
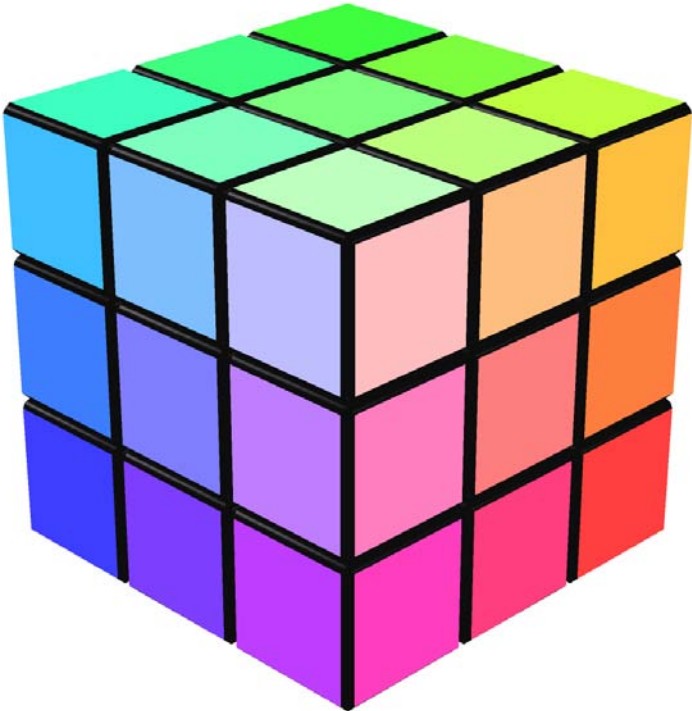



# RGBTone Cube Design

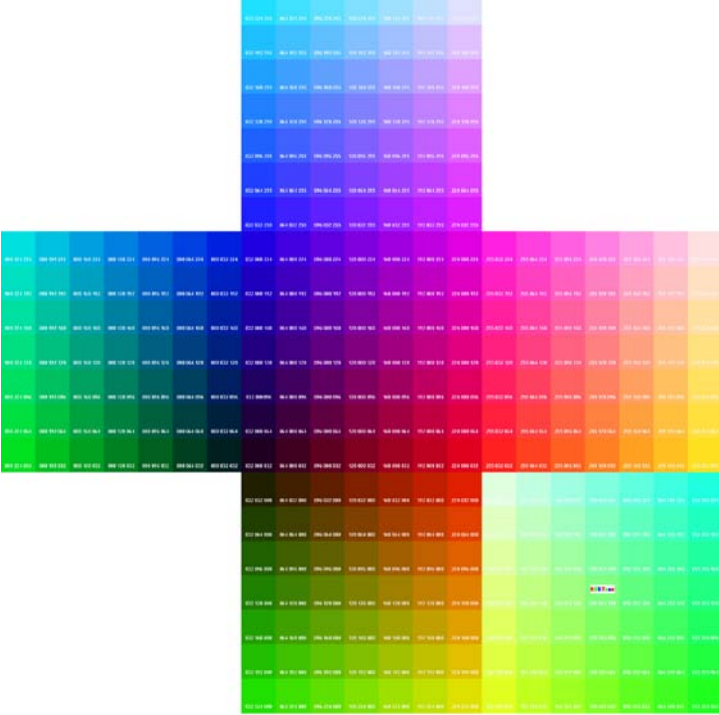
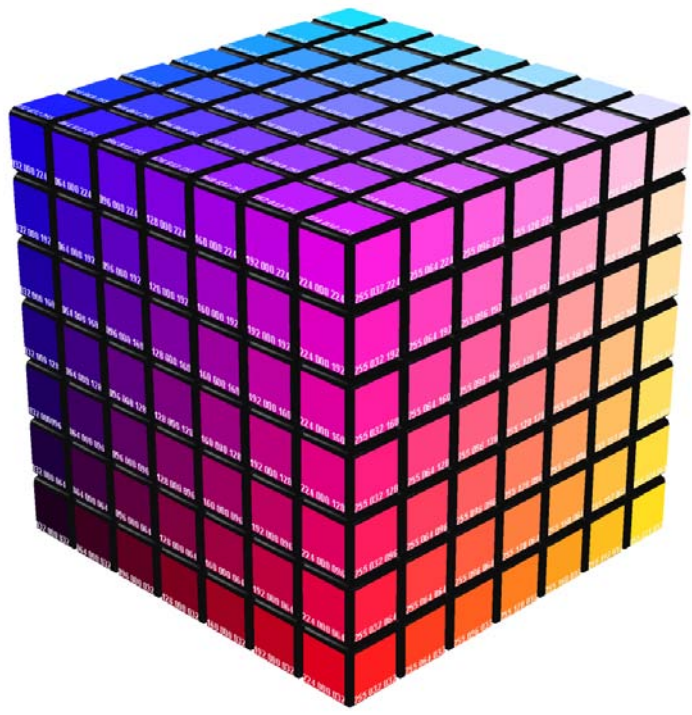
## Introduction

An **RGBTone Cube** is a  $N \times N \times N$  **Cube** used as an **RGB (Red, Green, Blue)** color chart. One example of a  $3 \times 3 \times 3$  cube used as a color chart is the **Rubitone**, a Rubik's Cube coded with the Pantone Color Matching System. This is the way someone may want to choose his next bedroom color, cycling through the possible chromatic permutations on a puzzle cube at a paint desk. Unlike a traditional Rubik's cube, the object here is not to solve it, but to match colors that might look good in a bedroom or living space.

