

# L10 Practice Sheet: Advanced Color & Light

---

## LESSON GOALS

- Understand color as a property of light, not just a property of objects
  - Use warm and cool color temperatures to create luminous, dimensional light
  - Plan color mood and limited palettes before starting a painting or drawing
- 

## 4-WEEK PLAN OVERVIEW

### Week 1: Color as Light

*Study colored light sources — paint or draw simple forms under warm vs. cool light to observe the temperature relationship.*

### Week 2: Atmospheric Perspective

*Create landscape studies where distance is indicated entirely through color and value shifts.*

### Week 3: Color Scripting

*Create a series of color scripts for the same scene in different moods — morning, noon, storm, dusk.*

### Week 4: Limited Palette Studies

*Complete three drawings or paintings using a restricted palette of 2-3 colors plus black and white.*

---

## KEY CONCEPTS IN THIS LESSON

- Color as Light — Objects do not have fixed colors — they reflect light. The color of an object is always a combination of its local color and the color of the light illuminating it.
  - Warm & Cool Light Interaction — The foundational color principle: warm light creates cool shadows, and cool light creates warm shadows. This single rule produces luminous color.
  - Atmospheric Perspective — Distant objects appear lighter, cooler, and lower in contrast as atmosphere scatters blue light between viewer and subject.
  - Ambient Occlusion & Bounce Light — Light that cannot reach tight crevices creates ambient occlusion — the subtle darkening at junctions. Bounce light fills shadows with reflected color from nearby surfaces.
  - Color Scripting for Mood — Planning the overall color palette of an image to create a specific emotional response before any detail is drawn.
  - Limited Palette Strategies — Restricting your color choices to two or three hues forces harmonic consistency and develops deeper understanding of color relationships.
- 

## DAILY SKETCHBOOK PRACTICE

