

WHAT TO USE



cadmium red hue paint (warm)
alizarin crimson paint (cool)



ultramarine blue paint
(cool)

phthalo blue paint
(warm)



cadmium lemon paint (cool)
yellow ochre paint (warm)



raw umber paint
(cool)

burnt umber paint
(warm)

titanium white paint



GAMSOL™

The Standard for Studio Safety™
Estándar para la Seguridad de su
Estudio

gamsol/odourless
mineral spirit to clean
with



a palette knife/tool to mix with



a palette/work
surface



E 323-2 C



PANTONE



E 66-7 C



PANTONE



E 109-7 C



PANTONE

skin reference (something to refer to, focus on flat areas like forehead or inside of forearm)

LIGHT SKIN



Start with a clean and dry work surface or palette.



Make sure to mix in a well-lit area so as to not give you the wrong tones or colours.



Add 1-part cadmium red hue
(warm) to palette.

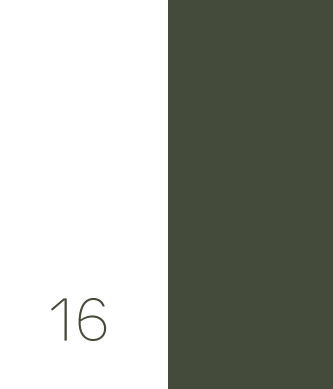
Add 1-part yellow ochre (warm).



Mix with palette knife.

Scrape paint together
and press until
combined.

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No visible streaks. Orange. Far
from natural.



Take this colour, compare to skin reference. More red or yellow? Add to get the right orange.



Start adding a little white. When referring to skin, focus on tone. The colour will look bright, fake.



Start adding very little ultramarine blue (cool). This will neutralise colour. Cool + warm = neutral.

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Mix well. Keep referencing skin.
This is your base colour.

DARK SKIN



Start with a clean and dry work surface or palette.



Make sure to mix in a well-lit area so as to not give you the wrong tones or colours.



Add 1-part cadmium red hue
(warm) to palette.

Add 1-part yellow ochre (warm).



Mix with palette knife.

Scrape paint together
and press until
combined.



No visible streaks. Orange. Far
from natural.



Take this colour,
compare to skin ref-
erence. More red or
yellow? Add to get
the right orange.



Start adding ultramarine blue (cool) until you have a value close to your reference skin.



Add white if too dark,
or ultramarine blue/
raw umber (cool)/
burnt umber (warm) if
too light.


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Mix well. Keep referencing skin.
This is your base colour.

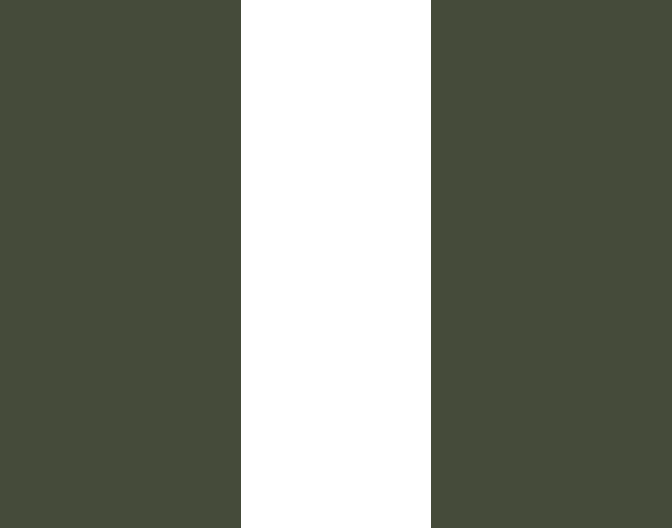
KEEP IN MIND

Very cool light skin – substitute
yellow ochre (warm) for
cadmium lemon (cool).



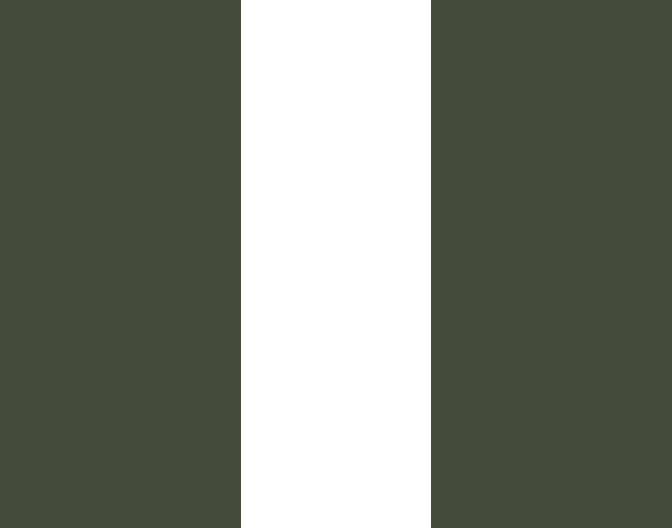
Very cool dark skin –
substitute cadmium
red hue (warm)
with alizarin crimson
(cool).

Very warm skin – substitute
ultramarine blue (cool) with
phthalo blue (warm).



Warm dark skin – if adding a brown colour, use burnt umber (warm).

Cool dark skin – if adding a brown colour, use raw umber (cool).



Neutrals – remember warm and cool together make neutral, so try to balance your colours.

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Make more tones using base

colour:

Blush = add red.



Shadows = add more blue/raw umber/burnt umber.

Highlights = add yellow/white.



The key is to mix well, refer to reference skin, always add small additions of colour, not big.

