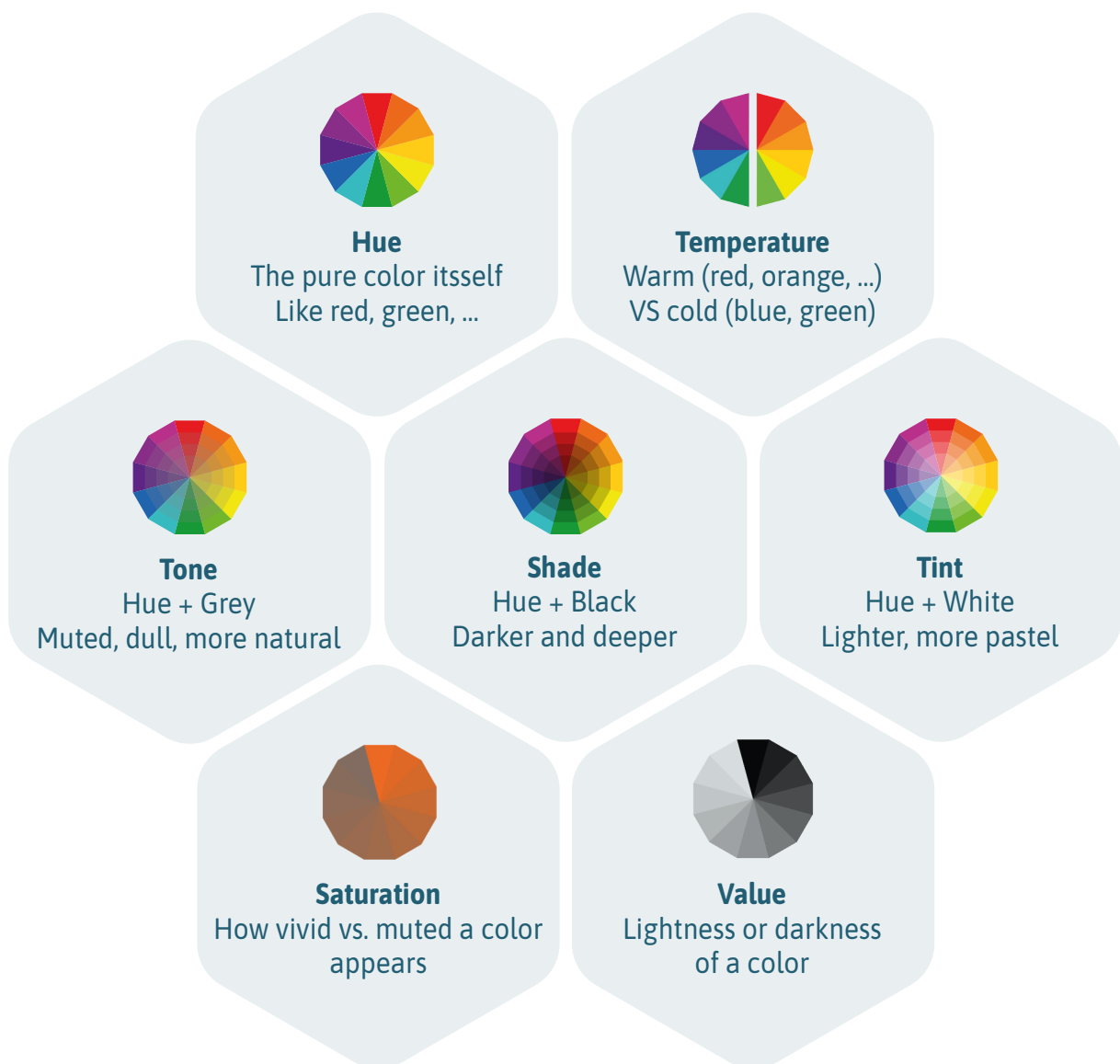
**Secondary Colors**  
Violet, Orange and Green  
are mixed by combining two  
primary colors



**Tertiary Colors**  
The six tertiary colors  
are mixed with a primary  
and a secondary color

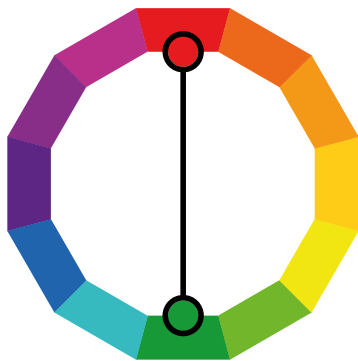
## Color Vocabulary

Before we start mixing and choosing colors, let's quickly learn the basic words artists use to describe them. Once you know these terms, color theory becomes much easier to understand.

