**Color Theory** **Instructions for Activity #3 – Paint Chips**

**Student Name** **Date**

**Activity #3: Using RGB Values and CMYK values to recreate pigment color**

1. Use the paint chip sample your instructor provides you.
2. Using a computer software program of your choice, create a document size 8.5” x 11”.
3. Set the color mode to CMYK.
4. Save this document to your student folder as My Paint Chip Sample.
5. Add a text object with your first and last name.
6. Draw shapes/objects that are similar to the shapes of the paint samples.
7. Fill the objects with color that are as close as possible to the paint chip sample.
8. Create text objects to label the drawing objects with their CMYK values.
9. Change the color mode to RGB.
10. Create text objects to label the drawing objects with their RGB values.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 11. Save your changes. |  | Cyan: 22 | Red: 0 |  |
|  | Magenta: 14 | Green: 14 |  |
|  |  |  |
| 12. Print your document. |  | Yellow: 21 | Blue: 112 |  |
| Ice | Black: 0 |  |  |
|  |  |  |
| 13. Staple the paint sample to the printout. |  |  |  |  |
|  |  |  |  |
| 14. Close the document. |  |  |  |  |
|  | Cyan: 52 | Red: 0 |  |
| Example: |  | Magenta: 7 | Green: 34 |  |
| Pale | Yellow: 24 | Blue: 107 |  |
|  | Black: 0 |  |  |
|  | Blue |  |  |  |



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