

Converting Colors

HSL(359°, 9%, 46%)

Have a look what the booklet for
HSL(359°, 9%, 46%) contains.

| | |
|--|----|
| HSL(0°, 9%, 46%) | 3 |
| <i>Conversions</i> | 4 |
| <i>Details</i> | 6 |
| <i>Harmonies</i> | 11 |
| <i>Previews</i> | 22 |
| <i>Color Blindness Simulation</i> | 25 |
| <i>CSS Examples</i> | 28 |

Color

HSL(0°, 9%, 46%)

Conversions

Conversions Part 1

| Format | Color |
|---------------|---------------------------|
| Hex | 806B6B |
| RGB | 128, 107, 107 |
| RGB Percent | 50%, 42%, 42% |
| CMY | 0.4986, 0.5814, 0.5814 |
| CMYK | 0.00, 0.17, 0.17, 0.50 |
| HSL | 0°, 9%, 46% |
| HSV | 0°, 17%, 50% |
| XYZ | 16.7519, 16.0961, 16.0631 |
| YIQ | 113.2790, 12.5160, 4.4520 |

Conversions

Conversions Part 2

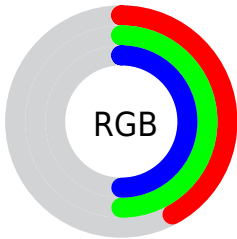
| Format | Color |
|-------------------------------------|-------------------------------|
| R_{YB} | 128, 107, 107 |
| Decimal | 8416107 |
| CIE Lab | 47.10, 8.35, 3.12 |
| CIE LCh | 47, 8.913, 20.457 |
| Yxy | 16.0961, 0.3425, 0.3291 |
| Android (android.graphics.Color) | 4286606187 (0xFF806B6B) |
| YUV | 113.2790, -3.0955, 12.9103 |
| Hunter-Lab | 40.1200, 4.3217, 4.3457 |

Details

The HSL color $0^\circ, 9\%, 46\%$ is a dark color, and the websafe version is hex 666666 . A complement of this color would be $180^\circ, 9\%, 46\%$, and the grayscale version is $0^\circ, 0\%, 48\%$.

A 20% lighter version of the original color is $180^\circ, 13\%, 67\%$, and $180^\circ, 14\%, 27\%$ is the 20% darker color. If you saturate the color by 10%, you get $180^\circ, 15\%, 43\%$, and if you desaturate by 10%, it is $180^\circ, 3\%, 49\%$.

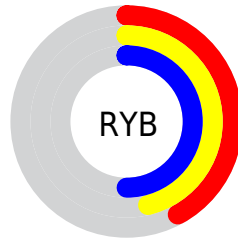
Distribution



Red (42%)

Green (50%)

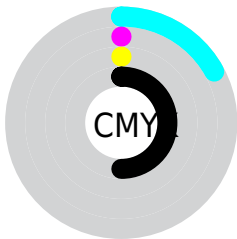
Blue (50%)



Red (42%)

Yellow (46%)

Blue (50%)

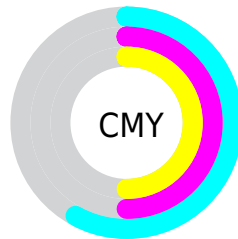


Cyan (17%)

Magenta (0%)

Yellow (0%)

Black (50%)



Cyan (58%)

Magenta (50%)

Yellow (50%)

Brightness & Saturation Gradients

These gradients show how the HSL color 180°, 9%, 46% changes by changing the brightness by 10 percent. The first figure shows a shift by +10% for each color and the second figure -10%.

Similar to the brightness gradients but the following saturation gradients show a change of the HSL color 180°, 9%, 46% by changing the saturation by 10% instead.

■ 180°, 9%, 46%

0°, 0%, 100%

■ 180°, 13%, 66%

■ 180°, 20%, 77%

■ 180°, 39%, 88%

■ 180°, 100%, 97%

■ 180°, 9%, 46%

■ 180°, 15%, 43%

■ 180°, 22%, 41%

■ 180°, 9%, 46%

■ 180°, 11%, 36%

■ 180°, 14%, 27%

■ 180°, 21%, 18%

■ 181°, 38%, 10%

■ 179°, 100%, 3%

■ 0°, 0%, 0%

■ 180°, 9%, 46%

■ 180°, 3%, 49%

■ 0°, 2%, 51%

180°, 30%, 38%

0°, 7%, 54%

180°, 39%, 36%

0°, 13%, 56%

180°, 50%, 33%

0°, 20%, 59%

180°, 62%, 31%

0°, 28%, 61%

180°, 76%, 28%

0°, 37%, 64%

180°, 93%, 26%

0°, 47%, 66%

180°, 100%, 25%

0°, 59%, 69%

Harmonies

Analogous

The Analogous color harmony consists of three colors that are next to each other on the color wheel.



156°, 7%, 47%



180°, 9%, 46%



196°, 11%, 47%

Triad

The Triadic color harmony groups three colors that are evenly spaced from another and form a triangle on the color wheel.



180°, 9%, 46%



287°, 5%, 50%



33°, 9%, 48%

Split Complementary

Split-complementary colors differ from the complementary color scheme. The scheme consists of three colors, the original color and two neighbors of the complement color.



197°, 13%, 43%



0°, 9%, 46%



158°, 9%, 42%

Square

The Square scheme is like the rectangle color scheme, but the four colors are evenly spaced on the color wheel.



0°, 9%, 46%



62°, 7%, 41%



181°, 11%, 41%



239°, 7%, 46%

Rectangle

The Rectangle color scheme consists of four colors that form a rectangle on the color wheel.



