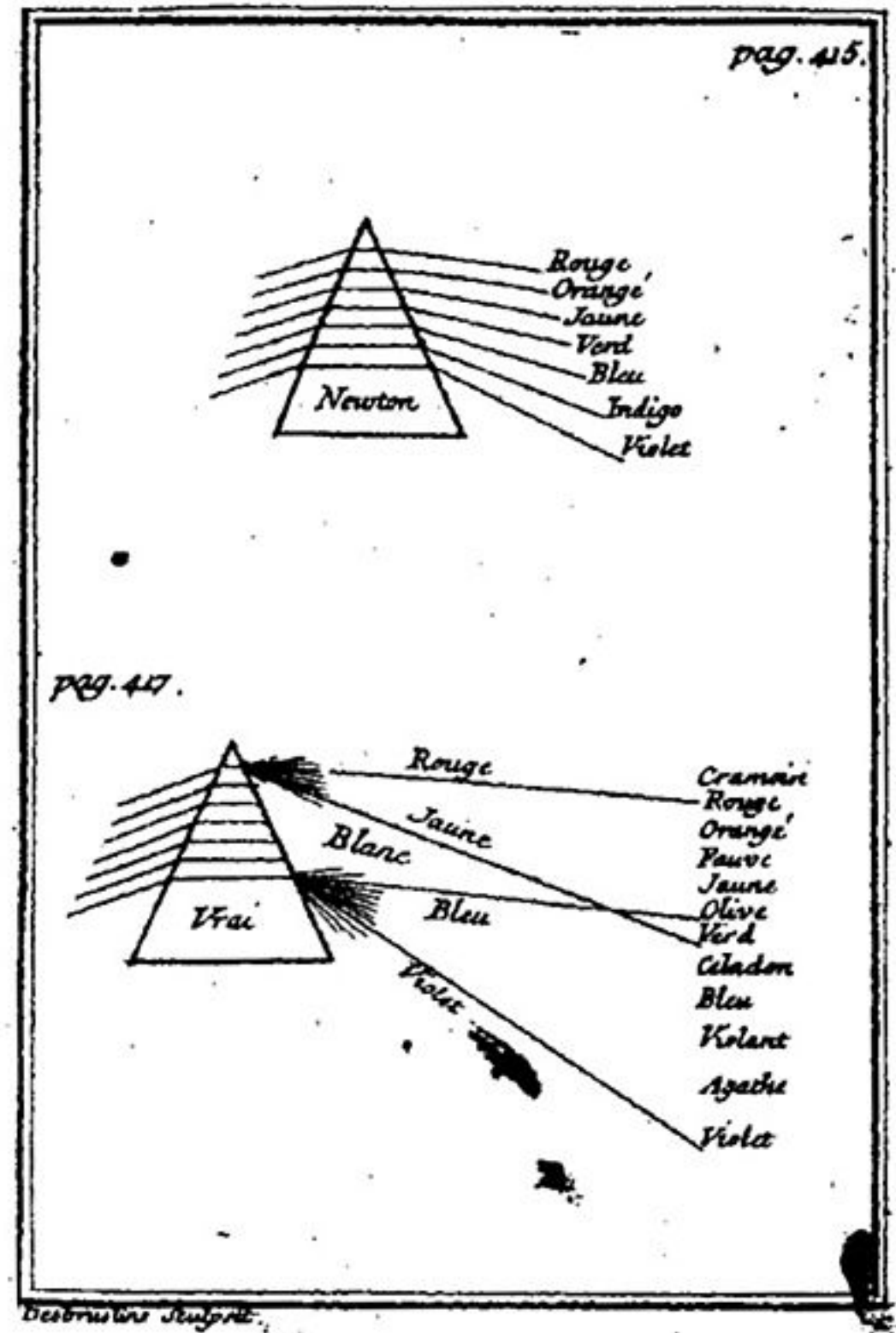
