



Where are colors most different?

Which color/s are toned by the light? Why?

Which color/s were least changed in light? Shade? Why?

Why don't we see the local color in the final illusion?

In what way does the color of the light affect hue temperatures?

HOW MIGHT IT BE DONE

1. Decide color of light.
2. Choose LOCAL colors.
3. Create arrays for each color and the common hue of the light source.
4. Create color of common shade. (Complement of the light plus black and ambient light.)
5. Create arrays for each color and its common shade.
6. Create layout.
7. Separate overlapping shapes with "Pathfinder".
8. Use "Eyedropper" tool to select colors in light and those in shade. Be sure to choose colors on the same line. (For example: the hues in light were all chosen from line #5; shades from #9.)

