

# Converting Colors

RGB(56, 93, 243)

Have a look what the booklet for  
RGB(56, 93, 243) contains.

<b>RGB(56, 93, 243)</b> .....	3
<i><b>Conversions</b></i> .....	4
<i><b>Details</b></i> .....	6
<i><b>Harmonies</b></i> .....	11
<i><b>Previews</b></i> .....	23
<i><b>Color Blindness Simulation</b></i> .....	26
<i><b>CSS Examples</b></i> .....	28

# Color

**RGB(56, 93, 243)**

# Conversions

## Conversions Part 1

<b>Format</b>	<b>Color</b>
Hex	385DF3
RGB	56, 93, 243
RGB Percent	22%, 36%, 95%
CMY	0.7804, 0.6353, 0.0471
CMYK	0.77, 0.62, 0.00, 0.05
HSL	228°, 89%, 59%
HSV	228°, 77%, 95%
XYZ	21.7229, 15.1405, 86.5715
YIQ	99.0370, -70.2020, 38.8060

# Conversions

## Conversions Part 2

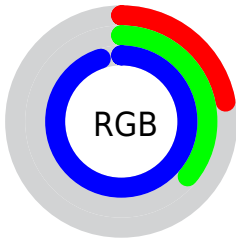
<b>Format</b>	<b>Color</b>
<b>R<sub>YB</sub></b>	56, 87, 243
Decimal	3694067
CIE <sub>Lab</sub>	45.83, 39.21, -78.69
CIE <sub>LCh</sub>	46, 87.914, 296.487
Yxy	15.1405, 0.1760, 0.1227
Android (android.graphics.Color)	4281884147 (0xFF385DF3)
YUV	99.0370, 70.9738, -37.7434
Hunter-Lab	38.9108, 31.5580, -104.6750

# Details

The RGB color **56, 93, 243** is a dark color, and the websafe version is hex **3366FF**. The color can be described as dark washed blue. A complement of this color would be **243, 206, 56**, and the grayscale version is **98, 98, 98**.

A 20% lighter version of the original color is **130, 143, 255**, and **0, 48, 186** is the 20% darker color. If you saturate the color by 10%, you get **32, 74, 243**, and if you desaturate by 10%, it is **80, 112, 243**.

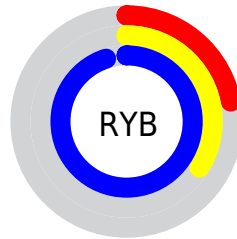
# Distribution



Red (22%)

Green (36%)

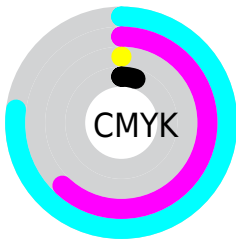
Blue (95%)



Red (22%)

Yellow (34%)

Blue (95%)

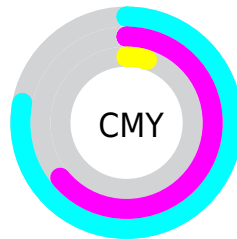


Cyan (77%)

Magenta (62%)

Yellow (0%)

Black (5%)



Cyan (78%)

Magenta (64%)

Yellow (5%)

# Brightness & Saturation Gradients

These gradients show how the RGB color 56, 93, 243 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 56, 93, 243 by changing the saturation by 10% instead.




