



**SIMON FRASER UNIVERSITY
SCHOOL OF ENGINEERING SCIENCE
ENSC 305/440 PROJECT PRESENTATION**

ColorAid

TEAM MEMBERS

- ARASH AHMADI
- HIN HENG CHAN
- CLARET RAMOS
- JUN KI HONG
- WILLIAM SEO

APRIL 12, 2011

INDIVIDUAL ROLES

2

- **Claret Ramos - Chief Executive Officer**
 - Project Manager
 - Color perception theory research and Component research
 - Central Processor Unit and Color Sensing Unit development and testing
 - Hardware design, implementation and testing
- **Henry Hin Heng Chan - Chief Hardware Officer**
 - Component Research
 - Central Processor Unit development and testing
 - User Interface Unit development and testing (LCD implementation)
- **Arash Ahmadi - Chief Software Officer**
 - Component Research
 - User Interface Unit development (LCD implementation)
 - Color testing

INDIVIDUAL ROLES

3

- **Wooseouk William Seo - Chief Financial Officer**
 - Central Processor Unit development and testing and Color testing.
 - Hardware implementation
 - Component Research
 - Allocation of funds
- **Jun Ki Hong - Chief Communications Officer**
 - Colorimetry and color perception theory research
 - Component Research
 - Color Sensing Unit development and testing
 - Documentation review and approval

PRESENTATION OUTLINE



4

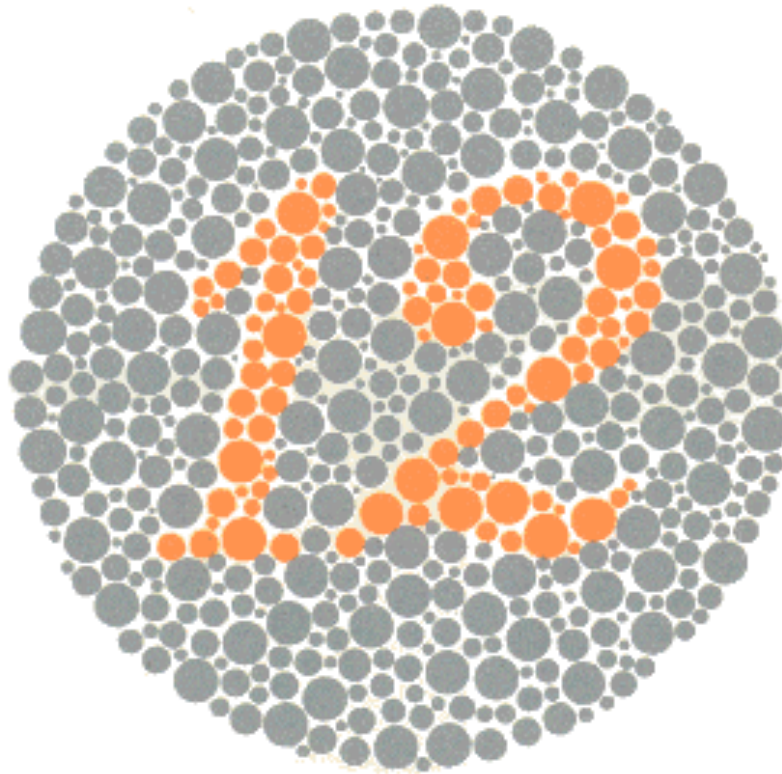
- Motivation
- Project Description
- System Overview
- High Level System Design
- Functional Specifications
- Business Approach
- Budget and Timeline
- Future Work and Conclusion
- Acknowledgement
- References
- Questions
- Demo

MOTIVATION

5

WHAT NUMBER DO YOU SEE?

6



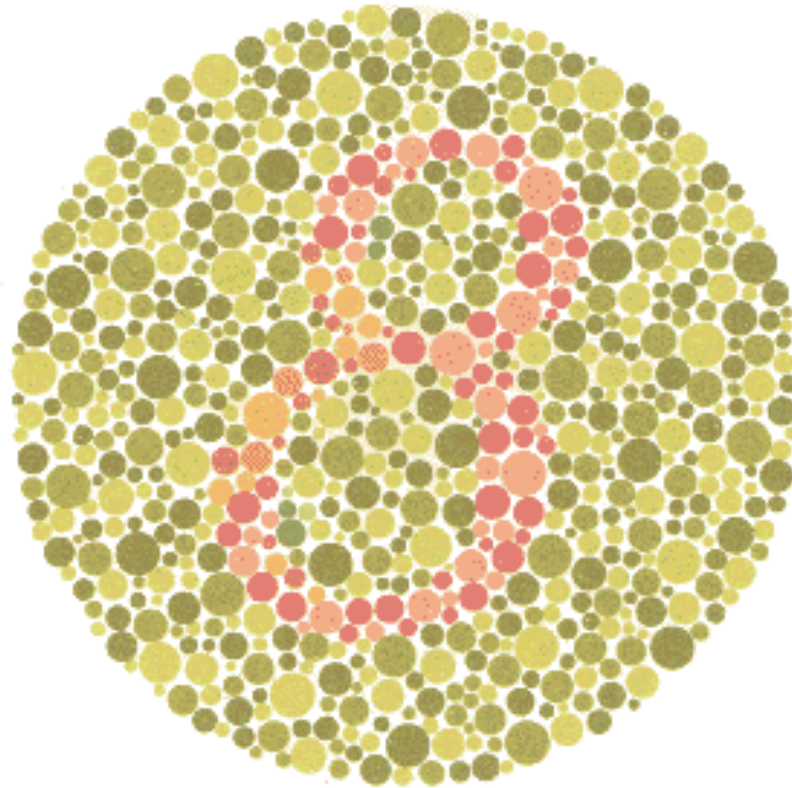
YOU SHOULD SEE NUMBER:

7



WHAT NUMBER DO YOU SEE?

8



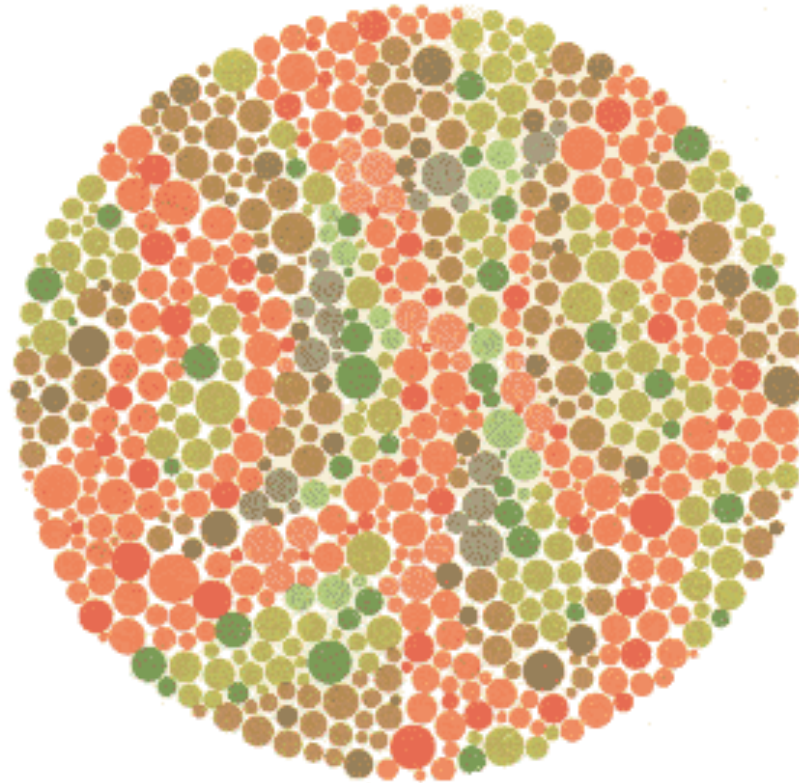
YOU SHOULD SEE NUMBER:

9



WHAT NUMBER DO YOU SEE?

10



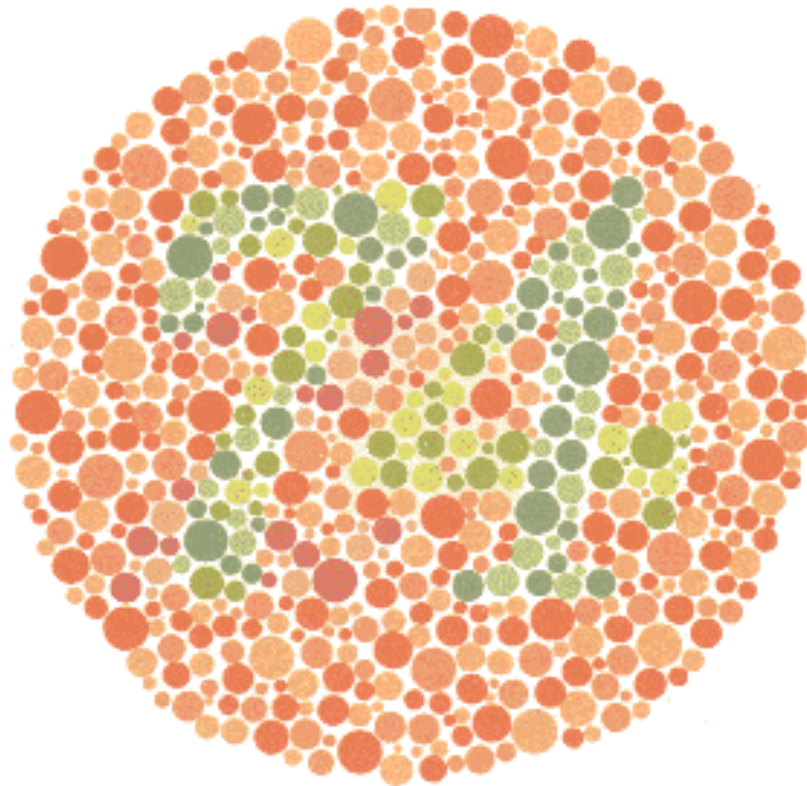
YOU SHOULD SEE NUMBER:

11



WHAT NUMBER DO YOU SEE?

