



- ▶ The *Colour (Digital)* course is an introduction to how colour *works*, with a focus on its digital representation. The course proposes to introduce students to creating, fine-tuning and managing colour palettes while paying attention to how those colours reproduce across devices and in print. Touching up equally on theory and technique, the course will feature discussions followed by short exercises to familiarise students with concepts discussed. In addition to contributions to the conversations-in-class, sharing exercise-related files and a short note on colours (updated everyday, shared on Day 5) form parts considered for evaluation.

Proposed Timeline

- ↔ Day 1 (AM): Introduction to the course. Review of course-abstract, discussion of expectations and goals, infrastructure-requirements, etcetera. Setting up attendance and feedback workflows.
- ↔ Day 1 (PM): Introduction to colour-spaces and setting up documents. (Selecting colours.) RGB, HEX, CMYK, HSB+HSV, etcetera. Exercise in colour-matching.
- ↔ Day 2: Light/screen-colours. Discussion on how these colours are rendered, dealing with consistency across many devices and editing images. Exercise in using screen-friendly colours for the web.
- ↔ Day 3: Print colours. A condensed print-techniques-course with examples from the students' own immediate environments. Address CMYK and single (spot) colour processes. Exercise in analysing printed colour.
- ↔ Day 4: Exercise (basic illustration or photo-collage) in managing colours and using shareable Global Swatches.
- ↔ Day 5 (AM): Exercise continues.
- ↔ Day 5 (PM): Discussion, feedback and debriefing.