

# Converting Colors

`RYB(118, 145, 195)`

Have a look what the booklet for  
RYB(118, 145, 195) contains.

<b>RYB(118, 145, 195)</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> .....	29

# Color

**R<sub>Y</sub>B(118, 145, 195)**

# Conversions

## Conversions Part 1

Format	Color
Hex	76A0C3
RGB	118, 160, 195
RGB Percent	46%, 63%, 76%
CMY	0.5373, 0.3742, 0.2353
CMYK	0.39, 0.18, 0.00, 0.24
HSL	208°, 39%, 61%
HSV	208°, 39%, 76%
XYZ	29.8197, 32.7879, 56.3868
YIQ	151.4320, -36.2670, 1.9810

# Conversions

## Conversions Part 2

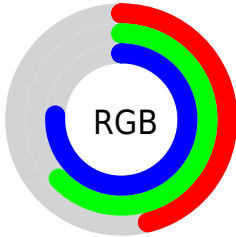
<b>Format</b>	<b>Color</b>
R <sub>Y</sub> B	118, 145, 195
Decimal	7774403
CIE Lab	63.99, -5.03, -22.70
CIE LCh	64, 23.248, 257.503
Yxy	32.7879, 0.2506, 0.2755
Android (android.graphics.Color)	4285964483 (0xFF76A0C3)
YUV	151.4320, 21.4790, -29.3199
Hunter-Lab	57.2607, -7.2489, -18.3026

# Details

The RYB color **118, 145, 195** is a light color, and the websafe version is hex **6699CC**. A complement of this color would be **195, 182, 118**, and the grayscale version is **151, 151, 151**.

A 20% lighter version of the original color is **173, 200, 252**, and **65, 93, 141** is the 20% darker color. If you saturate the color by 10%, you get **98, 132, 195**, and if you desaturate by 10%, it is **138, 158, 195**.

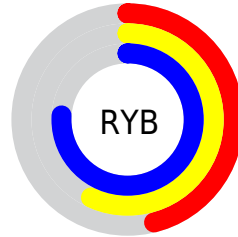
# Distribution



Red (46%)

Green (63%)

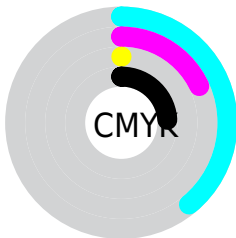
Blue (76%)



Red (46%)

Yellow (57%)

Blue (76%)

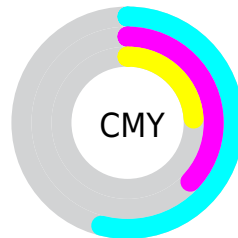


Cyan (39%)

Magenta (18%)

Yellow (0%)

Black (24%)



Cyan (54%)

Magenta (37%)

Yellow (24%)

# Brightness & Saturation Gradients

These gradients show how the RYB color 118, 145, 195 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 RYB color 118, 145, 195 by changing the saturation by 10% instead.



 118, 145, 195


255, 255, 255

 173, 200, 252

 201, 225, 255


 230, 243, 255

 118, 145, 195

 91, 118, 168

 65, 92, 141

 38, 67, 116

 1, 37, 91

 0, 25, 67

 0, 13, 45

 0, 1, 24

 0, 0, 0

 118, 145, 195

 118, 145, 195

■ 98, 132, 195

■ 138, 158, 195

■ 79, 120, 195

■ 157, 171, 195

■ 60, 107, 195

■ 177, 183, 195

■ 40, 94, 195

■ 196, 195, 195

■ 21, 82, 195

■ 216, 211, 195

■ 1, 69, 195

■ 235, 228, 195

■ 0, 68, 195

■ 255, 244, 195

■ 235, 255, 195

■ 215, 255, 195

# Harmonies

## Analogous

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



98, 136, 185



118, 145, 195



147, 152, 194

# Triad

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



118, 145, 195



197, 140, 144



127, 163, 156

# Complementary

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



118, 145, 195



195, 182, 118

# 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.



115, 158, 115



118, 145, 195



193, 151, 125

# Square

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



118, 145, 195



191, 141, 165



162, 178, 115



111, 145, 166

# Rectangle

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



118, 145, 195



165, 148, 188



162, 178, 115



122, 161, 141

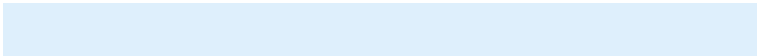


# Sweetspot

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



118, 145, 195



222, 233, 252



118, 171, 195



110, 116, 128



0, 0, 0



128, 128, 128

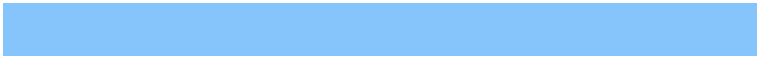


# Same Dimension

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



118, 145, 195



134, 175, 252



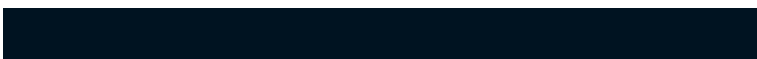
118, 122, 195



87, 90, 97



0, 56, 161



0, 12, 33



# Inverse Universe

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



195, 118, 160



252, 134, 198



122, 195, 118



97, 87, 92



161, 0, 87

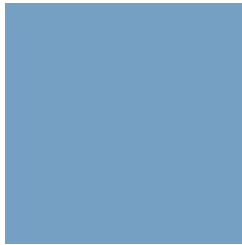


33, 0, 18



# Previews

## White Background



This preview shows how the RYB color 118, 145, 195 looks on a white background.