12



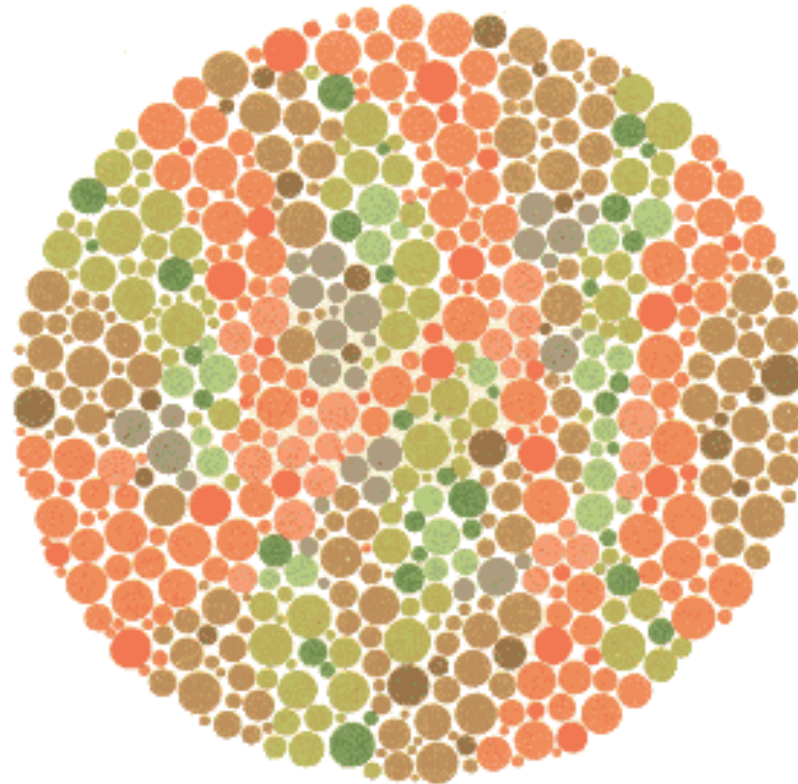
YOU SHOULD SEE NUMBER:

13



WHAT NUMBER DO YOU SEE?

14



YOU SHOULD SEE NUMBER:

15



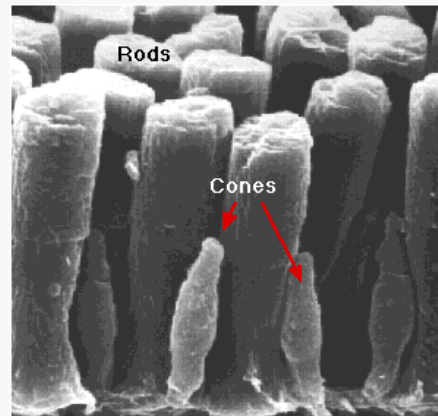
AM I COLORBLIND?

16

ABOUT COLOR VISION

17

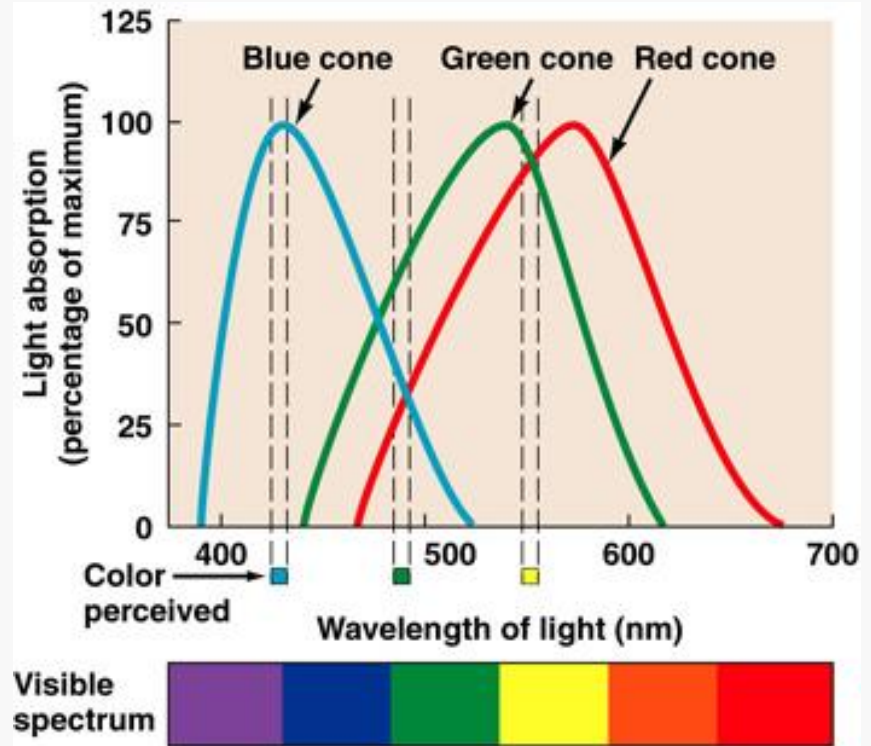
- Vision is one of the five senses humans rely on to interpret information from the environment
- The eye allows us vision through different cells called rods and cones which are located in the retina
- The rods are in charge of light perception, and they are responsible for night vision. The cones are in charge of color perception



ABOUT COLOR VISION

18

- Normally, there are three types of cones, each containing a different pigment, that reacts to one of three wavelengths of light: red, green and blue
- The brain combines the information from the three receptors to give rise to different perceptions of color

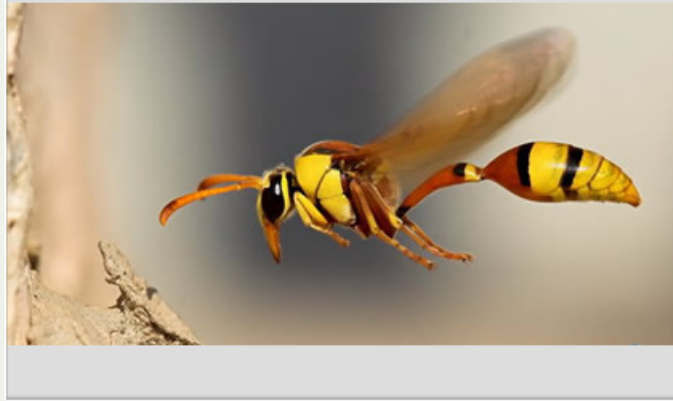


ABOUT COLOR VISION

- When at least one of these three cone receptors is defective or absent, the individual experiences color blindness
- There are different types of color deficiency. Dichromacy, trichromacy and monochromacy
- Color deficiency is most commonly caused by a genetic mutation, but it can also occur because of aging or some eye, nerve, or brain damage

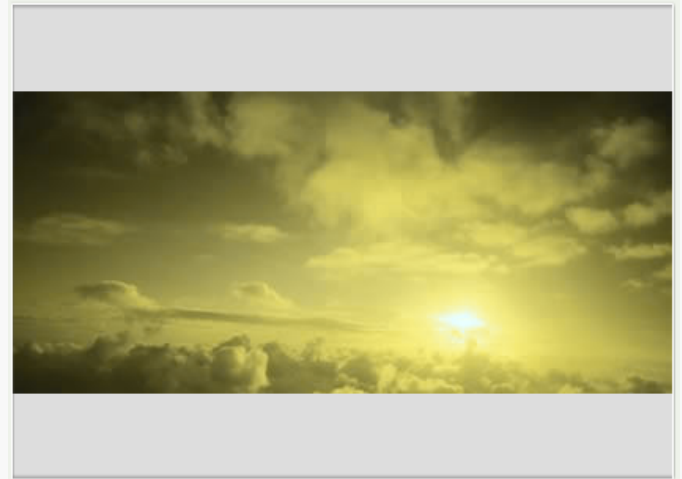
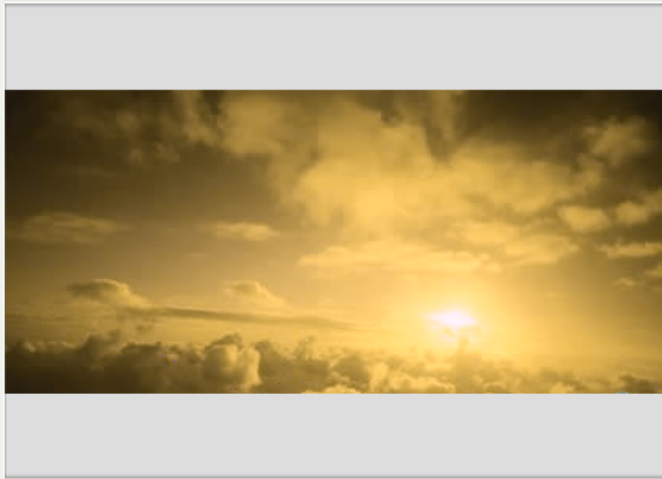
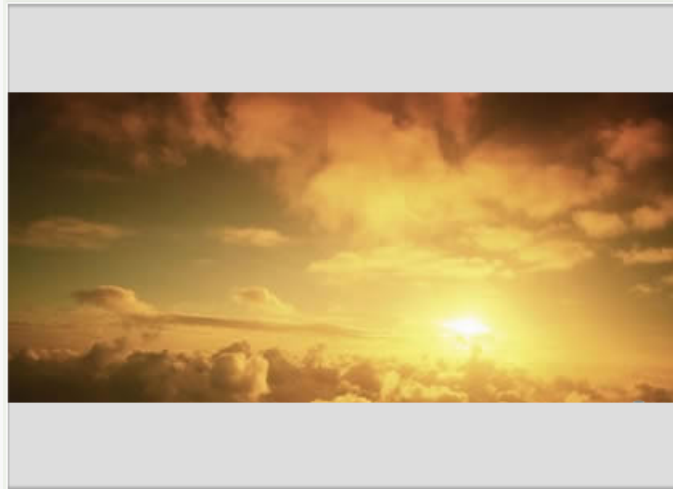
COLOR VISION DEFICIENCIES

20



COLOR VISION DEFICIENCIES

21



CHILDHOOD

22



CHILDHOOD

23



CHILDHOOD

24



CHILDHOOD

25



CHILDHOOD

26



CHALLENGES

27

- The world in which we live is not colorblind friendly.
- People with color deficiency encounter challenges on a day to day basis.



