

		255 / 255 / 255	
		- / 255 / 248	0.989 / 1 / 1.03
T-252		255 / 252 / 245	1 / 1.011 / 1.041
T-241		244 / 241 / 234	1.047 / 1.059 / 1.091
T-218		221 / 218 / 212	1.156 / 1.169 / 1.204
T-206		209 / 206 / 200	1.222 / 1.236 / 1.273
T-195		197 / 195 / 189	1.295 / 1.309 / 1.348
T-184		186 / 184 / 178	1.372 / 1.387 / 1.429
T-167		169 / 167 / 162	1.510 / 1.527 / 1.573
T-158		159 / 158 / 153	1.6 / 1.618 / 1.667
T-149		151 / 149 / 145	1.693 / 1.712 / 1.763
		137 / 135 / 131	1.867 / 1.888 / 1.945
T-128		129 / 128 / 124	1.978 / 2 / 2.06
		122 / 120 / 117	2.095 / 2.118 / 2.182
T-114		115 / 114 / 111	2.215 / 2.24 / 2.307
		104 / 103 / 100	2.445 / 2.472 / 2.546
T-97		98 / 97 / 95	2.589 / 2.618 / 2.697
		93 / 92 / 89	2.743 / 2.774 / 2.857
T-79		80 / 79 / 77	3.2 / 3.236 / 3.333
T-64		64 / 64 / 62	3.956 / 4 / 4.12
		61 / 60 / 58	4.189 / 4.236 / 4.363
T-49		49 / 49 / 47	5.178 / 5.236 / 5.393
		38 / 37 / 36	6.778 / 6.853 / 7.059
T-30		30 / 30 / 29	8.38 / 8.473 / 8.727
		25 / 24 / 24	10.357 / 10.472 / 10.786
T-19		19 / 19 / 18	13.555 / 13.706 / 14.117
		14 / 14 / 14	17.726 / 17.923 / 18.461
T-5		6 / 5 / 5	46.087 / 46.6 / 48
		0 / 0 / 0	⊗

Note one. This drawing, shows the black, grey and white *Foundationcolours* of *Tokhroma*, created from the *Tokhromaratios* and *Tokhromarefinements* from drawings six and AP1. The colours are formed, by dividing the above *Tokhromaratios* and *Tokhromarefinements* (right) into 255, with the ratios forming colour *T-252* specially adapted from 0.989/1/1.03. Of the twenty-six colours, eight are not used due to similarities to their neighbouring colours.

The eighteen colours are shown in context with their corresponding *Foundationcolour* codes (left) and three number RGB references (centre).

Note two. As with all *Tokhroma* colours, all eighteen *Foundationcolours* possess a *Khromacode* and see drawing CC6 for these.

Note three. For the *Eidicolours*, the above RGB references are separated into individual numbers and intermixed as required. And for these, see drawings CE1, CE2 and CE3.