## Color Contrast Check

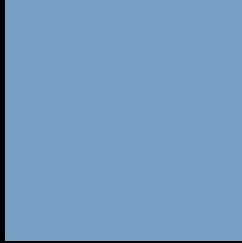
Large Text (above 18pt) WCAG AA × Fail

Any Text WCAG AA × Fail

Large Text (above 18pt) WCAG AAA × Fail

Any Text WCAG AAA × Fail

# Black Background



This preview shows how the RYB color 118, 145, 195 looks on a black background.

## Color Contrast Check

Large Text (above 18pt) WCAG AA ✓ Pass

Any Text WCAG AA ✓ Pass

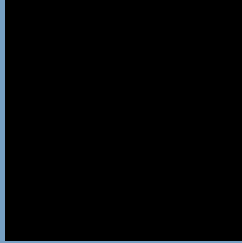
Large Text (above 18pt) WCAG AAA ✓ Pass

Any Text WCAG AAA ✓ Pass

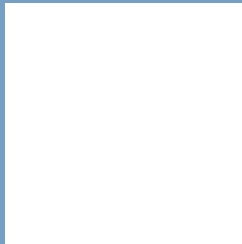
If you want to check with other color combinations, try the [Color Contrast Checker](#).



## RYB 118, 145, 195 Background



This preview shows how black text looks on a background with the RYB color 118, 145, 195.

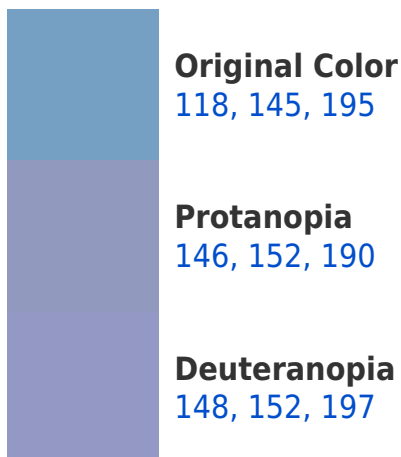



This preview shows how white text looks on a background with the RYB color 118, 145, 195.

# 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](#).

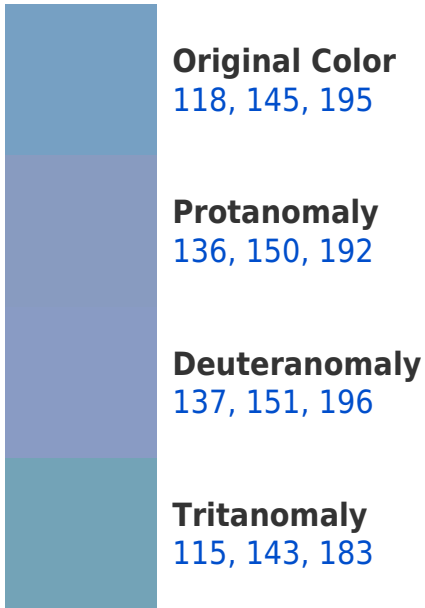
## Dichromacy



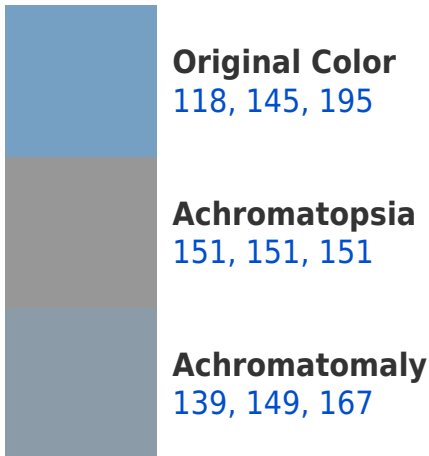


**Tritanopia**  
113, 141, 176

# Trichromacy



# Monochromacy



# CSS Examples

## Text

The CSS property to change the color of the text to RYB 118, 145, 195 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(118, 160, 195)` looks like.

```
.text, #text, p{  
    color:rgb(118, 160, 195)  
}
```

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(118, 160, 195) colored shadow looks like.

```
.shadow{ text-shadow: 4px 4px 2px rgb(118, 160, 195) }
```

## Border

The CSS property to change the border of an element to RYB 118, 145, 195 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(118, 160, 195) }
```

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

```
.border{ border-color:rgb(118, 160, 195) }
```

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

Here you see how a box with a 4 pixel `rgb(118, 160, 195)` colored shadow looks like.

```
.boxshadow{ -moz-box-shadow:4px 4px 4px  
4px rgb(118, 160, 195); -webkit-box-  
shadow:4px 4px 4px 4px rgb(118, 160, 195);  
box-shadow:4px 4px 4px 4px rgb(118, 160,  
195) }
```

# Background

The CSS property to change the background color of an element to RYB 118, 145, 195 is called "background". The background property can be set on classes, ids or directly on the HTML element.

```
.background, #background, body{  
background: rgb(118, 160, 195) }
```

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

```
.background{ background-color: rgb(118,  
160, 195) }
```

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