 56, 93, 243


 56, 93, 243

255, 255, 255


 0, 70, 214


 130, 143, 255

 0, 48, 186

 162, 169, 255

 0, 28, 158

 194, 197, 255

 0, 12, 131

 225, 225, 255

 0, 2, 105

 255, 253, 255

 0, 10, 79

 0, 5, 55

 0, 2, 33

 0, 0, 6

■ 56, 93, 243

■ 56, 93, 243

■ 32, 74, 243

■ 80, 112, 243

■ 7, 54, 243

■ 105, 132, 243

■ 0, 48, 243

■ 129, 151, 243

■ 153, 171, 243

■ 178, 190, 243

■ 202, 210, 243

■ 226, 229, 243

■ 250, 249, 243

■ 255, 255, 243

# Harmonies

## Analogous

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



0, 122, 255



56, 93, 243



184, 34, 191

# Triad

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



56, 93, 243



193, 66, 0



0, 136, 97

# Complementary

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



56, 93, 243



243, 206, 56

# 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.



0, 132, 1



56, 93, 243



140, 103, 0

# Square

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



56, 93, 243



226, 0, 49



67, 123, 0



0, 138, 173

# Rectangle

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



56, 93, 243



218, 0, 145



67, 123, 0



0, 135, 71



# Sweetspot

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



56, 93, 243



196, 208, 255



56, 243, 206



92, 99, 128



0, 0, 0



128, 128, 128



# Same Dimension

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



56, 93, 243



20, 67, 255



112, 56, 243



110, 113, 122



0, 37, 186



0, 12, 59



# Inverse Universe

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



243, 56, 93



255, 20, 67



187, 243, 56



122, 110, 113



186, 0, 37

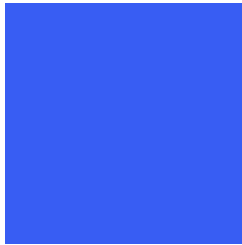


59, 0, 12



# Previews

## White Background



This preview shows how the RGB color 56, 93, 243 looks on a white background.

## Color Contrast Check

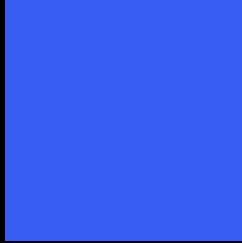
Large Text (above 18pt) WCAG AA ✓ Pass

Any Text WCAG AA ✓ Pass

Large Text (above 18pt) WCAG AAA ✓ Pass

Any Text WCAG AAA × Fail

# Black Background



This preview shows how the RGB color 56, 93, 243 looks on a black background.

## Color Contrast Check

Large Text (above 18pt) WCAG AA ✓ Pass

Any Text WCAG AA × Fail

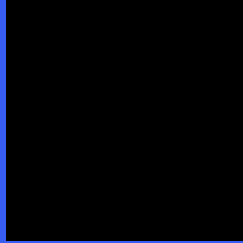
Large Text (above 18pt) WCAG AAA × Fail

Any Text WCAG AAA × Fail

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



## RGB 56, 93, 243 Background



This preview shows how black text looks on a background with the RGB color 56, 93, 243.

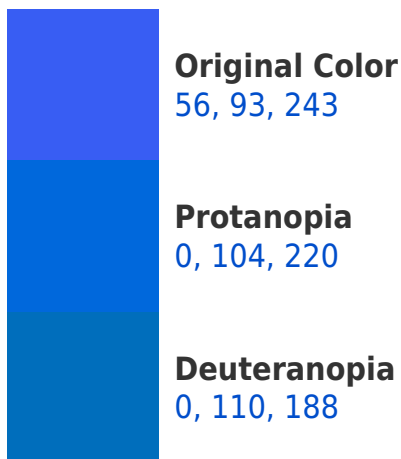


This preview shows how white text looks on a background with the RGB color 56, 93, 243.

# 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



# Trichromacy



**Original Color**

56, 93, 243

**Protanomaly**

20, 100, 228

**Deuteranomaly**

20, 104, 208

# Monochromacy



**Original Color**

56, 93, 243

**Achromatopsia**

99, 99, 99

**Achromatomaly**

83, 97, 151

# CSS Examples

## Text

The CSS property to change the color of the text to RGB 56, 93, 243 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(56, 93, 243)` looks like.

```
.text, #text, p{  
    color:rgb(56, 93, 243)  
}
```

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(56, 93, 243) colored shadow looks like.

```
.shadow{ text-shadow: 4px 4px 2px rgb(56, 93, 243) }
```

## Border

The CSS property to change the border of an element to RGB 56, 93, 243 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(56, 93, 243) }
```

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

```
.border{ border-color:rgb(56, 93, 243) }
```

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

Here you see how a box with a 4 pixel `rgb(56, 93, 243)` colored shadow looks like.

```
.boxshadow{ -moz-box-shadow:4px 4px 4px  
4px rgb(56, 93, 243); -webkit-box-  
shadow:4px 4px 4px 4px rgb(56, 93, 243);  
box-shadow:4px 4px 4px 4px rgb(56, 93,  
243) }
```

# Background

The CSS property to change the background color of an element to RGB 56, 93, 243 is called "background". The background property can be set on classes, ids or directly on the HTML element.

```
.background, #background, body{  
background: rgb(56, 93, 243) }
```

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

```
.background{ background-color: rgb(56, 93,  
243) }
```

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