RGB Color Charts – Useful Links	
<a href="http://www.webreference.com/dev/graphics/palette.html">http://www.webreference.com/dev/graphics/palette.html</a>	<a href="http://en.wikipedia.org/wiki/RGB_color_model">http://en.wikipedia.org/wiki/RGB_color_model</a>
<a href="http://www.smallrock.net/resources/dcentral/colorcube.htm">http://www.smallrock.net/resources/dcentral/colorcube.htm</a>	<a href="http://www.web-source.net/216_color_chart.htm">http://www.web-source.net/216_color_chart.htm</a>

RGBTone Cubes – CubeTwister	
<p><b>RGB Tone Cube</b></p> <p>Original design 2008 by André Boulouard and Walter Randelshofer</p>  <p>Copyright © 2008 André Boulouard Walter Randelshofer Werner Randelshofer All rights reserved.</p>  <p></p>	

RGBTone Cube Texture – 3x3x3 Cube	Virtual RGBTone Cube – 3x3x3 Cube
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RGBTone Cube Texture – 7x7x7 Cube	Virtual RGBTone Cube – 7x7x7 Cube
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## Frontside RGB Values – 3x3x3 Cube

40FF40	80FF40	C0FF40
40FF80	80FF80	C0FF80
40FFC0	80FFC0	C0FFC0

40C0FF	80C0FF	C0C0FF
4080FF	8080FF	C080FF
4040FF	8040FF	C040FF

FFC0C0	FFC080	FFC040
FF80C0	FF8080	FF8040
FF40C0	FF4080	FF4040

## Backside RGB Values – 3x3x3 Cube

C000C0	C00080	C00040
8000C0	800080	800040
4000C0	400080	400040

0040C0	004080	004040
0080C0	008080	008040
00C0C0	00C080	00C040

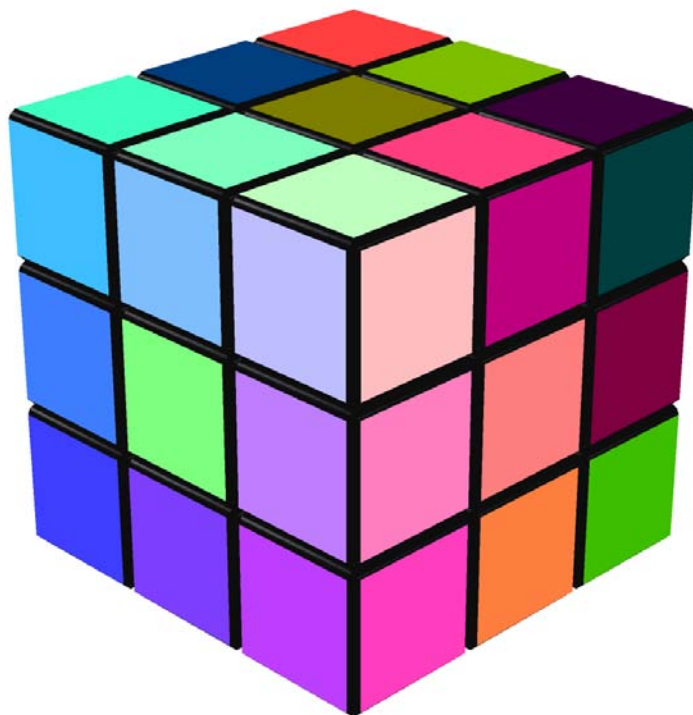
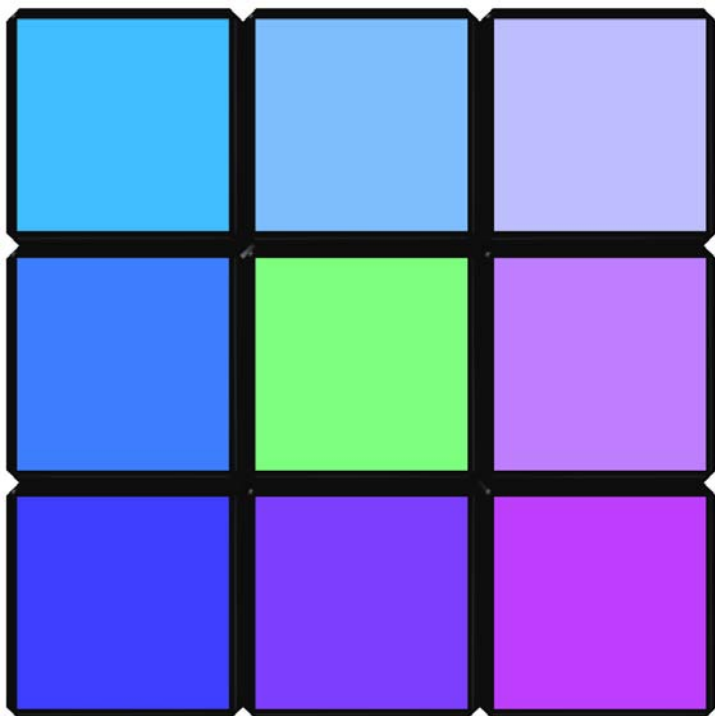
404000	804000	C04000
408000	808000	C08000
40C000	80C000	C0C000