CHALLENGES

28



CHALLENGES

29



CHALLENGES

30



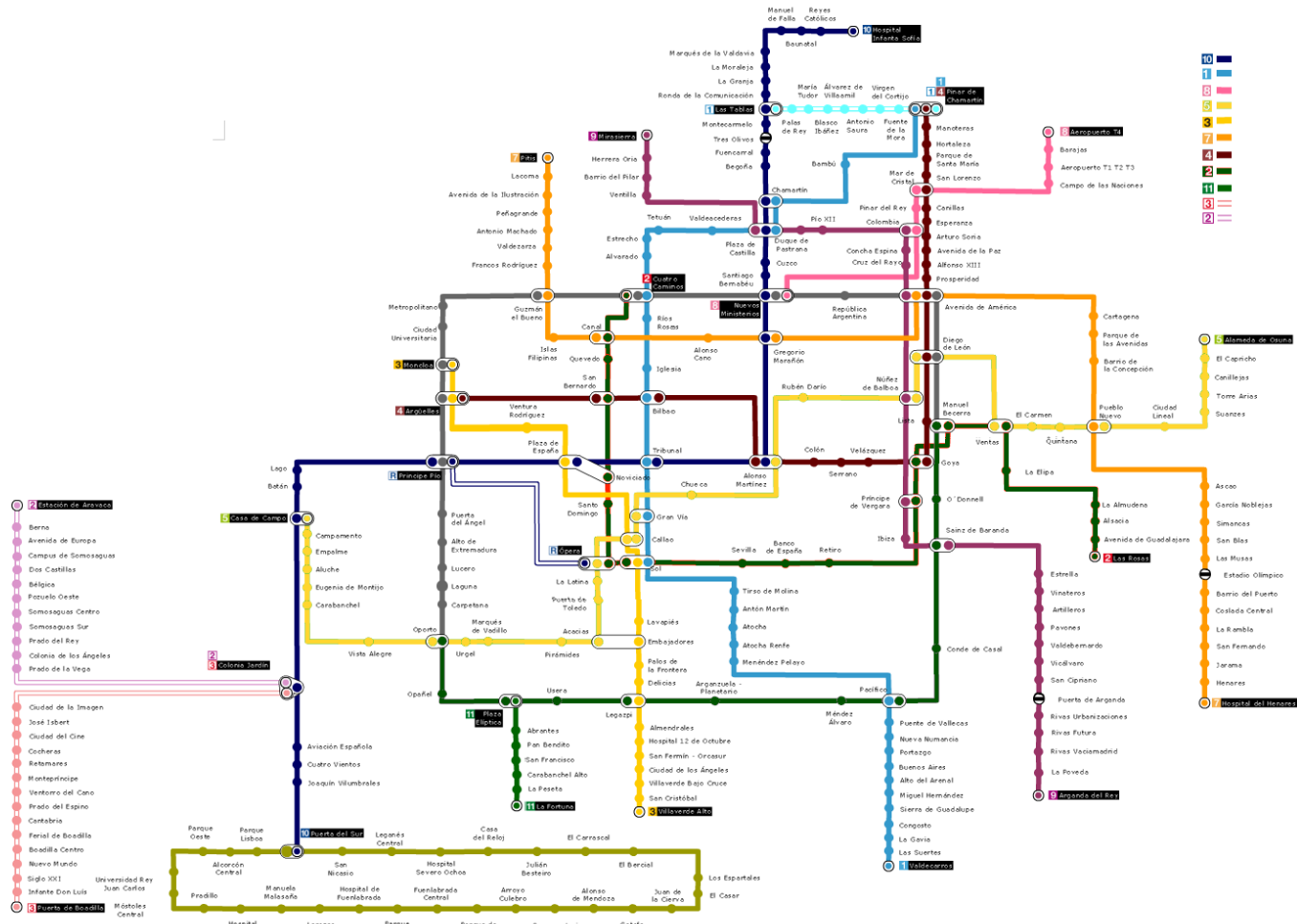
CHALLENGES

31



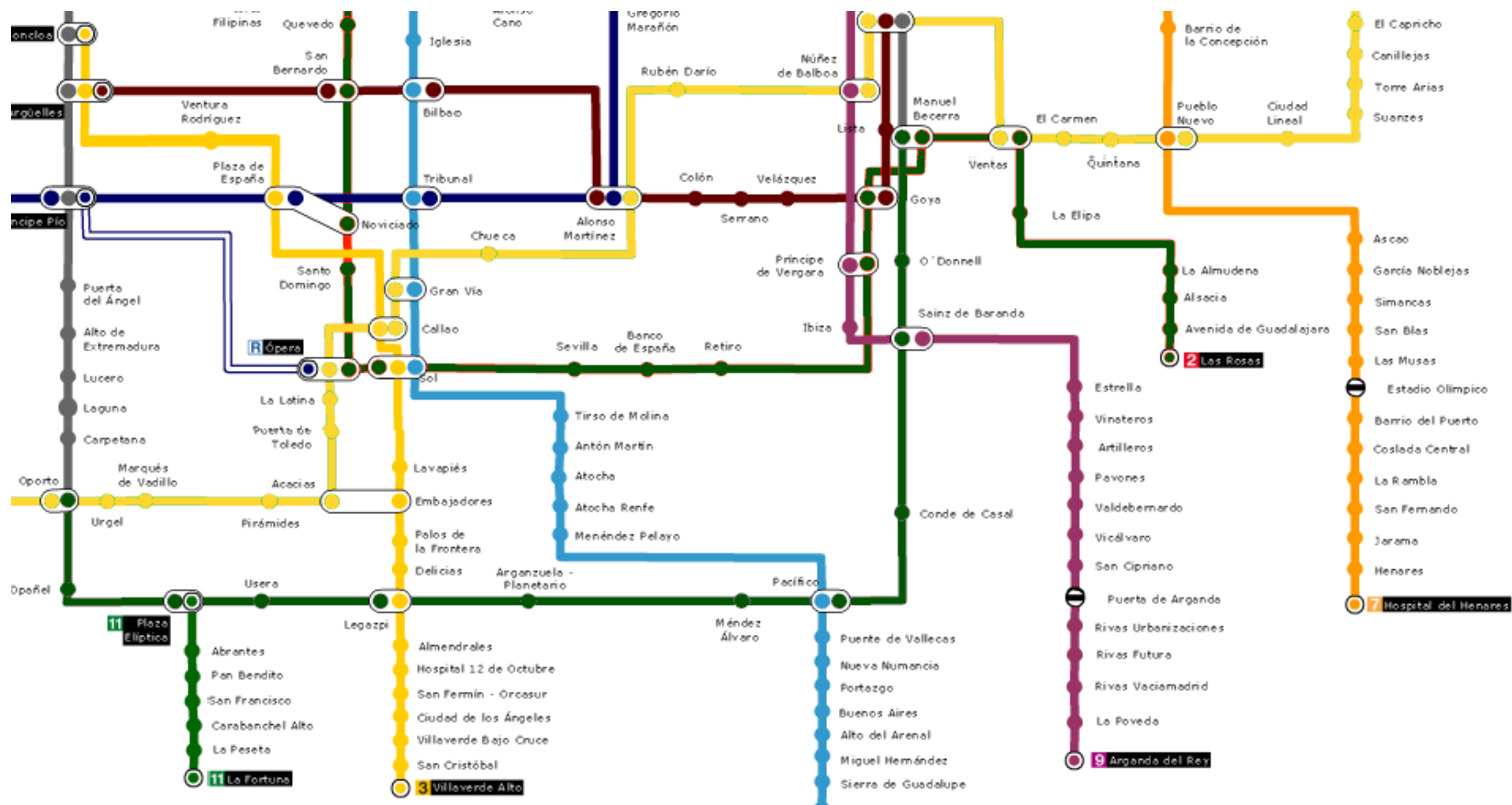
CHALLENGES

32



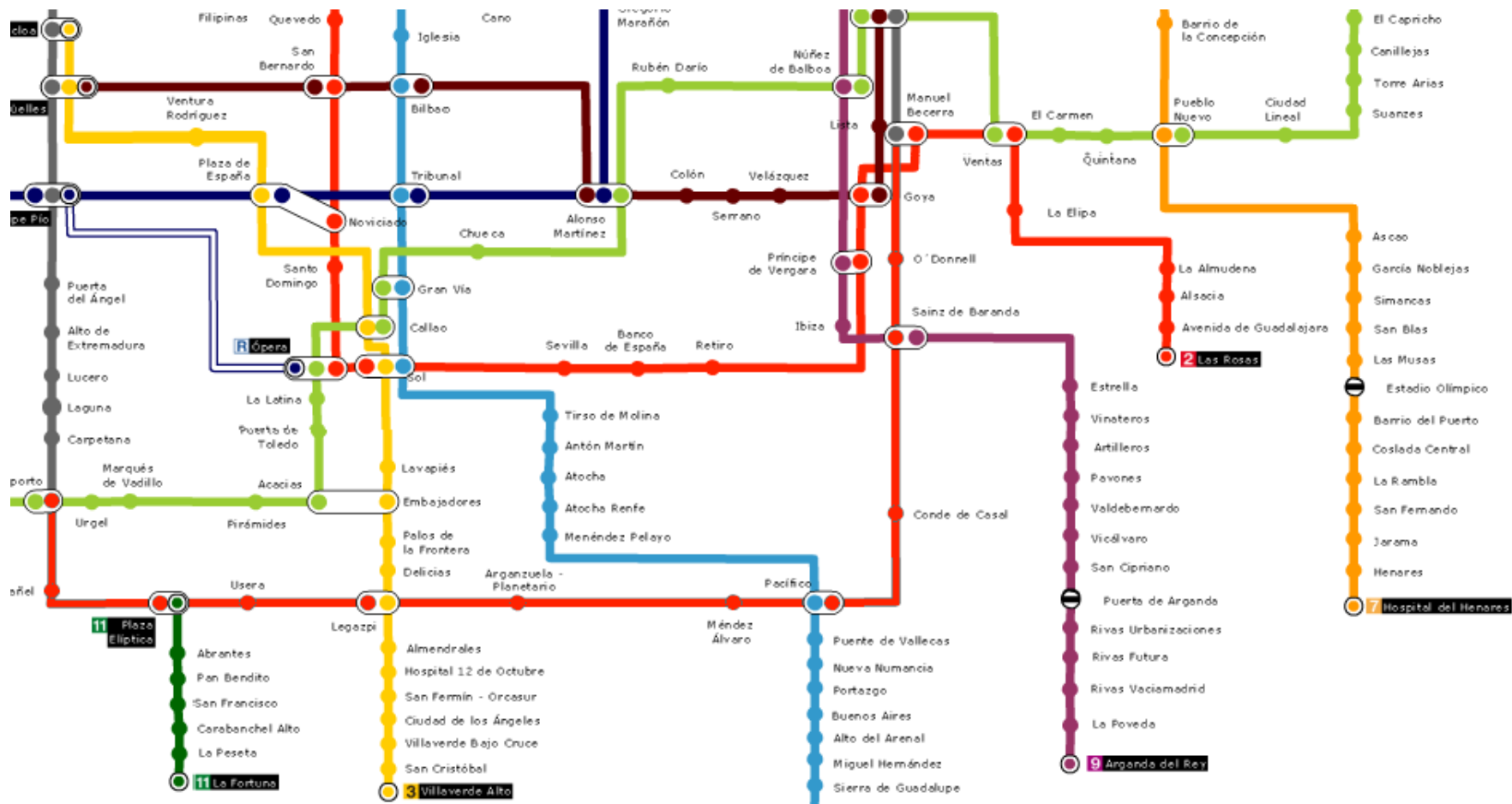
CHALLENGES

33



CHALLENGES

34

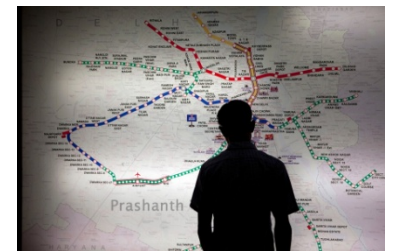


CHALLENGES



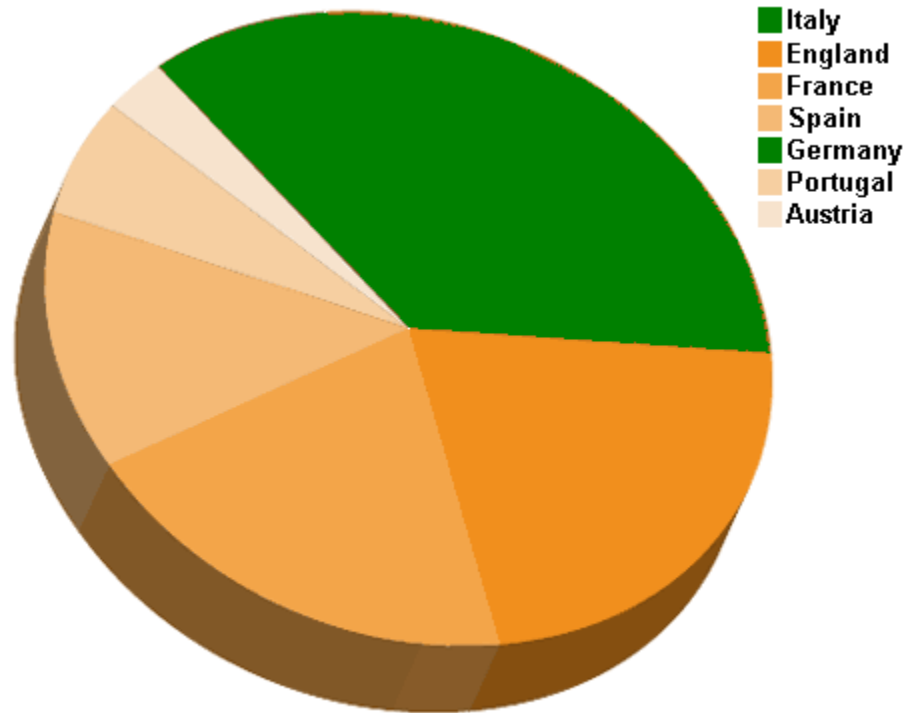
CHALLENGES

36



CHALLENGES: CHARTS

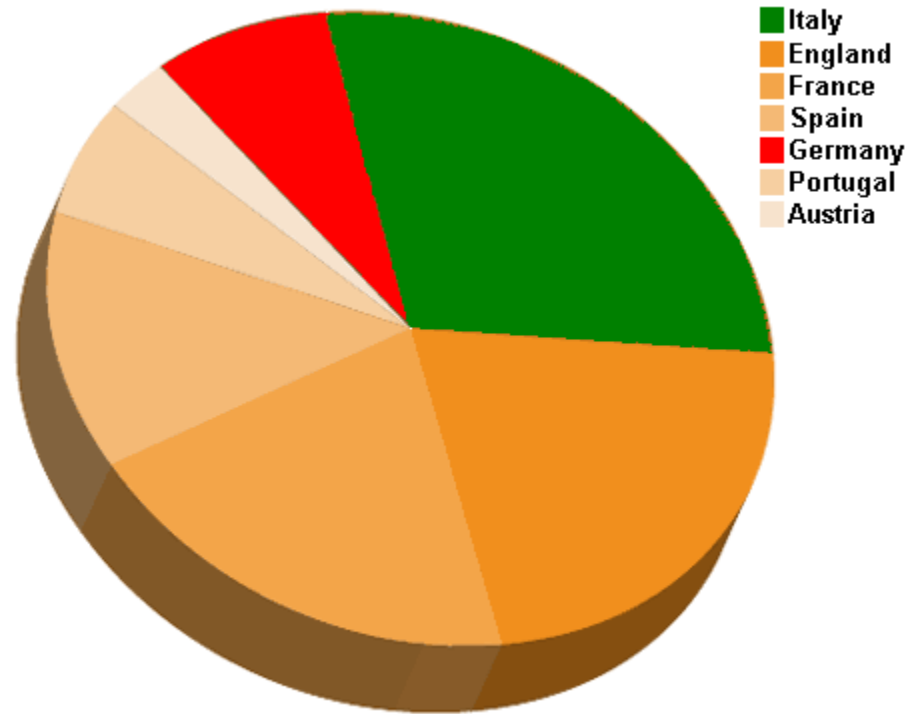
37



Percentage of People that watch Soccer in selected Countries

CHALLENGES: CHARTS

38



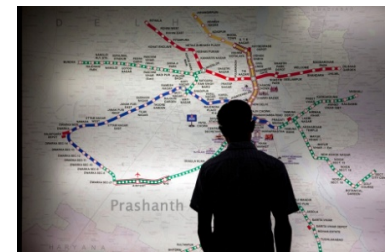
Percentage of People that watch Soccer in selected Countries

CHALLENGES

39



CHALLENGES



CHALLENGING FIELDS

41

- Pharmacy/chemistry
- Medical doctor, lab technician
- Dentistry, dental technician
- Nursing
- Film
- Photography
- Arts/painting
- Interior design
- Graphic design
- Game design
- Fashion
- Web Site Developers and Designers (color scheme)
- Teacher (color related tasks)
- Architect
- Atmospheric scientists
- Geological engineers, geoscientist.
- Army, fighter pilot, infantry, special forces, artillery, jobs that not involve combat arms
- Truck, taxi drivers
- Jewels

SOLUTION TO THIS PROBLEM

42

- Given this problem, Alnair Innovations has taken the steps needed to aid the individuals with color vision deficiency by developing a device called **ColorAid**.

