- **Hue:** The name of a color (e.g., red, blue, yellow).
- **Value:** The lightness or darkness of a color.
- **Intensity/Chroma/Saturation:** The brightness, purity, or strength of a color.
- **Temperature:** The warmth (reds, oranges) or coolness (blues, greens) of a color.
- **Achromatic:** Colors without hue, such as white, gray, and black.

Color Mixing & Variations

- **Tint:** A hue produced by adding white.
- **Shade:** A hue produced by adding black.
- **Tone:** A hue produced by adding gray.
- **Desaturation:** Muting a color, making it appear more gray.

Color Relationships & Wheels

- **Color Wheel:** A circular map of colors, often based on RYB (red, yellow, blue) in art or RGB in digital.
- **Primary Colors:** Red, yellow, blue; colors that cannot be created by mixing others.
- **Secondary Colors:** Orange, green, violet; created by mixing two primaries.
- **Tertiary Colors:** Colors made by mixing a primary and secondary color (e.g., blue-green).
- **Complementary Colors:** Colors opposite each other on the color wheel (e.g., blue and orange).
- **Analogous Colors:** Colors adjacent to each other on the color wheel.
- **Monochromatic:** A color scheme based on only one hue, with variations in value and intensity.

Light & Digital Terms

- **RGB (Red, Green, Blue):** The additive color model used for screens.
- **CMYK (Cyan, Magenta, Yellow, Key/Black):** The subtractive color model used for printing.

- **Bit Depth:** Defines the number of colors available, e.g., 24-bit offers over 16 million colors.

Common Color Schemes

- **High-Key:** A composition dominated by light values.
- **Low-Key:** A composition dominated by dark values.
- **Warm Colors:** Reds, yellows, and oranges that appear to advance.
- **Cool Colors:** Blues, greens, and purples that appear to recede.