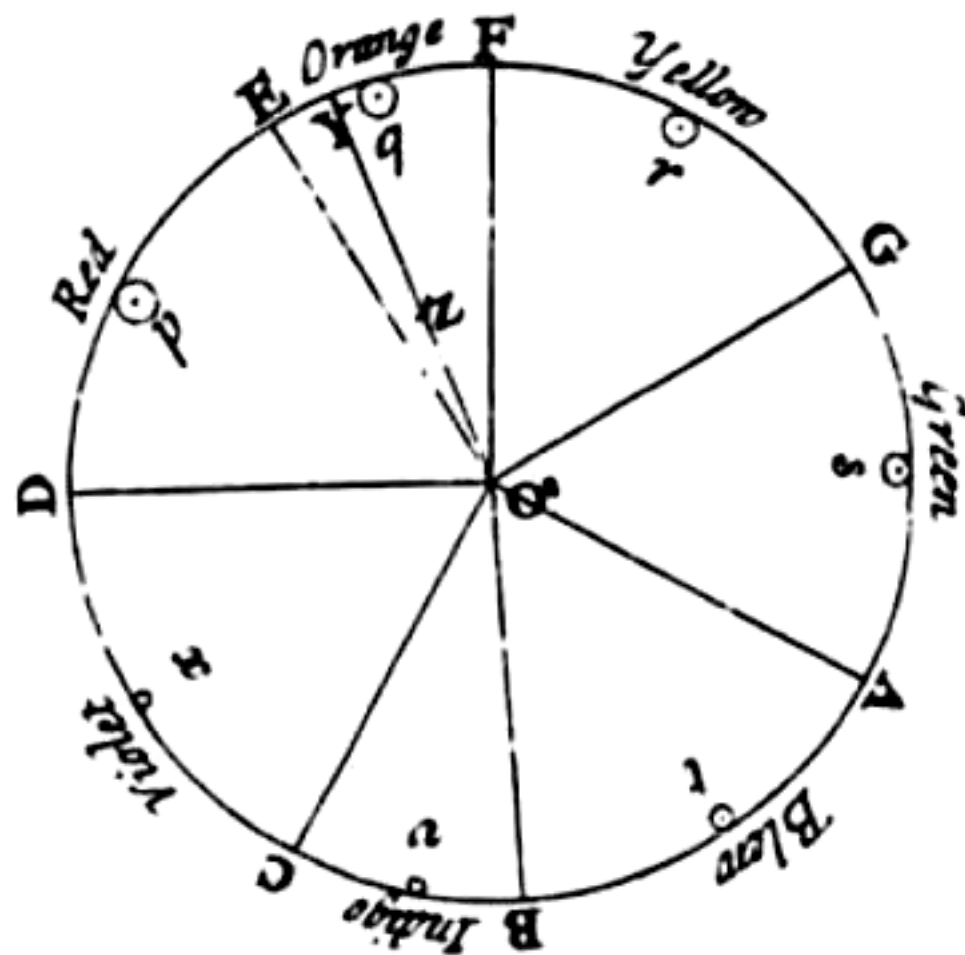