COLORAID

- *ColorAid* is a portable device to aid with color recognition.
- It uses high sensitivity color sensor with filter-coated photodiodes to sample the reflected light from objects.
- The data is analyzed and converted into digital RGB readings.
- Through an LCD screen the user can view the name of the color sampled, the RGB, and color match.

COLORAID

- **ColorAid** is an excellent tool that can help not only people suffering from a genetic color deficiency, but also individuals that have lost some color perception due to the aging process or damage.
- Given the versatility of **ColorAid**, it can be taken anywhere, and it is designed to be used in daily activities not only by adults but by children, parents and teachers.
- **ColorAid** will help people to face life with more confidence, assisting them in their daily tasks, and not only giving them assurance of what they see, but also allowing them to live an independent life with accurate knowledge of the colors that surround them.

WITH COLORAID

45

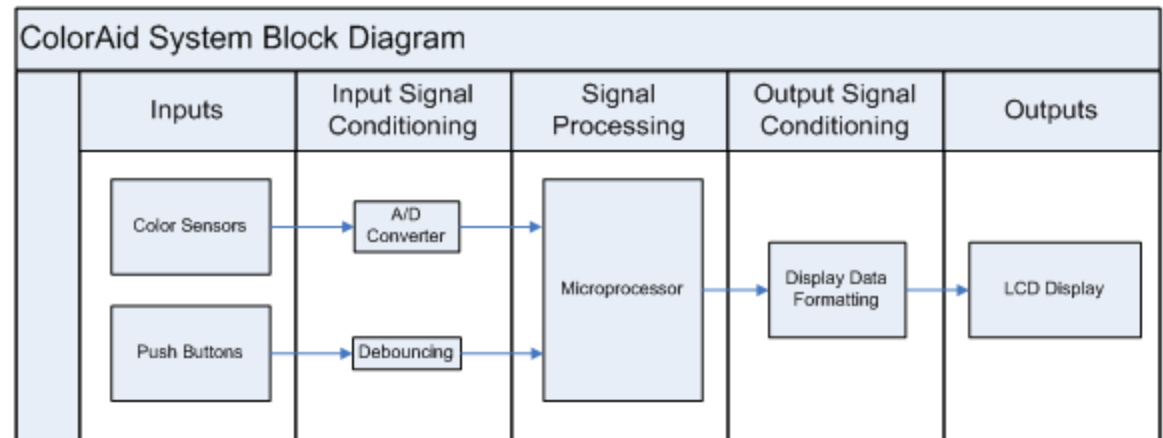


System Block Diagram

Inputs: Color Sensor (ADJD-S311), User Push Buttons

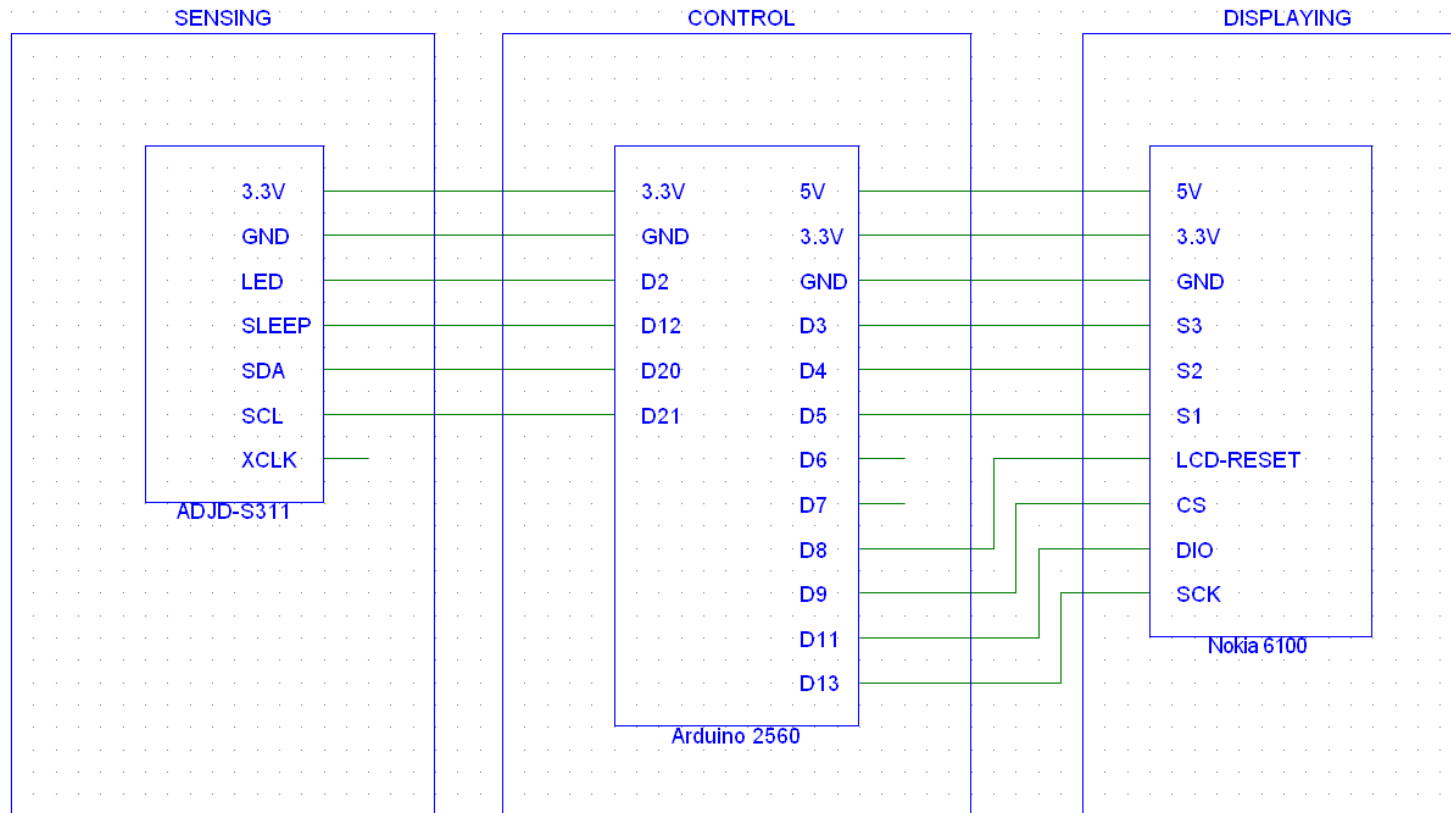
MCU: Arduino Mega 2560 (ATMega2560)