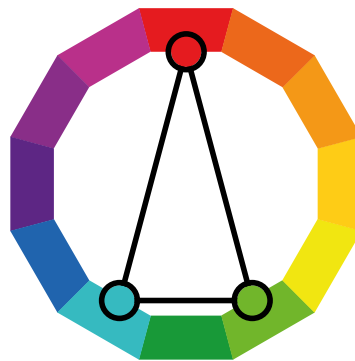


## Color Harmonies

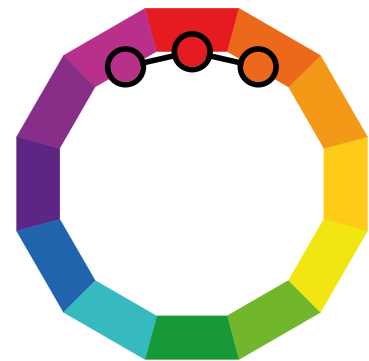
Color harmonies are color combinations that usually look balanced or pleasing together and achieve certain effects. They are based on where colors sit on the color wheel. Instead of choosing random colors, harmonies give you simple “recipes” for picking colors that work well together.



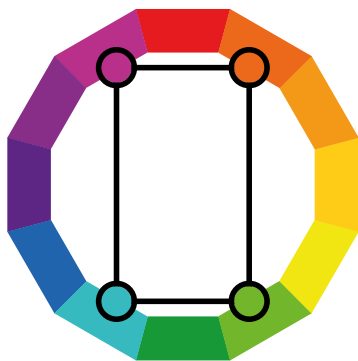
**Complementary**  
Opposite Side of the  
Color Wheel



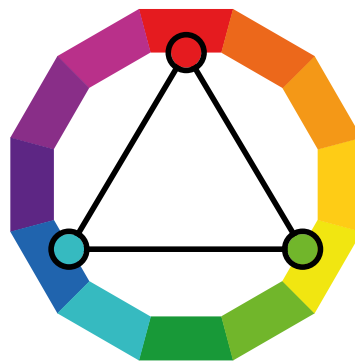
**Split-Complementary**  
Either side of the color  
on the opposite side



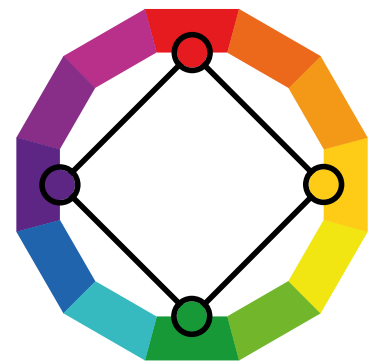
**Analogous**  
Three colors next  
to each other



**Tetradic**  
Four colors forming  
a rectangle



**Triadic**  
Three colors with  
equal distance



**Square**  
Four colors with  
equal distance

## Color Application

Color theory is not just about choosing the right colors. It is also about how you apply them. The same two colors can look soft, bold, transparent, textured, or smoothly blended depending on the method you use. These five techniques help you control how color builds up on the page.

### **Soft build-up**

Apply the color lightly at first, then slowly make it stronger with additional passes. This gives you more control and helps avoid harsh, uneven areas.

### **Layering**

Place one color over another to create depth, shadows, or richer tones. Each layer changes the color underneath, so you can build more complex results without needing many separate colors.

### **Glazing**

Add a thin, transparent layer of color over an existing color. This gently shifts the hue or temperature without covering the original layer completely.

### **Blending**

Smooth two colors into each other so the transition looks softer. This is useful for gradients, shadows, and rounded forms where you do not want a hard edge.

### **Texture strokes**

Use visible strokes instead of smoothing everything out. Short lines, dots, or directional marks can suggest surface texture, shape, or movement.

