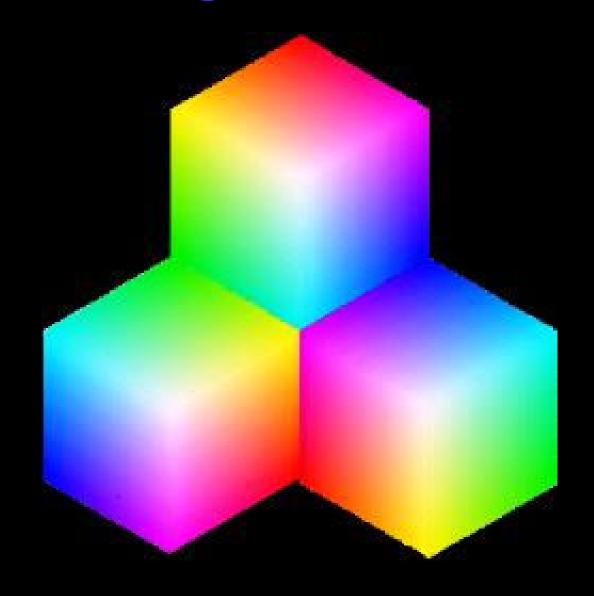
virtual light & colour cubes



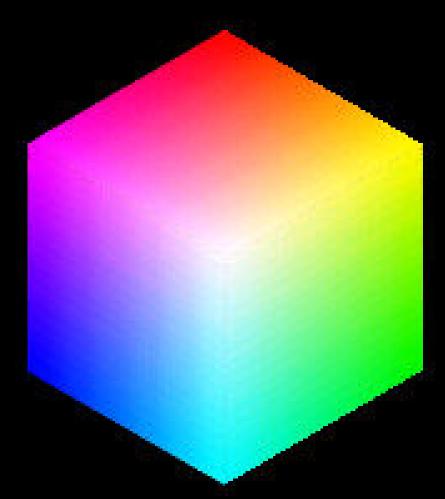
virtual light & colour cubes

- an integrative framework within which to see colours
 - gateways to new dimensions of colour & light
 - clarifying the nature of primary colours
 - bridges between the virtual and real worlds

virtual light & colour cubes

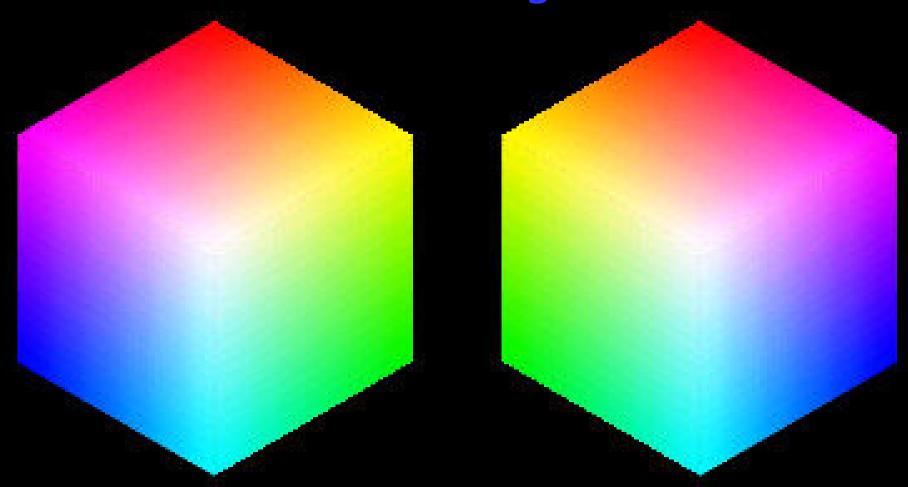
- each cube contains all colours
- the dimensions of the cube are red, blue and green - or cyan, yellow and magenta
- the colour at any point in the cubes is equal to the sum of the red, blue and green coordinates of the point

virtual light & colour cubes the corners of the cubes



- *the corners of each cube
 - white & black
 - the primary lights
 - red, blue, green
 - the primary pigments
 - cyan, yellow, magenta

virtual light & colour cubes mirror images



virtual light & colour cubes photographic negatives