Output: LCD display (Nokia 6100)



CONNECTION LAYOUT

47

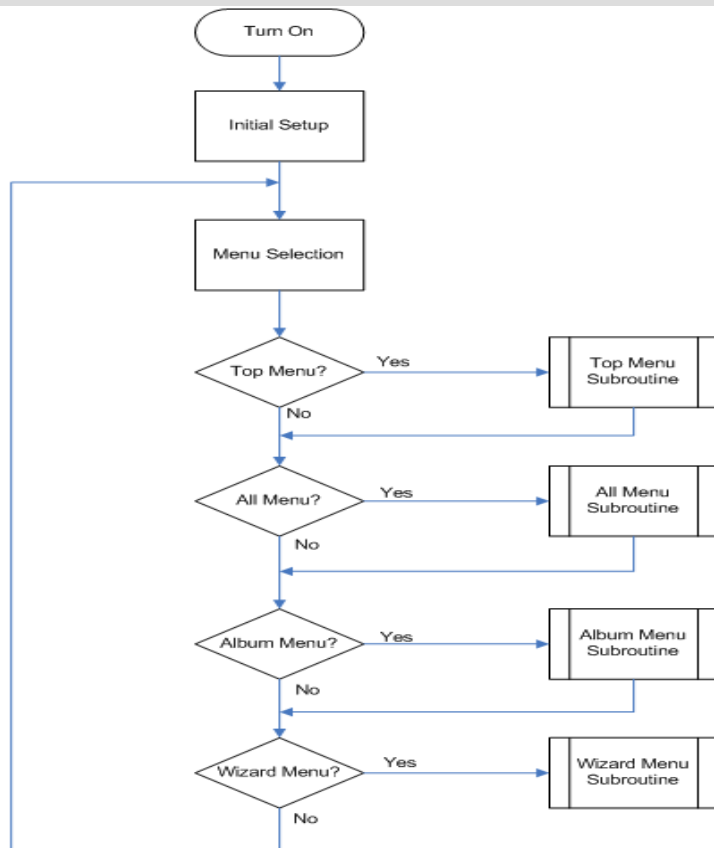


- Pin Layout of Sensor to MCU, Display unit to MCU

TOP-LAYER PROGRAM OVERVIEW

48

Flow Chart



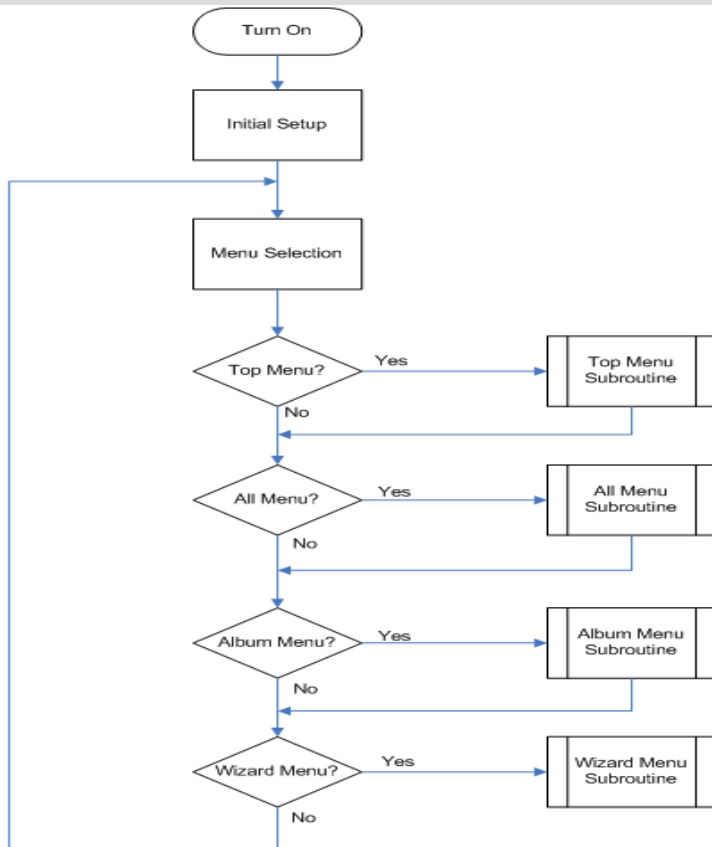
Pseudo-Code

1. Turn on ColourAid

TOP-LAYER PROGRAM OVERVIEW

49

Flow Chart



Pseudo-Code

1. Turn on ColourAid
2. Initial setup

TOP-LAYER PROGRAM OVERVIEW

50

Flow Chart



Pseudo-Code

1. Turn on ColourAid
2. Initial setup
- 3. Main Menu selection**

TOP-LAYER PROGRAM OVERVIEW

51

Flow Chart



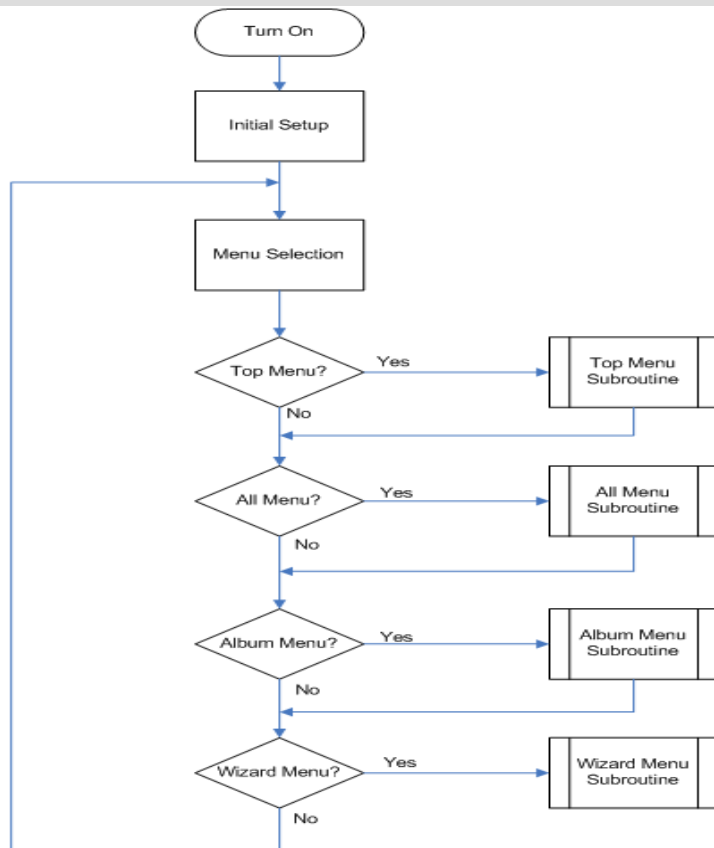
Pseudo-Code

1. Turn on ColourAid
2. Initial setup
3. Main Menu selection
- 4. Repeat**
 - 4.1. Check Sub-Menu flag
 - 4.2 . Go to Sub-Menu subroutine
 - 4.3. return back to Main Menu

TOP-LAYER PROGRAM OVERVIEW

52

Flow Chart



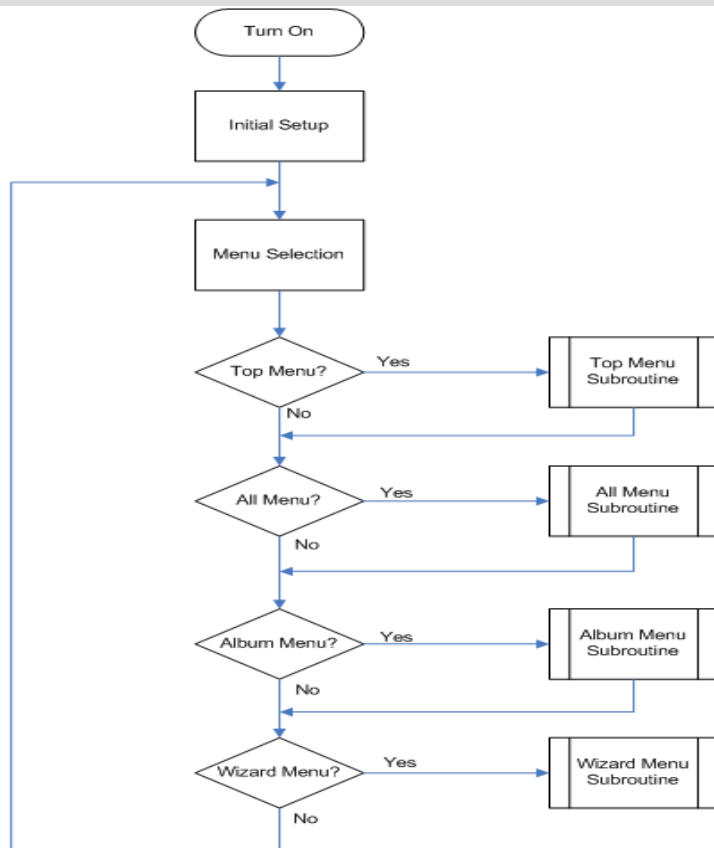
Pseudo-Code

1. Turn on ColourAid
2. Initial setup
3. Main Menu selection
4. Repeat
 - 4.1. Check Sub-Menu flag
 - 4.2 . Go to Sub-Menu subroutine
 - 4.3. return back to Main Menu
- 5. Turn off ColourAid**

TOP-LAYER PROGRAM OVERVIEW

53

Flow Chart



Pseudo-Code

1. Turn on ColourAid
2. Initial setup
3. Main Menu selection
4. Repeat
 - 4.1. Check Sub-Menu flag
 - 4.2. Go to Sub-Menu subroutine
 - 4.3. return back to Main Menu
5. Turn off ColourAid
6. **STOP**

MICRO CONTROLLER UNIT

54

Functional Requirement

Arduino Mega 2560

R64, R65, R66, R67: Enough
In/out Ports to receive data
from sensor and sends
information to display unit

MICRO CONTROLLER UNIT

55

Functional Requirement

R64, R65, R66, R67: Enough In/out Ports to receive data from sensor and sends information to display unit

