

Color properties - introduction

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Light, texture, finish, pattern and contrast make color relative: it may appear beautiful or unattractive depending upon the color surrounding it. Velvet and satin of the same color appear different. Fur fabrics appear even darker due the deep pile and the number of shadows. Metal or smooth surfaces all reflect the light differently. Finishes and textures should be varied in the interior, although too much variety can be confusing.

The ability to evaluate surfaces, textures, and patterns comes with experience but using a small color charts and swatches is only moderately helpful in developing color plans. The purpose of a color plan is to provide a background for people. Color can improve the quality of life and meet the non-verbalized needs of the client. It should enhance the total design concept and be well balanced in hue, value and intensity. Generally, the pleasant appearance of a color is in rapport of its intensity. High-intensity colors are usually more arousing, especially when combined with strong tints. Reds and oranges are usually more arousing than blues and greens, with yellow falling somewhere between. Reds and oranges stimulate activity, excitement and desire, are useful in areas in which one wishes to promote competition, high-energy output and sexual activity. Blues and greens, which have a calming effect, are useful in areas in which affection, tenderness, sensitivity and concentration are desired. Yellow, stimulates creativity and energy and is especially useful in areas in which originality and inspiring activities are directed towards lofty goals. The more intense the color, the more likely it is to produce these effects. Keep in mind that the most appealing balance is the reflection of warmth, moderately stimulating in color and shape.