0°, 9%, 46%



29°, 11%, 43%



181°, 11%, 41%



206°, 12%, 44%

Sweetspot

The Sweet Spot groups the original color and five complimentary colors.



0°, 9%, 46%



0°, 4%, 63%



300°, 9%, 46%



0°, 3%, 32%



0°, 0%, 83%



0°, 0%, 33%

Same Dimension

The Same Dimension uses a secret algorithm to generate beautiful new colors.



0°, 9%, 46%



0°, 16%, 58%



30°, 9%, 46%



0°, 5%, 24%



0°, 100%, 25%



0°, 0%, 0%

Inverse Universe

The Inverse Universe completely reimagines the original color for something new.



180°, 9%, 46%



180°, 16%, 58%



210°, 9%, 46%



180°, 5%, 24%



180°, 100%, 25%



0°, 0%, 0%

Previews

White Background



This preview shows how the HSL color 0°, 9%, 46% looks on a white background.

Color Contrast Check

Large Text (above 18pt) WCAG AA ✓ Pass

Any Text WCAG AA ✓ Pass

Large Text (above 18pt) WCAG AAA ✓ Pass

Any Text WCAG AAA × Fail

Black Background



This preview shows how the HSL color 0°, 9%, 46% looks on a black background.

Color Contrast Check

Large Text (above 18pt) WCAG AA ✓ Pass

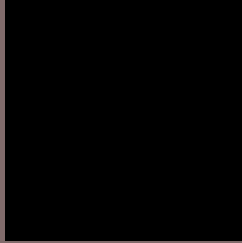
Any Text WCAG AA × Fail

Large Text (above 18pt) WCAG AAA × Fail

Any Text WCAG AAA × Fail

If you want to check with other color combinations, try the [Color Contrast Checker](#).

HSL 0°, 9%, 46% Background



This preview shows how black text looks on a background with the HSL color 0°, 9%, 46%.



This preview shows how white text looks on a background with the HSL color 0°, 9%, 46%.

Color Blindness Simulation

Color vision deficiency is a very complex topic, and I could not describe the different causes any better than Wikipedia does, so if you want to learn more, you should check out their [article about color blindness](#).

Dichromacy



Original Color

0°, 9%, 46%

Protanopia

24°, 2%, 44%

Deuteranopia

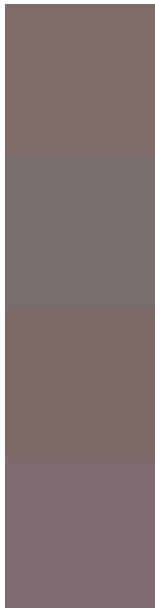
6°, 8%, 45%



Tritanopia

339°, 10%, 46%

Trichromacy



Original Color

0°, 9%, 46%

Protanomaly

5°, 5%, 45%

Deuteranomaly

6°, 9%, 45%

Tritanomaly

347°, 10%, 46%

Monochromacy



Original Color

0°, 9%, 46%

Achromatopsia

0°, 0%, 44%

Achromatomaly

0°, 3%, 45%

CSS Examples

Text

The CSS property to change the color of the text to HSL 0°, 9%, 46% is called "color". The color property can be set on classes, ids or directly on the HTML element.

This example shows how text in the color hsl(0, 9%, 46%) looks like.

```
.text, #text, p{  
    color:hsl(0, 9%, 46%)  
}
```

If you want to add a text shadow in that color use the text-shadow property, you can generate a text shadow directly with our [CSS Text Shadow Generator](#).

Here you see how black text with a 4 pixel hsl(0, 9%, 46%) colored shadow looks like.

```
.shadow{ text-shadow: 4px 4px 2px hsl(0, 9%, 46%) }
```

Border

The CSS property to change the border of an element to HSL 0°, 9%, 46% is called "border". The border property can be set on classes, ids or directly on the HTML element.

This example shows the color as border, it can be applied via the CSS property "border" or "border-color".

```
.border, #border, table{ border:4px solid hsl(0, 9%, 46%) }
```

If only the border color should be changed use the property `border-color`.

```
.border{ border-color:hsl(0, 9%, 46%) }
```

If you want to add a box shadow in that color use:

Here you see how a box with a 4 pixel `hsl(0, 9%, 46%)` colored shadow looks like.

```
.boxshadow{ -moz-box-shadow:4px 4px 4px  
4px hsl(0, 9%, 46%); -webkit-box-  
shadow:4px 4px 4px 4px hsl(0, 9%, 46%);  
box-shadow:4px 4px 4px 4px hsl(0, 9%, 46%)  
}
```

Background

The CSS property to change the background color of an element to HSL 0°, 9%, 46% is called "background". The background property can be set on classes, ids or directly on the HTML element.

```
.background, #background, body{  
background:hsl(0, 9%, 46%) }
```

If only the background color should be changed can be used:

```
.background{ background-color:hsl(0, 9%,  
46%) }
```

This example shows the color as background, it is applied via the CSS property "background".

To optimize and compress your CSS code, you can use our [online CSS compressor and optimizer](#) based on csstidy. If you want to create a linear or radial gradient as background or border, check our [CSS Gradient Generator](#).

Hey! You found this booklet interesting? Support Converting Colors with the new Membership Option!

The pro membership hides all ads, plus gives you double the colors in the color bucket, and more awesome pro features!

[Learn more, Memberships starting at \\$2.50/m!](#)

**Follow me
on Twitter!**

@ConvertingColor