Arduino Mega 2560

- MCU: ATMega2560
- 16MHz clock
- TWI communication
- 52 digital in/out ports

MICRO CONTROLLER UNIT

56

Functional Requirement

R64, R65, R66, R67: Enough In/out Ports to receive data from sensor and sends information to display unit

R68: Configure Menu Selection

R69: Enough memory space to save color data and display color value

Arduino Mega 2560

- MCU: ATMega2560
- 16MHz clock
- TWI communication
- 52 digital in/out ports

MICRO CONTROLLER UNIT

57

Functional Requirement

R64, R65, R66, R67: Enough In/out Ports to receive data from sensor and sends information to display unit

R68: Configure Menu Selection

R69: Enough memory space to save color data and display color value

Arduino Mega 2560

- MCU: ATMega2560
- 16MHz clock
- TWI communication
- 52 digital in/out ports
- SRAM 8KB, EEPROM 4KB
- Flash Memory 256KB

MICRO CONTROLLER UNIT

58

Functional Requirement

R64, R65, R66, R67: Enough In/out Ports to receive data from sensor and sends information to display unit

R68: Configure Menu Selection

R69: Enough memory space to save color data and display color value

R70: must be powered up by 9V battery

Arduino Mega 2560

- MCU: ATMega2560
- 16MHz clock
- TWI communication
- 52 digital in/out ports
- SRAM 8KB, EEPROM 4KB
- Flash Memory 256KB

MICRO CONTROLLER UNIT

59

Functional Requirement

R64, R65, R66, R67: Enough In/out Ports to receive data from sensor and sends information to display unit

R68: Configure Menu Selection

R69: Enough memory space to save color data and display color value

R70: must be powered up by 9V battery

Arduino Mega 2560

- MCU: ATMega2560
- 16MHz clock
- TWI communication
- 52 digital in/out ports
- SRAM 8KB, EEPROM 4KB
- Flash Memory 256KB
- Powered up by 7~12V DC

WHY ARDUINO?

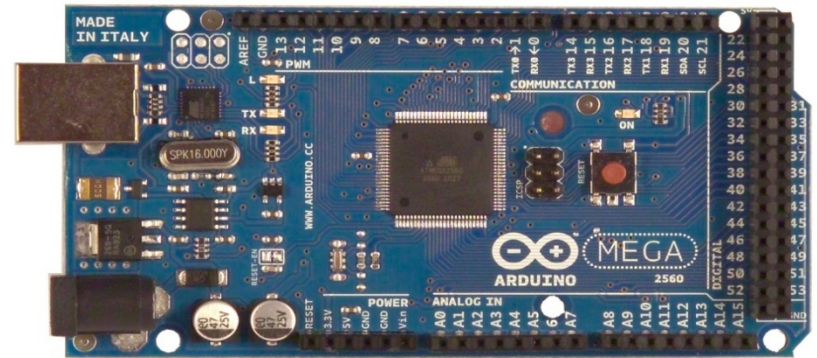
60

Microcontroller Manufacture

- Freescale
- Intel
- Atmel
- PIC
- Texas Instruments
- Toshiba

Strong Features

- Provide open source software, No need to pay license fee
- C/C++ compatible
- Cheap Price



ARDUINO SOFTWARE CODE SAMPLE

61

```
void setup()
{
    Serial.begin(9600);
    // Initialize Sensor Unit
    Wire.begin();
    pinMode(ModeSensorLED, OUTPUT);
    powerOnReset();
    delay(10);
    initGainReg();
    // Initialize LCD
    ioinit(); //Initialize ARM I/O
    LCDInit(); //Initialize the LCD
    //---c
    LCDContrast(44);
    LCDClear(BLACK);
    LCDPrintLogo();

    // Determine if color is masked to be display or not
    for ( int i = 0; i < 12; i += 4 )
    {
        // see if the color is masked. If it is, display it
        if ( EEPROM.read(i) == 1 )
        {
            color_mask_location[j] = i; //keep track of where color is masked
            album_data++; // increment the counter by 1 to get next color

            ColorTable(EEPROM.read(i+1), EEPROM.read(i+2), EEPROM.read(i+3));
            color_name[j] = colorName;

            j++;
        }
    }

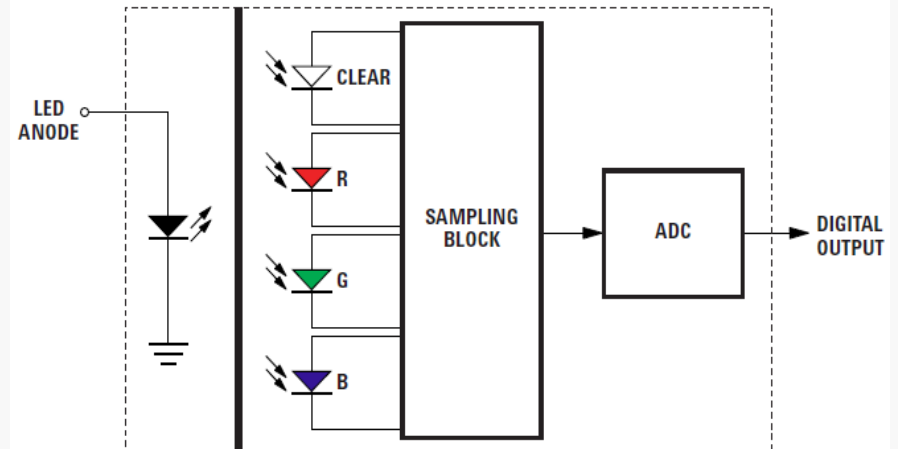
    delay(2000); //delay 2 second
    LCDClear(BLACK);
    DrawMainPage(top_menu_count); // display initial menu
}
```



COLOR SENSING UNIT

62

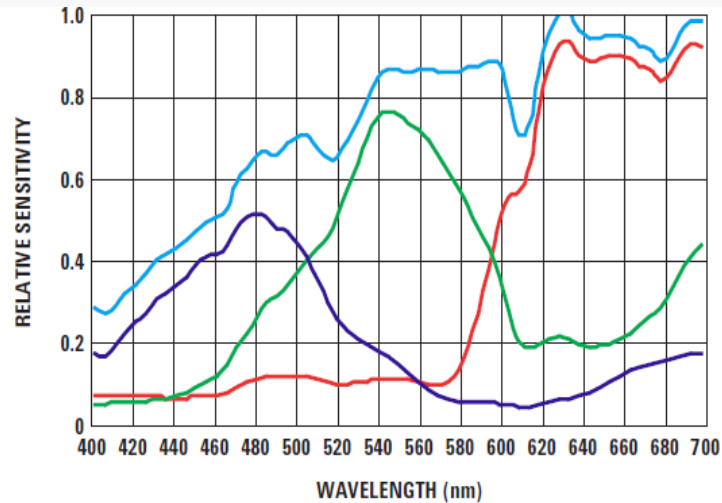
- The color sensing unit is responsible for the actual color detection. The main component of this portion of the device is Avago's ADJD-S311-CR999 RGB digital color sensor module.
- This device operates via reflective color sensing, which means that the color sensor will detect the light reflected from the surface of the object sampled in order to recognize the color.
- Each channel has 10 bit resolution



COLOR SENSING UNIT

63

Parameter	Symbol	Conditions	RGBC	Minimum Sensitivity	Maximum Sensitivity	Unit
Irradiance Responsivity	Re	$\lambda_p = 460 \text{ nm}$	R	152	3796	LSB/(mW cm ⁻²)
		$\lambda_p = 542 \text{ nm}$	G	178	4725	
		$\lambda_p = 645 \text{ nm}$	B	254	6288	
		$\lambda_p = 645 \text{ nm}$	C	264	6590	



Spectral response when the gains for all the color channels are set equal

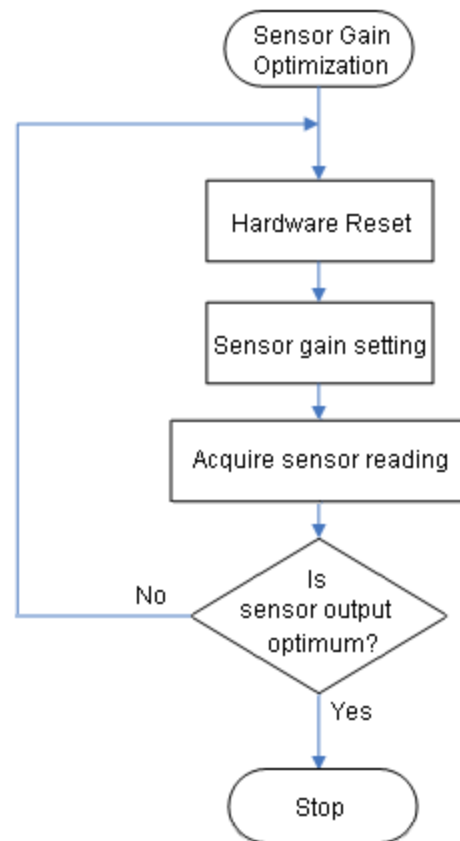
- ADJD-S311-CR999 color sensor module operates with 2-wire serial communication, which allows the chip to interface with the central processing unit.
- In order to set the gain of each channel, the module provides two independent gain parameters that can be adjusted: number of capacitor and integration time.
 - The higher the number of capacitor, the lower the sensitivity.
 - Low integration times corresponds to low time to sense, as longer time will result more photons to be sensed

CALIBRATION

65

- In the development of the project, we experimented with three types of calibration sources:
 - White LED (6500K color temperature)
 - Halogen light source (6500K color temperature)
 - White paper
- We obtained better results using white paper calibration as indicated in the datasheet of the Color Sensor.
 - One time calibration for the values of capacitors with white paper
 - Calibration for integration time is performed every time a color is sampled

Sensor Gain Optimization Procedure



USER INTERFACE UNIT

67

- The user interface unit consists of a color LCD, three push-buttons and a power switch.
- The power switch is used to turn the unit on or off.
- The color LCD displays the menu
 - Sampling the color of an object
 - Storing the color obtained
 - Accessing saved colors
 - Color matching feature
 - Battery meter
- The three push-buttons are the following: “OK” button, “MODE” button, and “BACK” button.

USER INTERFACE UNIT



FUNCTIONAL SPECIFICATIONS

69

- **Physical Requirements**
 - Dimensions: 15 cm x 9 cm x 3.5 cm
 - Weight: 300g
- **Electrical Requirements**
 - Battery: 9V
- **Usability Requirements**
 - Area to be sampled: 1 cm x 1 cm
- **Reliability Test**
 - 7 hours

BUSINESS ASPECTS

70

- Who needs *ColorAid*?
- Competition?
- Comparison

WHO NEEDS *COLORAID*?

