

# Converting Colors

RGB(0, 160, 110)

Have a look what the booklet for  
RGB(0, 160, 110) contains.

<b>RGB(0, 160, 110)</b> .....	3
<b><i>Conversions</i></b> .....	4
<b><i>Details</i></b> .....	6
<b><i>Harmonies</i></b> .....	11
<b><i>Previews</i></b> .....	23
<b><i>Color Blindness Simulation</i></b> .....	26
<b><i>CSS Examples</i></b> .....	29

# Color

**RGB(0, 160, 110)**

# Conversions

## Conversions Part 1

Format	Color
Hex	00A06E
RGB	0, 160, 110
RGB Percent	0%, 63%, 43%
CMY	1.0000, 0.3725, 0.5686
CMYK	1.00, 0.00, 0.31, 0.37
HSL	161°, 100%, 31%
HSV	161°, 100%, 63%
XYZ	15.3853, 26.2674, 19.0111
YIQ	106.4600, -79.3100, -49.4700

# Conversions

## Conversions Part 2

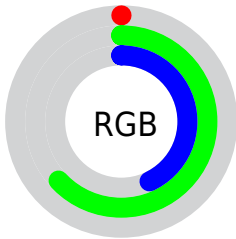
<b>Format</b>	<b>Color</b>
<b>RYB</b>	0, 95, 160
Decimal	41070
CIELab	58.29, -47.72, 16.30
CIELCh	58, 50.428, 161.139
Yxy	26.2674, 0.2536, 0.4330
Android (android.graphics.Color)	4278231150 (0xFF00A06E)
YUV	106.4600, 1.7452, -93.3654
Hunter-Lab	51.2517, -36.1065, 13.8835

# Details

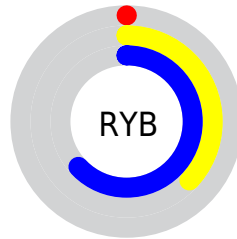
The RGB color **0, 160, 110** is a dark color, and the websafe version is hex **009966**. A complement of this color would be **160, 0, 50**, and the grayscale version is **106, 106, 106**.

A 20% lighter version of the original color is **89, 216, 162**, and **0, 107, 62** is the 20% darker color. If you saturate the color by 10%, you get **0, 160, 110**, and if you desaturate by 10%, it is **16, 160, 115**.

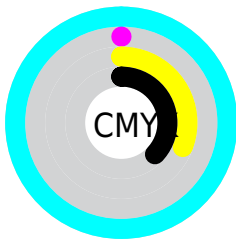
# Distribution



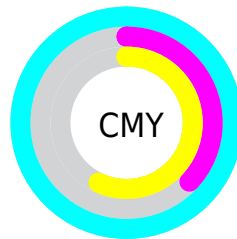
- Red (0%)
- Green (63%)
- Blue (43%)



- Red (0%)
- Yellow (37%)
- Blue (63%)



- Cyan (100%)
- Magenta (0%)
- Yellow (31%)
- Black (37%)



- Cyan (100%)
- Magenta (37%)
- Yellow (57%)

# Brightness & Saturation Gradients

These gradients show how the RGB color 0, 160, 110 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 RGB color 0, 160, 110 by changing the saturation by 10% instead.




 0, 160, 110

 0, 160, 110


255, 255, 255

 0, 133, 86

 89, 216, 162

 0, 107, 62

 119, 245, 189

 0, 82, 40

 149, 255, 217

 0, 57, 19

 178, 255, 245


 0, 36, 0


 208, 255, 255


 0, 0, 0


 238, 255, 255


 0, 160, 110


 16, 160, 115


 32, 160, 120

 48, 160, 125


 64, 160, 130

 80, 160, 135

 96, 160, 140

 112, 160, 145

 128, 160, 150

 144, 160, 155

# Harmonies

## Analogous

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



101, 154, 70



0, 160, 110



0, 162, 156

# Triad

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



0, 160, 110



90, 139, 227



214, 111, 84

# Complementary

The Complementary color scheme is a pair of colors which are on the opposite of each other on the color wheel.