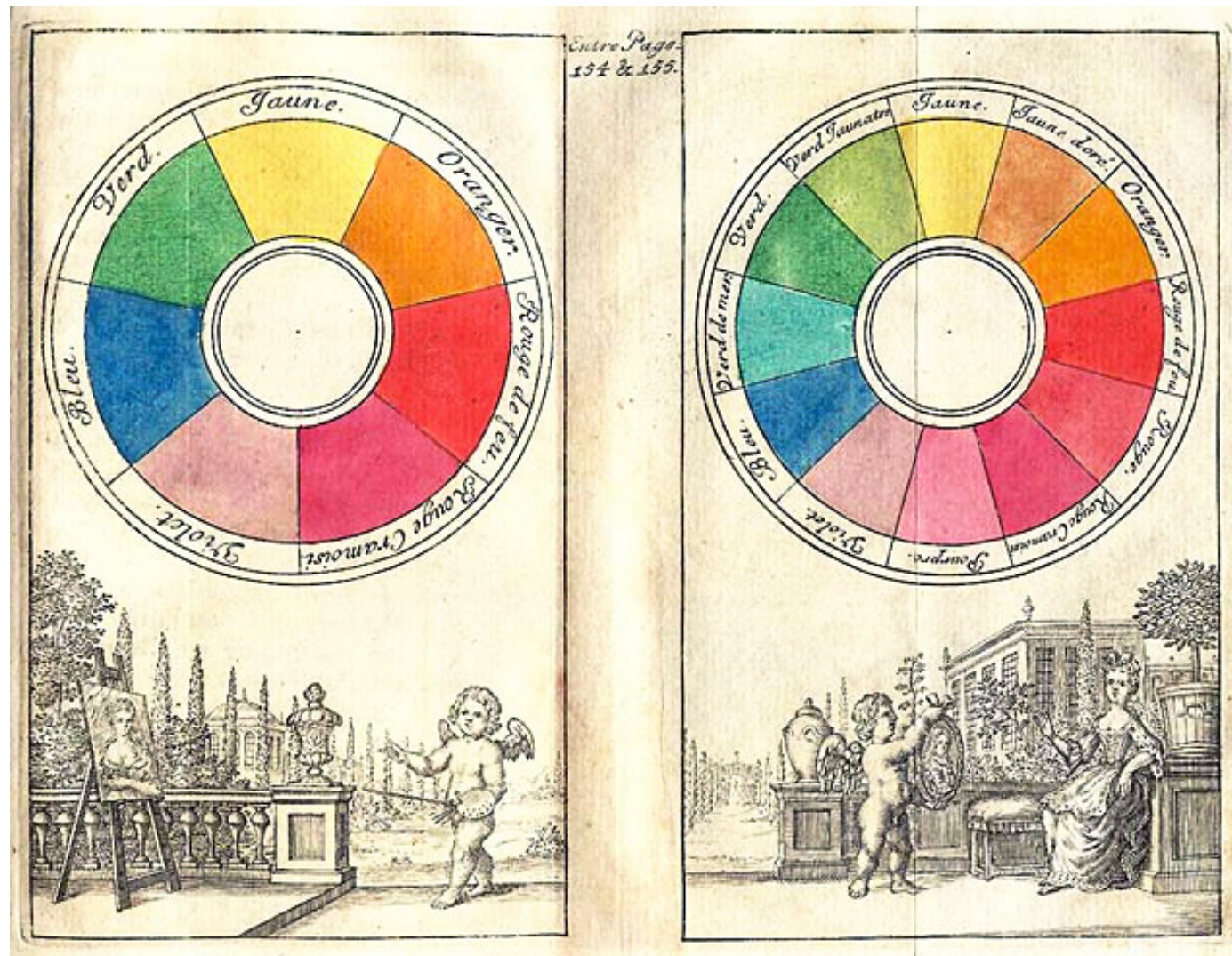
Color Wheel

Rupa Dasar 2D

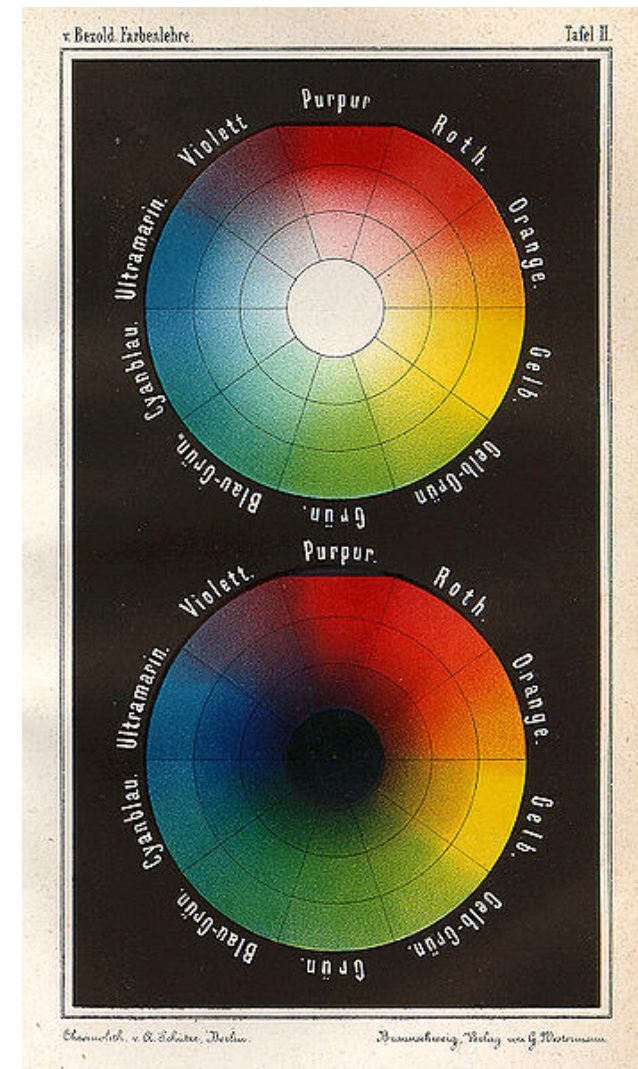
Minggu	Kemampuan Akhir yang Diharapkan	Bahan Kajian (Materi Ajar)	Bentuk Pembelajaran	Kriteria/Indikator Penilaian	Bobot Nilai	Bahan bacaan
9	- Mahasiswa memahami prinsip perupa 2D meliputi : komposisi, irama, tone, gradasi, transparansi dll. - Mahasiswa dapat membuat konsep pencampuran warna primer, sekunder dan tersier serta gradasinya dalam <i>color wheel</i> - Mahasiswa dapat memperlihatkan kepekaan nya dalam mengolah warna primer, sekunder dan tersier serta turunannya dalam bidang gambar.	<i>Color Wheel</i> - Gradasi Warna	- Ceramah - Asistensi - Diskusi - Tugas Gambar	- Kesesuaian tema tugas - Ide, kreatifitas, keunikan - Keterampilan dan teknik - Representasi tugas dan kerapihan	5%	



