Colour

Colour is a powerful design element that can be used to attract attention, affect feelings and moods, or convey a message instantly.

learning objectives

Level 4

- Identify primary, secondary and tertiary colours and describe their relationships.
- Use basic colour associations while creating work.
- Select, create and apply colours using basic software techniques. (swatches, eyedroppers, color mixers)
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Interactions, engagements and activities

Colour selection activities.

Level 5

- Identify and describe colour palettes in existing work using colour harmony rules.
- Describe the three components of colour and use them describe colours in existing work. (Hue, Value, Saturation)
- Create colour palettes using colour harmony rules.
- Select and use appropriate colour space and profile option for a range of different outputs.
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Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

Level 6

- Maintain colour accuracy within and between document using industry recognised best practice.
- Identify strengths and weaknesses of different output methods in relation to colour.
- Use overprint and knockout for special printing effects.
- Use mixed ink feature to…
- Describe the effect UCR and GCR have in print production.
- Identify cultural significance of colour.
- Identify psychological effects of colour.

Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

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