0, 160, 110



160, 0, 50

# 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.



222, 101, 125



0, 160, 110



164, 122, 207

# Square

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



0, 160, 110



0, 153, 223



206, 106, 170



188, 128, 54

# Rectangle

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



0, 160, 110



0, 161, 185



206, 106, 170



219, 106, 97



# Sweetspot

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



0, 160, 110



146, 209, 189



51, 160, 0



67, 105, 93



232, 232, 232



105, 105, 105

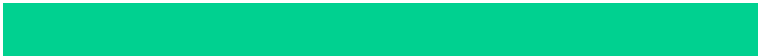


# Same Dimension

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



0, 160, 110



0, 209, 144



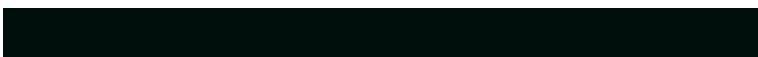
0, 131, 160



71, 79, 77



0, 143, 98



0, 15, 11



# Inverse Universe

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



160, 0, 50



209, 0, 65



160, 29, 0



79, 71, 74



143, 0, 45



15, 0, 5



# Previews

## White Background



This preview shows how the RGB color 0, 160, 110 looks on a white 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

# Black Background



This preview shows how the RGB color 0, 160, 110 looks on a black 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

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



## RGB 0, 160, 110 Background



This preview shows how black text looks on a background with the RGB color 0, 160, 110.

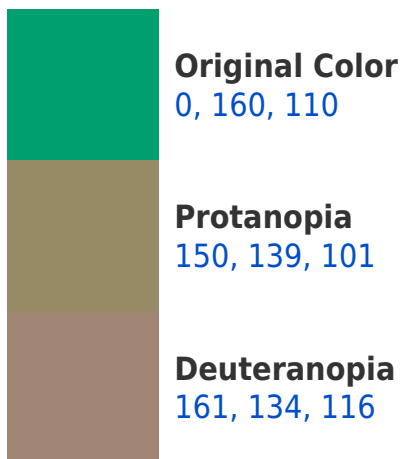


This preview shows how white text looks on a background with the RGB color 0, 160, 110.

# 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





**Tritanopia**  
54, 153, 165

# Trichromacy



**Original Color**

0, 160, 110



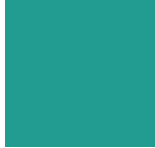
**Protanomaly**

95, 147, 104



**Deuteranomaly**

102, 143, 114



**Tritanomaly**

34, 156, 145

# Monochromacy



**Original Color**

0, 160, 110



**Achromatopsia**

106, 106, 106



**Achromatomaly**

67, 126, 107

# CSS Examples

## Text

The CSS property to change the color of the text to RGB 0, 160, 110 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 `rgb(0, 160, 110)` looks like.

```
.text, #text, p{  
    color:rgb(0, 160, 110)  
}
```

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 rgb(0, 160, 110) colored shadow looks like.

```
.shadow{ text-shadow: 4px 4px 2px rgb(0, 160, 110) }
```

## Border

The CSS property to change the border of an element to RGB 0, 160, 110 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 rgb(0, 160, 110) }
```

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

```
.border{ border-color:rgb(0, 160, 110) }
```

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

Here you see how a box with a 4 pixel rgb(0, 160, 110) colored shadow looks like.

```
.boxshadow{ -moz-box-shadow:4px 4px 4px  
4px rgb(0, 160, 110); -webkit-box-  
shadow:4px 4px 4px 4px rgb(0, 160, 110);  
box-shadow:4px 4px 4px 4px rgb(0, 160,  
110) }
```

# Background

The CSS property to change the background color of an element to RGB 0, 160, 110 is called "background". The background property can be set on classes, ids or directly on the HTML element.

```
.background, #background, body{  
background: rgb(0, 160, 110) }
```

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

```
.background{ background-color: rgb(0, 160,  
110) }
```

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