A wavelength of light seen by the eye when it bounces off a surface

**HUE**
The name given to a colour, e.g., red, blue.

**VALUE**
The lightness or darkness of a colour.

**INTENSITY**
The brightness or dullness of a colour.

**PRIMARY**
Red, yellow, blue - these colours cannot be mixed from other colours. All other colours are mixed from them.

**SECONDARY**
Violet, orange, green - they are created by mixing equal amounts of two primary colours.

**TERTIARY**
Created by mixing secondary and primary colours together, e.g., red-violet, blue-green.

**COMPLEMENTARY COLOURS**

**ANALOGOUS COLOURS**

**TINT**
Colour + White

**SHADE**
Colour + Black

**TRIAD COLOURS**

**VALUE SCALE**
A way to show a range of values by placing different shades of grey (or a colour) in stages starting with the lightest and progressing to the darkest.

**VALUE**
The lightness or darkness in colour or an artwork

**GREY SCALE**
Lighter values appear closer to the viewer, darker values appear farther away.

**CONTRAST**
The greater the contrast between lights and darks the more visible and dynamic an object appears.

**HIGH KEY**
Artworks with mostly light values. They tend to create a happy mood.

**LOW KEY**
Artworks with mostly middle to low values. They tend to create a serious mood.