

# Converting Colors

`RYB(17, 156, 170)`

Have a look what the booklet for  
RYB(17, 156, 170) contains.

<b>RYB(17, 156, 170)</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

**`RYB(17, 156, 170)`**

# Conversions

## Conversions Part 1

Format	Color
Hex	11AA20
RGB	17, 170, 32
RGB Percent	7%, 67%, 13%
CMY	0.9333, 0.3333, 0.8729
CMYK	0.90, 0.00, 0.81, 0.33
HSL	126°, 82%, 37%
HSV	126°, 90%, 67%
XYZ	14.8722, 28.9751, 6.2048
YIQ	108.5210, -46.8900, -75.3540

# Conversions

## Conversions Part 2

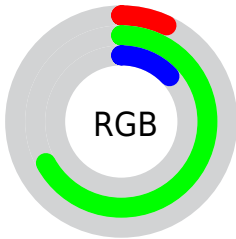
<b>Format</b>	<b>Color</b>
<b>RYB</b>	17, 156, 170
Decimal	1157664
CIELab	60.76, -61.43, 55.38
CIElCh	61, 82.707, 137.964
Yxy	28.9751, 0.2971, 0.5789
Android (android.graphics.Color)	4279347744 (0xFF11AA20)
YUV	108.5210, -37.7249, -80.2639
Hunter-Lab	53.8286, -44.8825, 30.8456

# Details

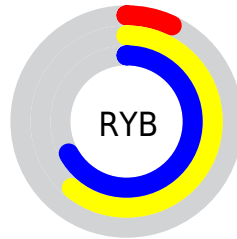
The RYB color **17, 156, 170** is a dark color, and the websafe version is hex **009900**. A complement of this color would be **170, 17, 155**, and the grayscale version is **109, 109, 109**.

A 20% lighter version of the original color is **89, 227, 218**, and **0, 116, 116** is the 20% darker color. If you saturate the color by 10%, you get **0, 155, 170**, and if you desaturate by 10%, it is **34, 157, 170**.

# Distribution



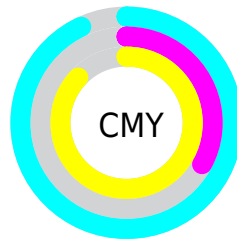
- Red (7%)
- Green (67%)
- Blue (13%)



- Red (7%)
- Yellow (61%)
- Blue (67%)



- Cyan (90%)
- Magenta (0%)
- Yellow (81%)
- Black (33%)



- Cyan (93%)
- Magenta (33%)
- Yellow (87%)

# Brightness & Saturation Gradients

These gradients show how the RYB color 17, 156, 170 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 17, 156, 170 by changing the saturation by 10% instead.





17, 156, 170



17, 156, 170

255, 255, 255



0, 143, 143



89, 227, 218



0, 116, 116



116, 255, 242



0, 90, 90



143, 255, 239



0, 65, 65



171, 255, 237



0, 42, 42



199, 255, 235



0, 5, 5



228, 255, 233



0, 0, 0



17, 156, 170




17, 156, 170





0, 155, 170



34, 157, 170


 51, 159, 170

 68, 161, 170


 85, 162, 170

 102, 164, 170

 119, 165, 170

 136, 167, 170

 153, 168, 170

 170, 170, 170

# Harmonies

## Analogous

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



0, 156, 20



17, 156, 170



0, 108, 177

# Triad

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



17, 156, 170



0, 100, 255



255, 59, 106

# Complementary

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



17, 156, 170



170, 17, 155

# 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.



255, 62, 179



17, 156, 170



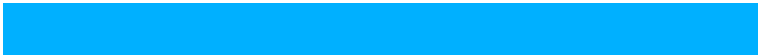
50, 113, 255

# Square

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



17, 156, 170



0, 104, 255



202, 103, 246



249, 124, 35

# Rectangle

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



17, 156, 170



0, 92, 178



202, 103, 246



255, 53, 130



# Sweetspot

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



17, 156, 170



162, 217, 222



17, 170, 32



76, 108, 112



240, 240, 240



112, 112, 112



# Same Dimension

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



17, 156, 170



0, 202, 222



17, 113, 170



76, 83, 84



0, 134, 148



0, 18, 20



# Inverse Universe

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



170, 17, 155



222, 0, 200



170, 17, 78



84, 76, 83



148, 0, 133

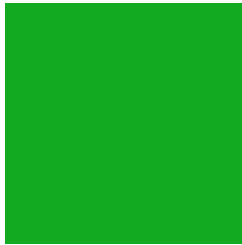


20, 0, 18



# Previews

## White Background



This preview shows how the RYB color 17, 156, 170 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 RYB color 17, 156, 170 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](#).



## **RYB 17, 156, 170 Background**



This preview shows how black text looks on a background with the RYB color 17, 156, 170.

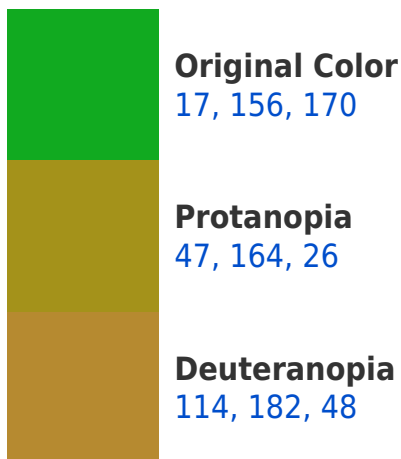


This preview shows how white text looks on a background with the RYB color 17, 156, 170.

# 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**  
72, 118, 171

# Trichromacy



**Original Color**

17, 156, 170



**Protanomaly**

28, 155, 72



**Deuteranomaly**

42, 150, 70



**Tritanomaly**

52, 120, 162

# Monochromacy



**Original Color**

17, 156, 170



**Achromatopsia**

109, 109, 109



**Achromatomaly**

76, 126, 131

# CSS Examples

## Text

The CSS property to change the color of the text to RYB 17, 156, 170 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(17, 170, 32)` looks like.

```
.text, #text, p{  
    color:rgb(17, 170, 32)  
}
```

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(17, 170, 32) colored shadow looks like.

```
.shadow{ text-shadow: 4px 4px 2px rgb(17, 170, 32) }
```

## Border

The CSS property to change the border of an element to RYB 17, 156, 170 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(17, 170, 32) }
```

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

```
.border{ border-color:rgb(17, 170, 32) }
```

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

Here you see how a box with a 4 pixel rgb(17, 170, 32) colored shadow looks like.

```
.boxshadow{ -moz-box-shadow:4px 4px 4px  
4px rgb(17, 170, 32); -webkit-box-  
shadow:4px 4px 4px 4px rgb(17, 170, 32);  
box-shadow:4px 4px 4px 4px rgb(17, 170,  
32) }
```

# Background

The CSS property to change the background color of an element to RGB 17, 170, 32 is called "background".

The background property can be set on classes, ids or directly on the HTML element.

```
.background, #background, body{  
background: rgb(17, 170, 32) }
```

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

```
.background{ background-color: rgb(17, 170,  
32) }
```

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