71

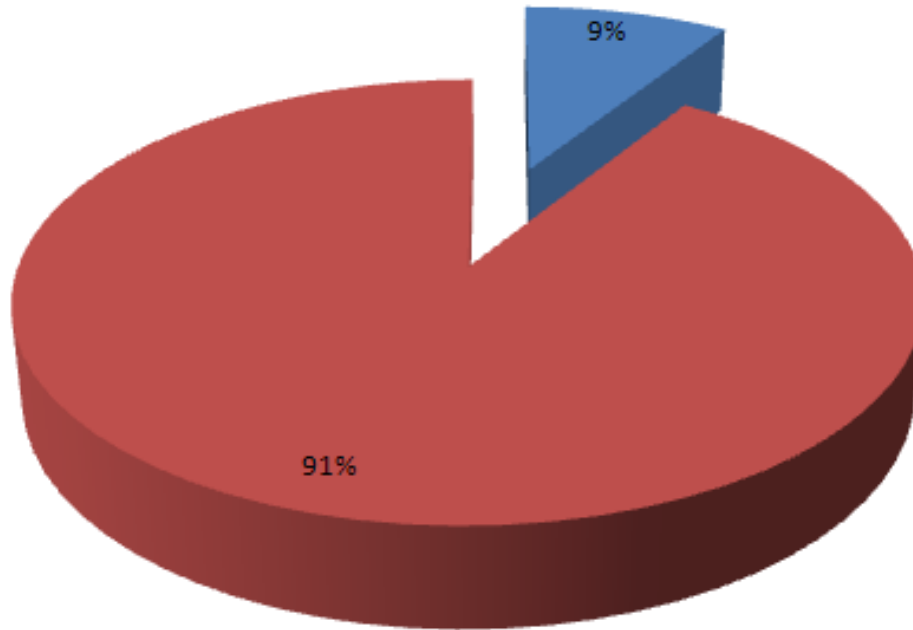
- Color Deficiency
- Those who have increasing difficulty of recognizing color from aging
- Those who need precise values for color

NORTH AMERICA COLOR DEFICIENCY RATIO

72

North American Color Deficiency Ratio

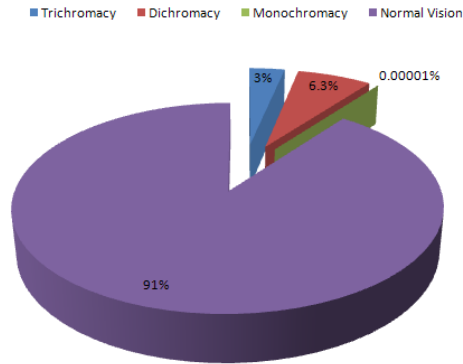
■ Male Red-Green (overall) ■ Normal Vision



COLOR DEFICIENCY IN NORTH AMERICA: POPULATION

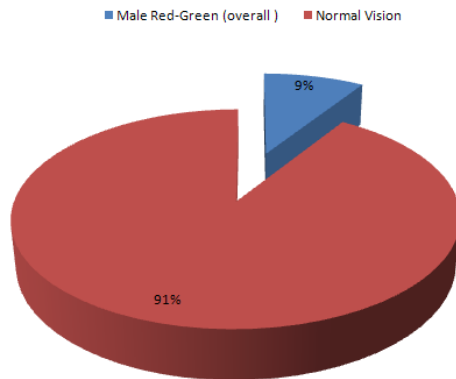
73

North American Color Deficiency Ratio



Type of Color Deficiency	Population	Percentage (%)
Red-Green (overall)		9
Normal Vision		91

North American Color Deficiency Ratio

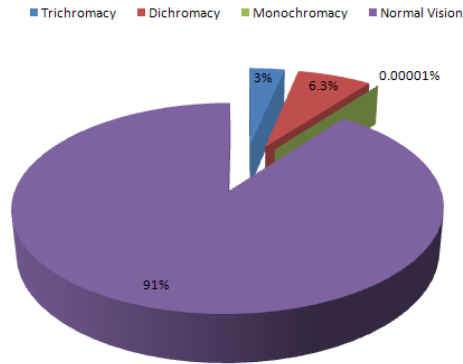


* The numbers in the table above are approximations to actual numbers, as of 2008.

COLOR DEFICIENCY IN NORTH AMERICA: POPULATION

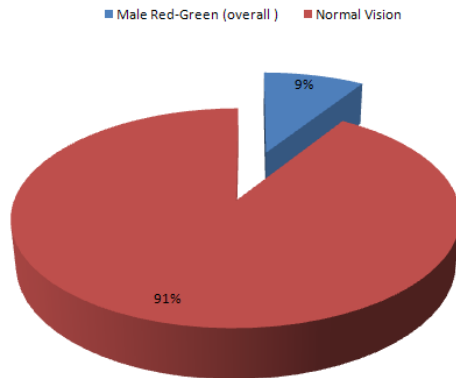
74

North American Color Deficiency Ratio



Type of Color Deficiency	Population	Percentage (%)
Red-Green (overall)	42,297,647	9
Normal Vision	528,720,588	91

North American Color Deficiency Ratio



Color deficient in the Rest of the world?

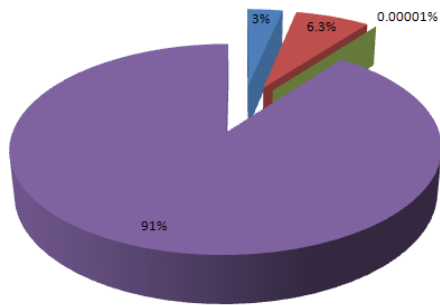
* The numbers in the table above are approximations to actual numbers, as of 2008.

COLOR DEFICIENCY IN NORTH AMERICA: POPULATION

75

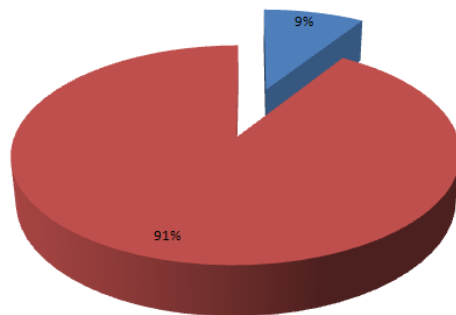
North American Color Deficiency Ratio

■ Trichromacy ■ Dichromacy ■ Monochromacy ■ Normal Vision



North American Color Deficiency Ratio

■ Male Red-Green (overall) ■ Normal Vision



Type of Color Deficiency	Population
Red-Green (overall)	42,297,647
Trichromacy	15,861,617
Dichromacy	33,309,397
Monochromacy	529
Normal Vision	528,720,588

* The numbers in the table above are approximations to actual numbers, as of 2008.

COMPETITION

76

- iPhone: Applications
- Features include:
 - Detect color
 - Clear view of the surface detected
 - Possibility of more applications

COMPETITION

77

- iPhone: Applications
Chromatic Glass



COMPETITION

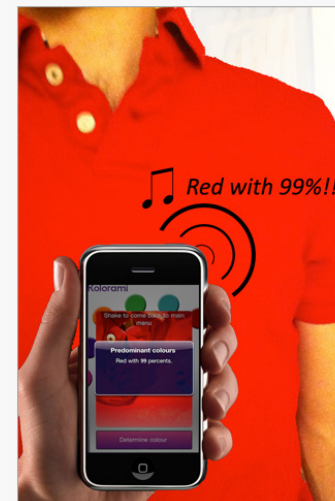
78

- iPhone: Applications

Chromatic Glass



Kolorami



COMPETITION

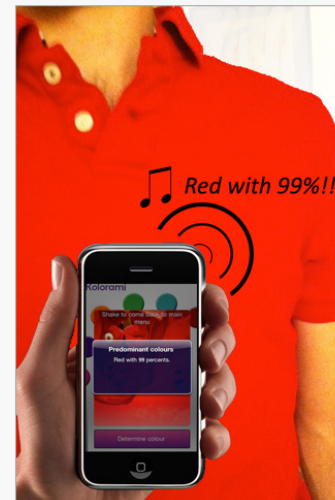
79

- iPhone: Applications

Chromatic Glass



Kolorami



How much is an iPhone?

COMPETITION

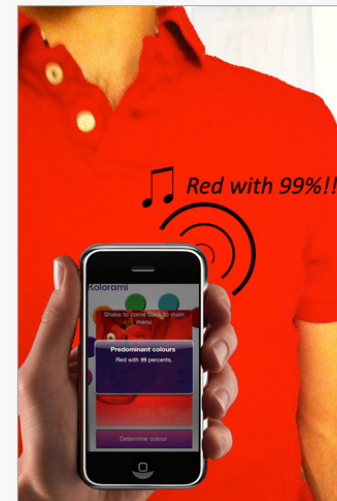
80

- iPhone: Applications

Chromatic Glass



Kolorami



How much is an iPhone?

How many in the world can afford it?

COMPETITION

81

- Colorimeters and spectrometers



Product: **ColorTest Standard**

COMPETITION

82

- Colorimeters and spectrometers



Product: **ColorTest Standard**

Features include:

- Senses over 1,000 nuances of color.
- Speaks in a clear, human voice.
- Three operation buttons.
- Built-in speaker.

Price: ???

COMPETITION

83

- Colorimeters and spectrometers



PRODUCT: COLORTEST STANDARD

FEATURES INCLUDE:

- SENSES OVER 1,000 NUANCES OF COLOR.
- SPEAKS IN A CLEAR, HUMAN VOICE.
- THREE OPERATION BUTTONS.
- BUILT-IN SPEAKER.

Price: \$670 !!!

COLORAID

84



- **Features include:**

- Color Sensor detects 30 bit RGB value
- Color LCD display of the name of the color
- Save upto three colors detected
- User friendly interface
- 9V Battery/USB powered
- In development,
 - ✦ Language options: English, Spanish, Chinese, Korean, Japanese and etc.
 - ✦ Increased number of colors that can be saved
 - ✦ Color matching (Demo implemented)



COLORAID

86

- **Features include:**

- Color Sensor detects 30 bit RGB value
- Color LCD display of the name of the color
- Save upto three colors detected
- User friendly interface
- 9V Battery/USB powered
- In development,
 - ✦ Language options: English, Spanish, Mandarin, Cantonese, Korean, Japanese and etc.
 - ✦ Increased number of colors that can be saved
 - ✦ Color matching

Price??



