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## FIBONACCI CHROMOTOLOGY OR HOW TO PAINT YOUR RABBIT

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Readers of this journal are aware that Fibonacci numbers have been used to generate musical compositions [1], [2], and that the Golden Section ratio has appeared repeatedly in art and architecture. However, that Fibonacci numbers can be used to select colors in planning a painting is less well-known and certainly an exciting application.

One proceeds as follows, using a color wheel based upon the color theory of Johann Wolfgang von Goethe (1749-1832) and developed and extended by Fritz Faiss [3]. Construct a 24-color wheel by dividing a circle into 24 equal parts as in Figure 1. Let 1, 7, 13, and 19 be yellow, red, blue, and green, respectively. (In this system, green is both a primary color and a secondary color.) Halfway between yellow and red, place orange at 4, violet at 10, blue-green at 16, and yellow-green at 22. The other colors must proceed by even graduations of hue. For example, 2 and 3 are both a yellow-orange, but 2 is a yellow-yellow-orange, while 3 is a more orange shade of yellow-orange. The closest colors to use are: (You must also use your eye.)

- 1 Cadmium Yellow Light
- 2 Cadmium Yellow Medium
- 3 Cadmium Yellow Deep
- 4 Cadmium Orange or Vermilion Orange
- 5 Cadmium Red Light or Vermilion
- 6 Cadmium Red Medium
- 7 Cadmium Red Deep or Acra Red
- 8 Alizarin Crimson Golden or Acra Crimson
- 9 Rose Madder or Alizarin Crimson
- 10 Thalo Violet or Acra Violet
- 11 Cobalt Violet
- 12 Ultramarine Violet or Permanent Mauve or Dioxine Purple
- 13 Ultramarine Blue
- 14 French Ultramarine or Cobalt Blue
- 15 Prussian Blue
- 16 Thalo Blue or Phthalocyanine Blue or Cerulean Blue or Manganese Blue
- 17 Thalo Blue + Thalo Green
- 18 Thalo Green + Thalo Blue
- 19 Thalo Green or Phthalocyanine Green
- 20 Viridian

- 21 Emerald Green
- 22 Permanent Green
- 23 Permanent Green Light
- 24 Permanent Green Light + Cadmium Yellow Light

(Note: Expect problems in mixing a true tertiary color if using acrylic paints.)

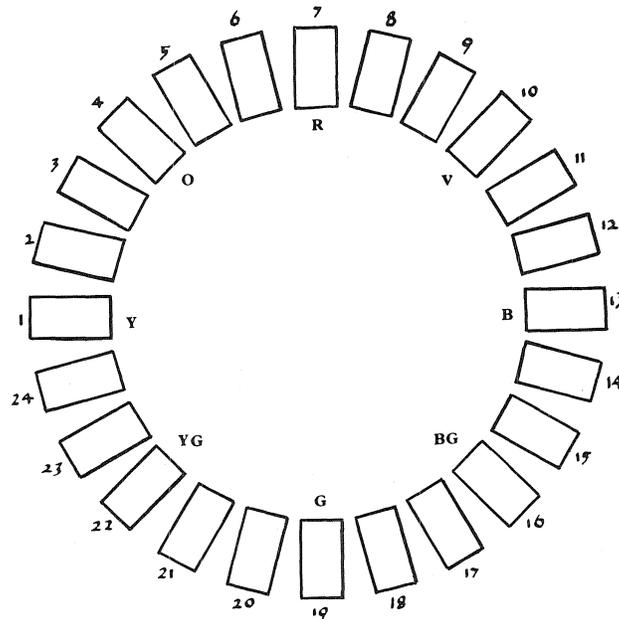


Fig. 1. 24-Color Wheel

To select colors to plan your painting, construct a second 24-color wheel but rather than coloring the spaces, cut out the spaces marked 1, 2, 3, 5, 8, 13, and 21. Place 1 at any position (primary or secondary color preferred) and use the colors thus exposed. The color under 1 should dominate, and 21 would be an accent color. This scheme solves the problem of color selection which occurs if one wishes to paint using bright, clear color; if one is accustomed to painting with "muddy" colors, he may feel that he has no problems with harmony.

Fritz Faiss has many other color schemes based upon the 24-color wheel. The color sequences based upon the Fibonacci sequence are particularly pleasing, and Fritz Faiss has done many paintings using these color sequences. Unfortunately, to fully appreciate the beauty of the color combinations that arise, one needs to actually see a properly constructed color wheel and some examples of its application.

All the color schemes generated as just described are quite lovely, and the Lucas sequence also seems to select pleasant schemes or, at least, non-discordant ones. But, to see what a color battlefield can be constructed, make a 24-color wheel using the more familiar yellow, red, and blue as primary colors placed at 1, 9, and 17 with the in-between colors again placed in order by hue (so that, for example, 21 is green and 19 is blue-green, 20 is a green blue-green, and 18 is halfway between blue and blue-green). Then, the Fibon-

nacci sequence does not select pleasing combinations, and one comes to appreciate the problem involved in selecting bright, true colors which harmonize.

This short article certainly will pose more questions than it answers, since mathematicians are not usually accustomed to thinking about color theory as used in painting; Fritz Faiss has devoted fifty years to the study of color theory in art. Fibonacci numbers seem to form a link from art to music; perhaps some creative person will compose a Fibonacci ballet, or harmonize Fibonacci color schemes with Fibonacci music.

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ON THE DENSITY OF THE IMAGE SETS OF CERTAIN  
ARITHMETIC FUNCTIONS—II

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## 1. INTRODUCTION

Throughout this article, we will be using the following notation:  $n \geq 0$  is an arbitrary nonnegative integer and  $n = \sum_{j=0}^k d_j b^j$  its representation as an integer in base  $b$ ,  $b \geq 2$  arbitrary. Define

$$(1.1) \quad T(n) = n + \sum_{j=0}^k d_j \quad [T(0) = 0]$$

$$\mathcal{Q} = \{n \mid n = T(x) \text{ for some } x\} \quad \text{and}$$

$$\mathcal{C} = \{n \mid n \neq T(x) \text{ for any } x\}.$$

It has been shown ([1]) that the set  $\mathcal{C}$  is infinite for any base  $b$ . More generally, it is true that  $\mathcal{C}$  has asymptotic density and that  $\mathcal{C}$  is a set of positive density; these results are derived from the following more general theorem and its corollary (proofs of which may be found in [2]).

*Theorem:* Let

$$n = \sum_{j=0}^k d_j b^j, \quad b \geq 2 \text{ arbitrary,}$$

and define

$$T(n) = n + \sum_{j=0}^k f(d_j, j) \quad \text{and} \quad \mathcal{Q} = \{n \mid n = T(x) \text{ for some } x\},$$