

## Current State:

Currently, there isn't an Official Color System for the Encapsulated Language.

## Proposed State:

The Encapsulated Language constructs colors in the following way:

Colour is described in terms of hue, saturation and lightness. All three of these distinctions are optional but lightness requires at least one of the others to be present.

If **head initial** is Officialized, then color words are formed in the following way:

Hue	Saturation	Lightness
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If **head final** is Officialized, then color words are formed in the following way:

Lightness	Hue	Saturation
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## Hue

There are 2 sets of 2 distinctions to talk about hue in general terms:

- The first distinction makes it easier to talk about **red-green** which colour blinds tend to find easier to distinguish. It divides the hue spectrum into **lun** (red-green) and **min** (blue-violet-magenta).
- The second distinction makes it easier to talk about **blue-yellow** which colour blinds tend to find easier to distinguish. It divides the hue spectrum into **nen** (green-blue) and **ron** (violet-red).

When you talk about more specific colours, the divisions which contain that colour are concatenated to give their intersection. Although the order at which the words can be put together can be changed without altering the meaning, for consistency the first distinction is put before the second distinction.

	nen (Green-Blue)	ron (Violet-Red)
lun (Red-Green)	Green	Red
min (Blue-Magenta)	Blue	Violet-Magenta

## Saturation

There is no default saturation to colour, colour words range from grey to the colour itself but it can be specified using three words:

- wil (desaturated),
- le (intermediary/middle),
- pi (vibrant/distant).

These words can be recursively used to specify saturation even more.

## Lightness

The default lightness of a colour is the same as grey, but other lightness levels can be expressed using two words:

- vin (dark),
- fun (light).

To talk about black and white, the hue isn't specified and saturation is made desaturated then the appropriate lightness is added.

## Examples

Red	lun + ron	luron
Vibrant blue	min + nen + pi	minen pi
Dark purple	min + ron + vin	miron vin
White	wil + fun	wilfun