DEVICE COST

87

Stage	Cost (per device)
Projected Cost	\$400
Actual Prototype Cost	

Large scale Production	Cost
25 units	
100 units	
1,000 units	

* The above approximate price analysis is based on Digikey and other similar products' price reduction with increasing quantity

*For the prototype, additional cost of approximately 40 dollars for battery, decos, wiring, and other materials is included

DEVICE COST

88

Stage	Cost (per device)
Projected Cost	\$400
Actual Prototype Cost	\$150

Large scale Production	Cost
25 units	
100 units	
1,000 units	

* The above approximate price analysis is based on Digikey and other similar products' price reduction with increasing quantity

*For the prototype, additional cost of approximately 40 dollars for battery, decos, wiring, and other materials is included

DEVICE COST

89

Stage	Cost (per device)
Projected Cost	\$400
Actual Prototype Cost	\$150

Large scale Production	Cost
25 units	\$66
100 units	
1,000 units	

* The above approximate price analysis is based on Digikey and other similar products' price reduction with increasing quantity

*For the prototype, additional cost of approximately 40 dollars for battery, decos, wiring, and other materials is included

DEVICE COST

90

Stage	Cost (per device)
Projected Cost	\$400
Actual Prototype Cost	\$150

Large scale Production	Cost
25 units	\$66
100 units	\$54.5
1,000 units	\$45.5

* The above approximate price analysis is based on Digikey and other similar products' price reduction with increasing quantity

*For the prototype, additional cost of approximately 40 dollars for battery, decos, wiring, and other materials is included

COST BREAKDOWN

91

	prototype	Mass production			
Quantity	1	25	100	1000	10000
sensor	20	7.5	7.5	7.5	7.5
lcd	40	30	20	13	13
Microprocessor	72	11	11	11	11
switches	6.5	4.5	3	1	1
case	13	13	13	13	13
Total	151.5	66	54.5	45.5	45.5

* The price of the Microprocessor decreased drastically because the prototype required a development kit.

COMPARISON

92

- Cost

- iPhone vs. ColorTest Standard vs. *ColorAid*

- ✦ \$500 vs. \$???. ~\$??

- Market

- North America and the Rest of the World

COMPARISON

93

- Cost
 - iPhone vs. ColorTest Standard vs. *ColorAid*
 - ✦ \$500 vs. \$670 vs. ~\$??
- Market
 - North America and the Rest of the World

COMPARISON

94

- Cost

- iPhone vs. ColorTest Standard vs. *ColorAid*

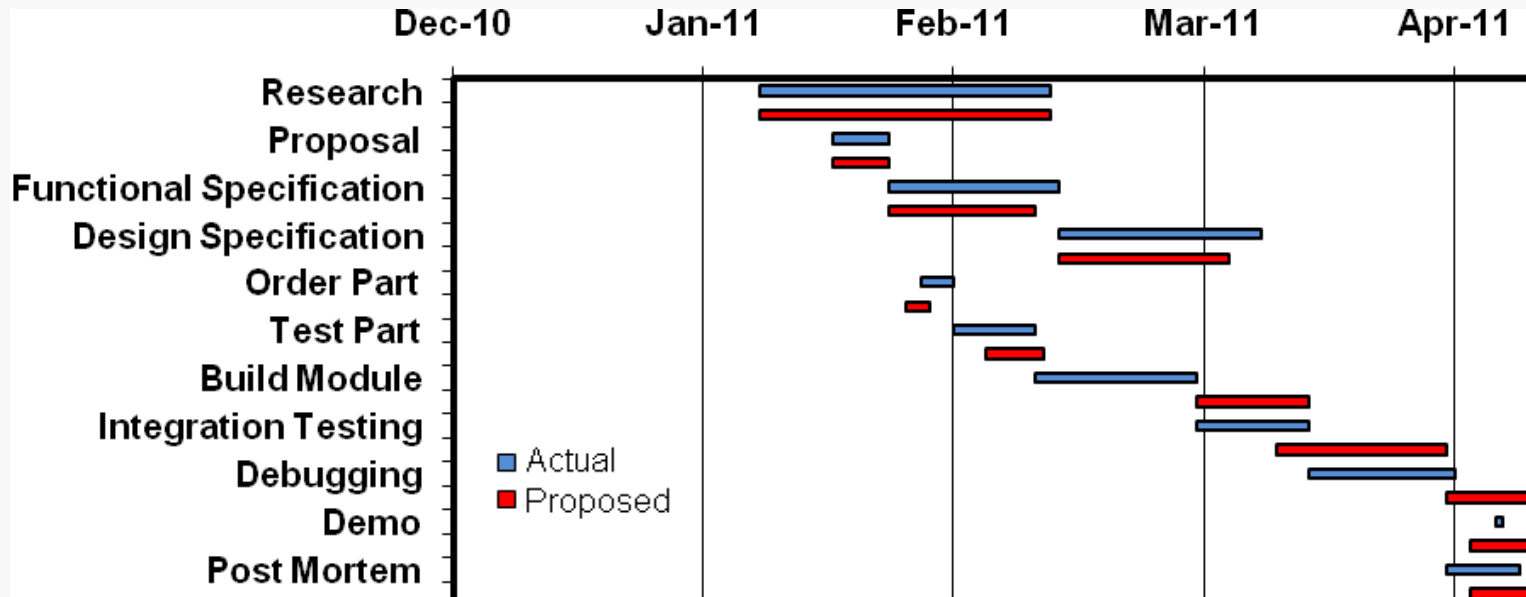
✦ \$500 vs. \$670 vs. ~\$50

- Market

- North America and the Rest of the World
- Direct approach to medical professionals

TIMELINE

95



Projected timeline and actual timeline for designing and development

FUTURE WORK

96

- Fully implement Color Wizard feature
- Acquire LCD screen with better color accuracy and resolution
- Increase the number of colors that can be stored
- Creation more completed database for color name
- Build our own PCB Layer and mount ATmega2560 chip to reduce size and also reduce power consumption
- Add better quality push buttons
- Make device smaller and lighter
- Include language option: English, Chinese, Korean, Japanese and other.

CONCLUSION

97

- Portable **ColorAid** Device
 - Colour Sensor
 - Arduino Micro-Controller
 - LCD unit
- Interpersonal Skills
- Team work
- Problem Solving Skills
- No Boundaries for Knowledge

ACKNOWLEDGEMENT

98

Thanks to:

- Dr. Andrew Rawicz
- Mike Sjoerdsma
- Priyanka Deshmukh
- Ali Ostadfar
- Shaghayegh Hosseinpur
- Fred Heep
- Engineering Student Society
- Dr. Rafael Rodriguez
- Friends and Family

REFERENCES

- Colorblindness. “Ishihara Test for Colorblindness”. [Online]. Available: <http://www.colour-blindness.com/colour-blindness-tests/ishihara-colour-test-plates/>, [April 10, 2011]
- Thundafunda, Children at school images. [Online]. Available: <http://thundafunda.com/3993/>, [April 10, 2011]
- Vision. “Visible spectrum and photoreceptors”. [Online]. Available: <http://www.colorado.edu/intphys/Class/IPHY3730/07vision.html>, [April 10, 2011]
- HunterLab, “XYZ - CIE Tristimulus Values” *Insight on Color* [online], Vol. 8, No. 1, June 2008, available from World Wide Web: http://www.hunterlab.com/appnotes/an04_96a.pdf, [March 10, 2011]
- “Vision Simulator”. [Online]. Available: <http://www.webexhibits.org/causesofcolor/2.html>, [April 10, 2011]
- Growing your own veg. [Online]. Available: <http://www.growingyourownveg.com/>, April 10, 2011]
- Metro de Madrid. [Online]. Available: <http://www.metromadrid.es/en/index.html>, [April 10, 2011]

REFERENCES

- G. Wyszecki. *Color Science: Concepts and Methods, Quantitative Data and Formulae*. Surrey, England: W.S. Styles, 1982, pp. 83-120.
- Carroll, J. M. Neitz, H. Hofer and D. Williams. 2004. Functional photoreceptor loss revealed with adaptive optics: An alternate cause of color blindness. *National Academy of Science of the United States of America*. Volume: 101, 8461-8466.
- HunterLab, “XYZ - CIE Tristimulus Values” *Insight on Color* [online], Vol. 8, No. 1, June 2008, available from World Wide Web: <http://www.hunterlab.com/appnotes/an04_96a.pdf>.
- Clements, F. 2005. Racial differences in colorblindness. *American Journal of Physical Anthropology*. Volume: 14, 417-432.
- Gegenfurtner, K. 2001. *Color vision: from genes to perception*. United Kingdom: Cambridge University Press.
- Alnair Innovations, “Functional Specification for Color Deficiency Aid Device *ColorAid*”, Simon Fraser University, Burnaby, BC, Canada, February 2011.

REFERENCES

- Avago Technologies , ADJD-S371-QR999 Minitature Surface Mount RGB Digital Color Sensor Module Datasheet. [Online]. Available: <http://www.alldatasheet.com/datasheet-pdf/pdf/203384/AVAGO/ADJD-S371-QR999.html> , Jul. 2007 [March 5th 2011].
- Avago Technologies, ADJD-S371-QR999 Minitature Surface Mount RGB Digital Color Sensor Module Application Note. [Online]. Available: <http://www.alldatasheet.com/datasheet-pdf/pdf/203384/AVAGO/ADJD-S371-QR999Anote.html>, Apr. 2007 [March 5th 2011].
- Atmel Corporation, “8-bit Microcontroller with 64k/128k/256k Bytes In-System Programmable Flash,” Atmega2560 datasheet, Mar. 2005 [March 2011].
- Colors on the web. “Color Combination”. [Online]. Available: <http://www.colorsontheweb.com/combiningcolors.asp>, [Mar. 10, 2011].

QUESTIONS

102



DEMONSTRATION

103

DEMO COLORAID

104

START UP & DEMO WIZARD

DEMO COLORAID

105

DEMO ALBUM I

DEMO ALBUM II

DEMO COLORAID

106

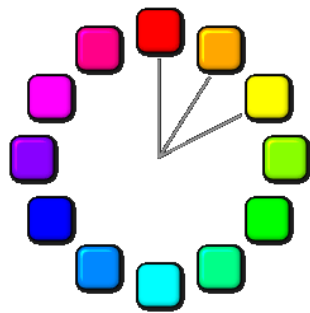
DEMO SAVE 1

DEMO SAVE 2

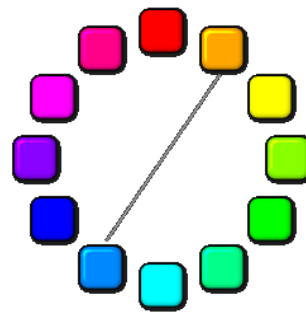
DEMONSTRATION

107

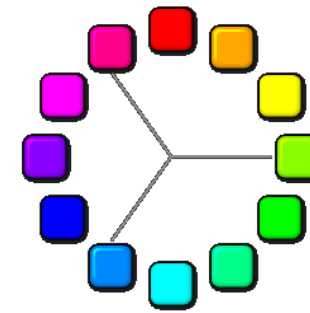
- **Analog:** Analog colors are those that lie on either side of any given color. Analog colors are harmonious and give a natural feel.
- **Complement:** Complementary colors those located opposites in the color wheel. They are contrasting and usually used to highlight.
- **Triad:** Triad colors are three hues equidistant in the color wheel, which provide a balanced and colorful combination of colors.



Analog Colors



Complementary Colors



Triad Colors