spektrum warna



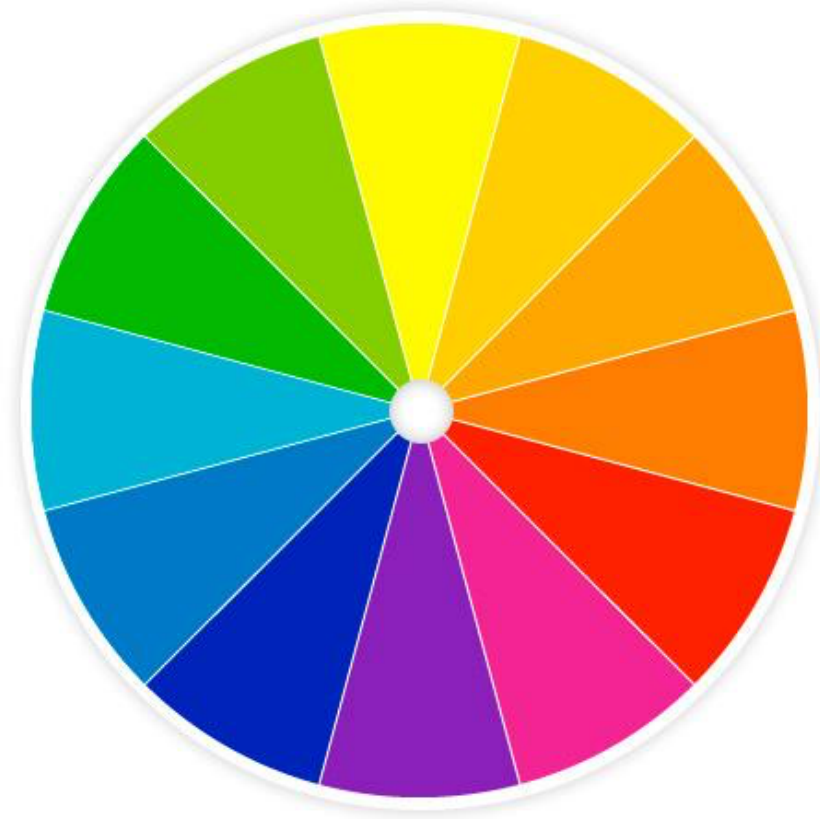
Boutet, 1708



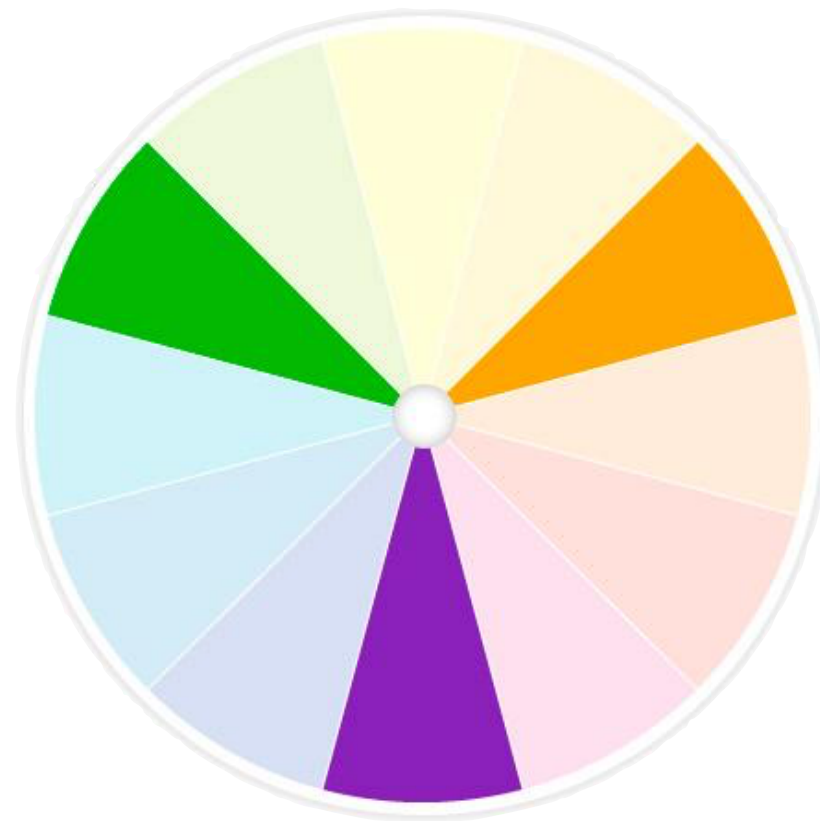
