

#452108 Paris Blue

Paris Blue is an extremely strong and bright blue with a distinct green tint. On cotton rag paper and especially on hotpressed paper, this typical blue-green character comes into its own. On handmade paper, on the other hand, the color plays more into gray and even a bit into violet after drying. The color is already strikingly strong in the first application, but retains its transparency even with multiple glazes or washes. The surface texture can be described as fine-grained and forms drying edges at high concentrations.

The mixture was created together with #451108 Ultramarine Violet, Reddish (lowest color application in each case).

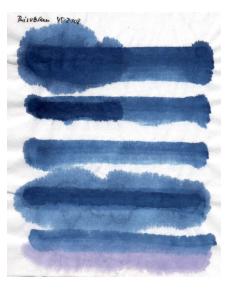
Mould-made Paper



Cotton Rag Paper



Chinese Rice Paper



Hot Pressed Paper





Influence and properties of painting surfaces

The "colorfulness" or character of a pigment is influenced not only by the different binders; a significant expression is also created by the different textures of the various painting surfaces.

For example, glazing pigments appear even more "transparent" on rice paper and seem to become "one" with the painting surface. On canvas, regular or hand-made paper, on the other hand, they appear more solid and stable.

Properties of hand-made paper (German: Büttenpapier)

- Low density
- Soft, velvety
- Voluminous, full-bodied
- Firm, stable
- Absorbs a lot of water and the color penetrates deeply

Properties of Chinese rice paper

- Dissolves with "too much" water
- Transparent (as a result, the light behind the painting surface has different effects on the paint application)
- The paint soaks through the paper and is highly runny
- practically untextured

Properties of cotton rag paper

- "woven" paper with regular, tiny corrugation
- slightly shimmery effects
- The color seems to move
- Clear texture

Properties of hot pressed paper

- Certain firmness and rigidity (less flexible)
- Clear lines and contours
- Smooth, dense surface
- Less absorbent, color penetrates less into the paper and runs more evenly
- Less "shadow" due to lack of texture