

## Foundry Colour Mixing

Steve posted this list of ways to add/enhance the shade changes of Foundry Triads:

CANVAS 8 – Add quite a lot of B main to C highlight to darken C highlight.  
BASE SAND 10 – Darken C highlight with Drab12B.  
RAWHIDE 11 – Lighten A shade with B main.  
DRAB 12 – Lighten A shade with B main.  
TAN 14 – Darken C highlight with B main.  
SHADOW PINK 18 – Darken C highlight with B main.  
DEEP BLUE 20 – Lighten C highlight with SKY BLUE 21B  
SKY BLUE 21 – Darken B main with A shade and darken C highlight with B main.  
VIVID BLUE 22 – Darken C highlight with B main.  
TOMB BLUE 23 – Darken B main with A shade and darken C highlight with B main.  
TEAL BLUE 24 – Add quite a lot of B main to C highlight to darken C highlight.  
BRIGHT GREEN 25 – Add quite a lot of B main to C highlight to darken C highlight.  
FOREST GREEN 26 – Darken C highlight with B main.  
STORM GREEN 27 – Lighten B main with quite a lot of C highlight.  
PHLEGM GREEN 28 – Darken C highlight with B main.  
MOSS 29 – Lighten A shade with B main and darken C highlight with B main.  
GRANITE 31 – Add quite a lot of B main to C highlight to darken C highlight.  
SLATE GREY 32 – Darken C highlight with B main.  
ARTIC GREY 33 – Lighten A shade with B main.  
ARMOUR 35 – Darken A shade with CHARCOL BLACK 34B, darken B main with CHARCOAL BLACK 34B.  
SCARLET 38 – Use TERRACOTTA 37B for A shade.  
STONE 57B – Darken A shade with CHARCOL BLACK 34B.  
BRICK RED 59 – Lighten C highlight with WHITE 33C.  
PEATY BROWN 61 – Lighten C highlight with BONE YARD LIGHT 9C  
QUAGMIRE 63 – Lighten C highlight with WHITE 33C