Wilhelm von Bezold's 1874

color wheel

color wheel



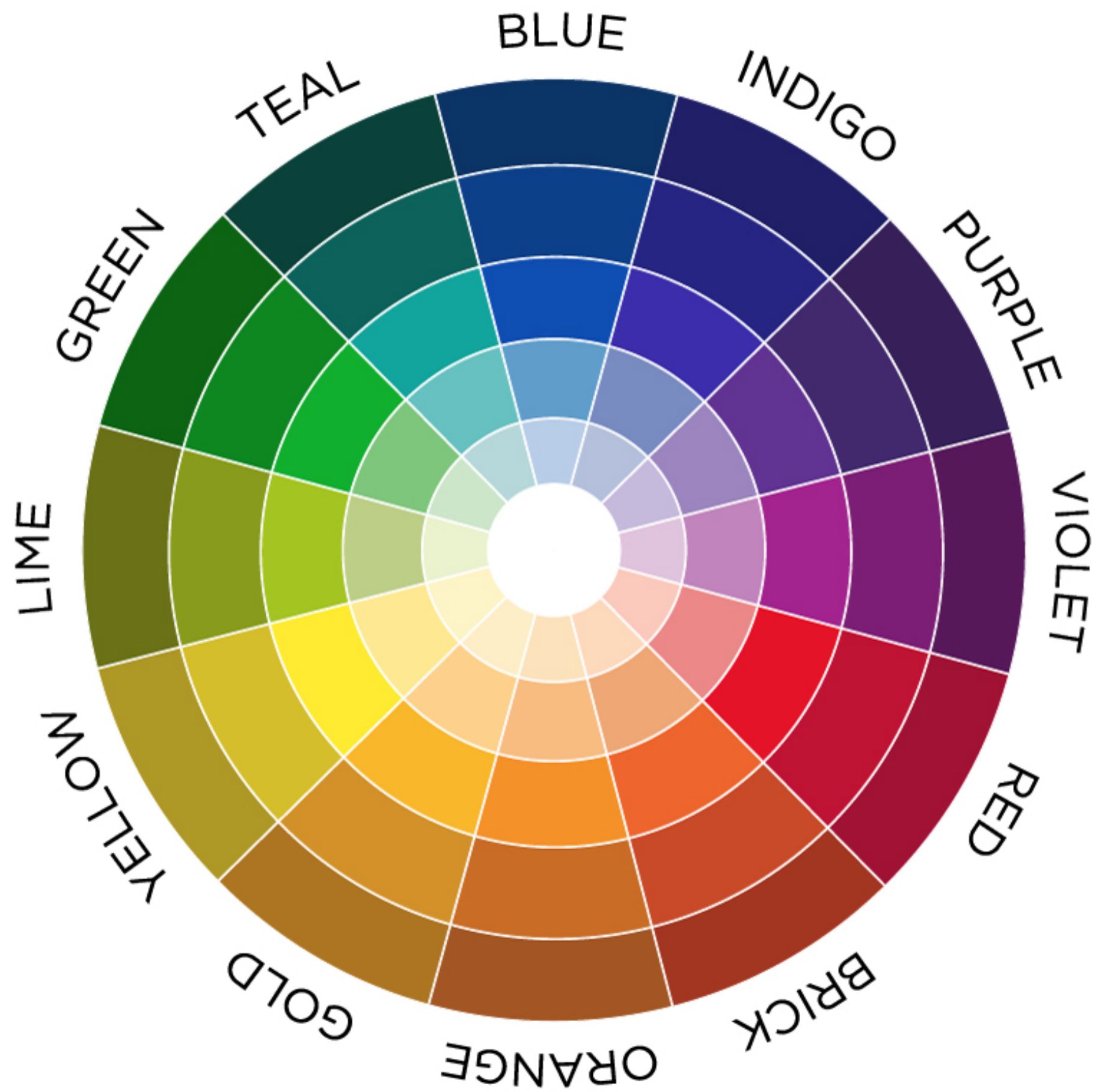
primer

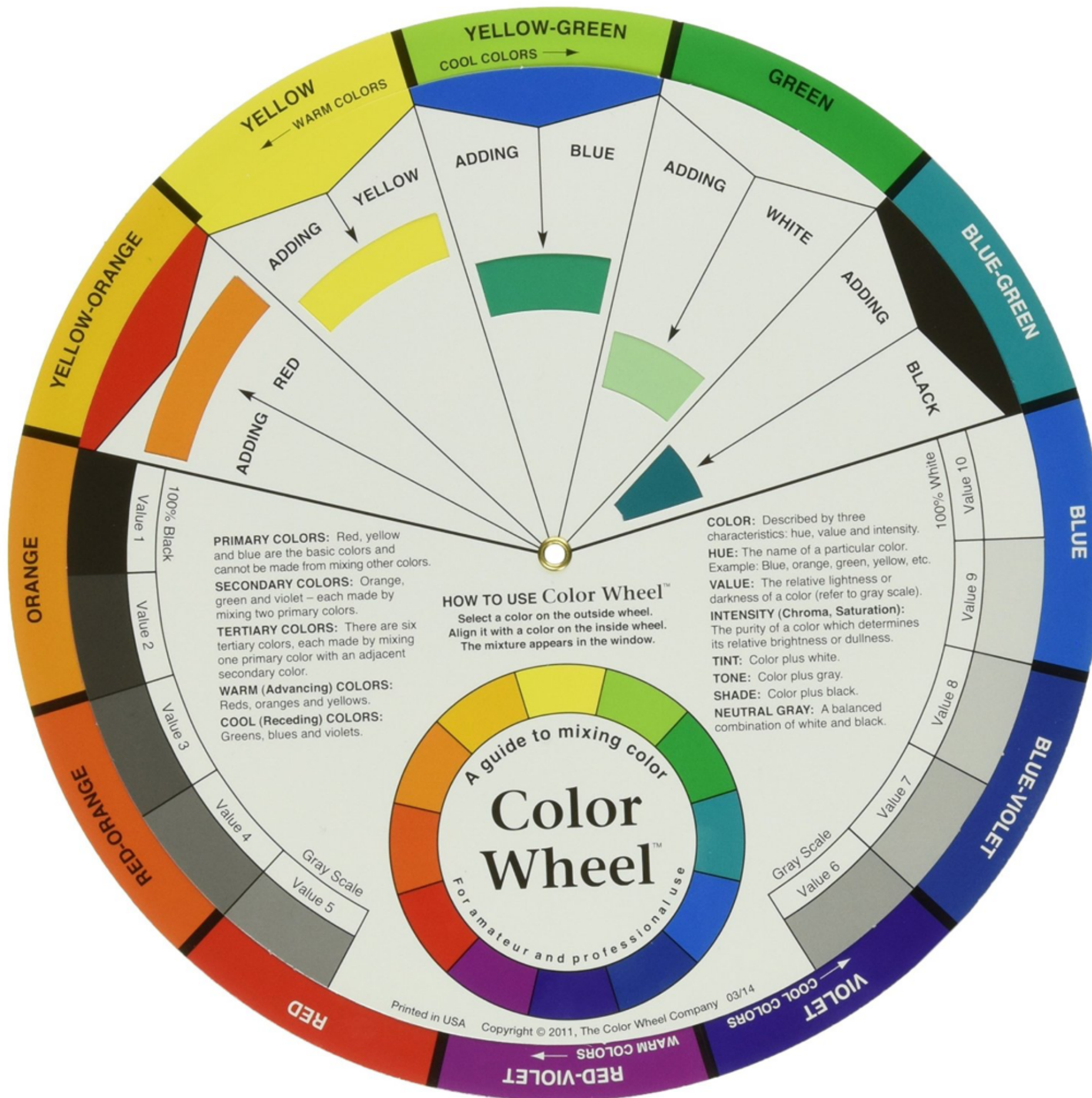


