



Colours for Skin Base Tones: Titanium **W**hite, Yellow **O**chre, Cadmium **R**ed (or Scarlet Lake), Alizarin **C**rimson, Burnt **U**MBER, Ultramarine **B**lue

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|------------------------------|--|
| 1. Mother Colour (Dark Skin) | 6pts Yellow Ochre, 2pt Cad Red, 1pt Aliz Crim, touch Ult.Blue |
| 2. Dark Shadow | 1pt Mother Colour, 2 touches Aliz Crimson & Ult Blue |
| 3. Blush | 1pt Cad Red, 1pt Aliz Crimson, 1pt Yellow Ochre |
| 4. Basic Caucasian Flesh | 1 pt Mother Colour, 2pt White (adjustable depending on person) |
| 5. Neutral Grey | 1pt, Titanium White, 1pt Burnt Umber, 1pt Ult. Blue (mix to Value 5) |
| 6. Warm Highlight | 3pts White to smallest touch of Yellow ochre (grain of rice) |
| 7. Cool Highlight | 3pts White to smallest touch of Ult blue (grain of rice) |

Note: These colours are a **valuable starting point ONLY** and must be adjusted to suit your person/portrait. Look for purple, green, blue and grey in your skin tones, and feel free to add these to your colours as you see them. For example, if you have a grey looking shadow in the neck area, start with the dark shadow colour and add grey to it. Another Example if you see blue, green or lavender tones in the skin, start with the basic flesh colour and add the colour you observe to the basic flesh. This method of adjusting can be done with all the flesh tones above. Be brave and take your time to observe the subtle flesh variations.

Colour Swatches:

1 Mother Mix
(Asian/Dark Skin Base Colour)



2 Dark Shadow
(Darker + Ult Blue)



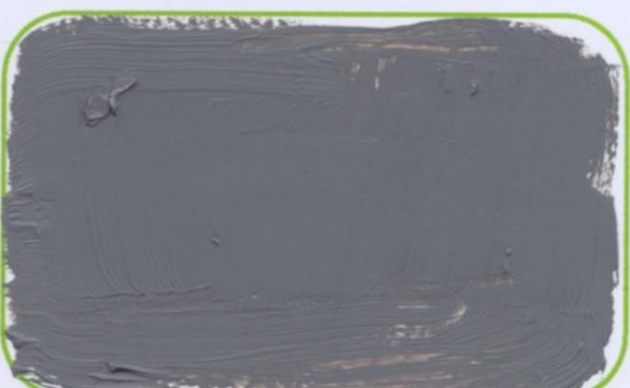
3 Blush
(+ White for pink)



4. Basic Caucasian Flesh



5. Neutral Grey (Value 5)



6. Warm Highlight



7 Cool Highlight (mix on final day if needed)