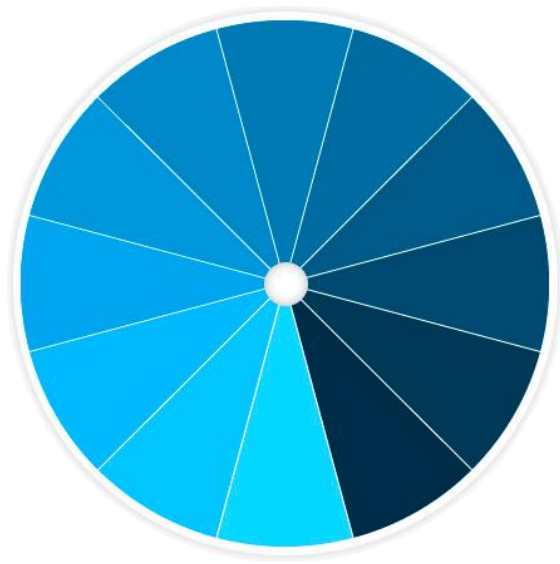
sekunder



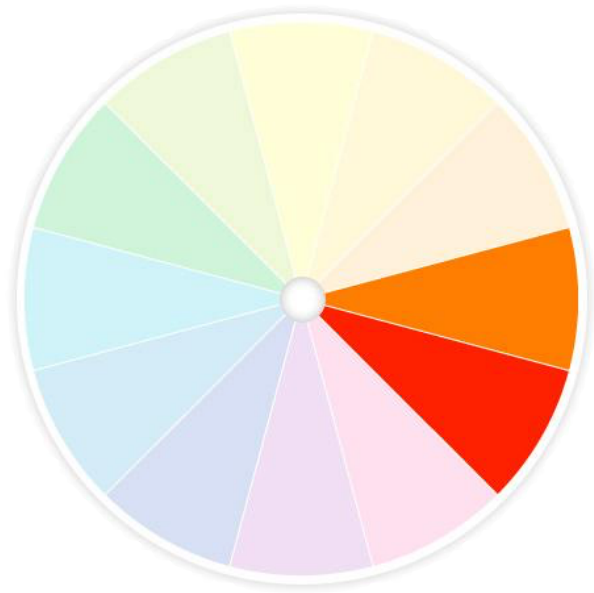
tersier



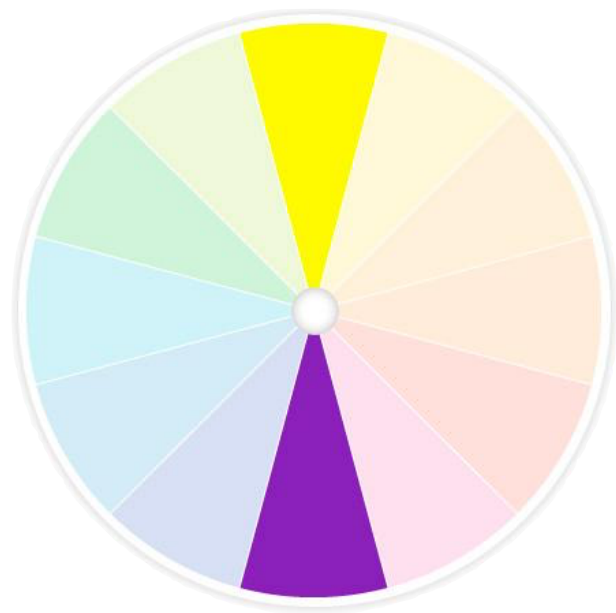




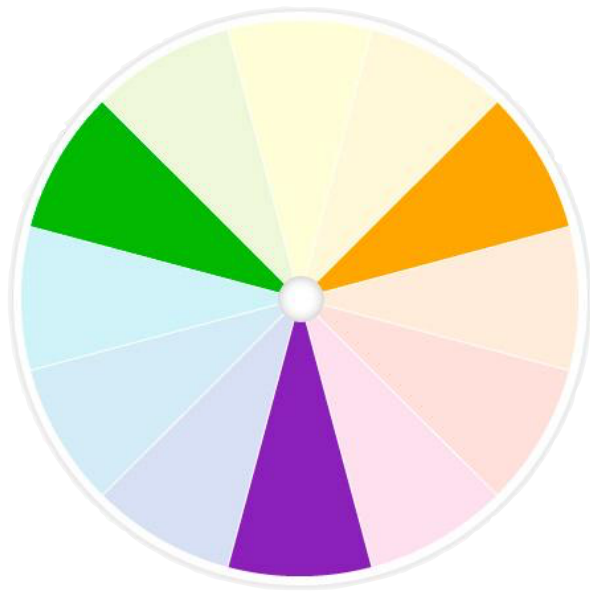
Monochromatic



Analogous



Complementary



Triad