## RGB Tone Cube Color Codes (Hexadecimal/Decimal)

			<b>40FF40</b> R64 G255 B64	<b>80FF40</b> R128 G255 B64	<b>C0FF40</b> R192 G255 B64			
			<b>40FF80</b> R64 G255 B128	<b>80FF80</b> R128 G255 B128	<b>C0FF80</b> R192 G255 B128			
			<b>40FFC0</b> R64 G255 B192	<b>80FFC0</b> R128 G255 B192	<b>C0FFC0</b> R192 G255 B192			
<b>00C040</b> R0 G192 B64	<b>00C080</b> R0 G192 B128	<b>00C0C0</b> R0 G192 B192	<b>40C0FF</b> R64 G192 B255	<b>80C0FF</b> R128 G192 B255	<b>C0C0FF</b> R192 G192 B255	<b>FFC0C0</b> R255 G192 B192	<b>FFC080</b> R255 G192 B128	<b>FFC040</b> R255 G192 B64
<b>008040</b> R0 G158 B64	<b>008080</b> R0 G128 B128	<b>0080C0</b> R0 G128 B192	<b>4080FF</b> R64 G128 B255	<b>8080FF</b> R128 G128 B255	<b>C080FF</b> R192 G128 B255	<b>FF80C0</b> R255 G128 B192	<b>FF8080</b> R255 G128 B128	<b>FF8040</b> R255 G128 B64
<b>004040</b> R0 G158 B64	<b>004080</b> R0 G128 B128	<b>0040C0</b> R0 G128 B192	<b>4040FF</b> R64 G64 B255	<b>8040FF</b> R128 G64 B255	<b>C040FF</b> R192 G64 B255	<b>FF40C0</b> R255 G64 B192	<b>FF4080</b> R255 G64 B128	<b>FF4040</b> R255 G64 B64
			<b>4000C0</b> R64 G0 B192	<b>8000C0</b> R128 G0 B192	<b>C000C0</b> R192 G0 B192	<b>C0C000</b> R192 G192 B0	<b>80C000</b> R128 G192 B0	<b>40C000</b> R64 G192 B0
			<b>400080</b> R64 G0 B128	<b>800080</b> R128 G0 B128	<b>C00080</b> R192 G0 B128	<b>C08000</b> R192 G128 B0	<b>808000</b> R128 G128 B0	<b>408000</b> R64 G128 B0
			<b>400040</b> R64 G0 B64	<b>800040</b> R128 G0 B64	<b>C00040</b> R192 G0 B64	<b>C04000</b> R192 G64 B0	<b>804000</b> R128 G64 B0	<b>404000</b> R64 G64 B0

	<b>Up</b> G255		
<b>Left</b> R0	<b>Front</b> B255	<b>Right</b> R255	<b>Back</b> B0
	<b>Down</b> G0	<b>Back</b> B0	

## Comparing Color Shades Center Move



Setup Alg.

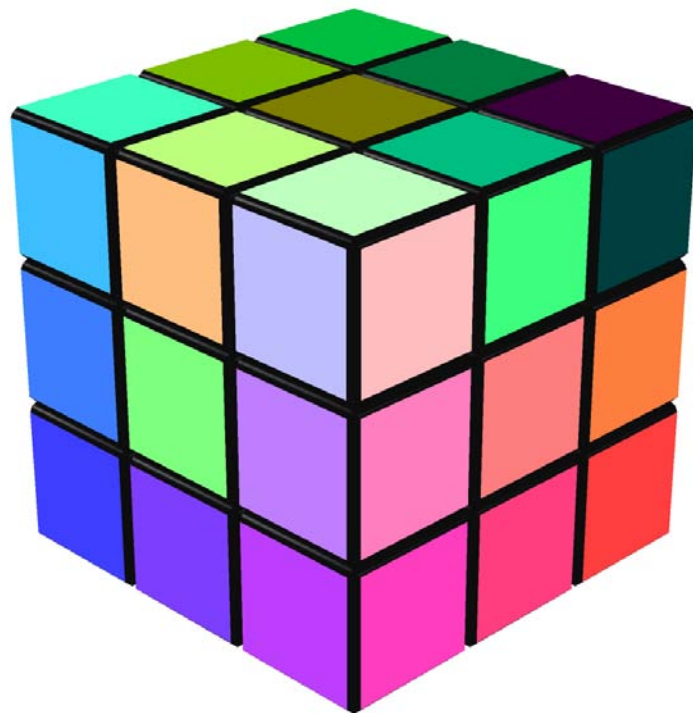
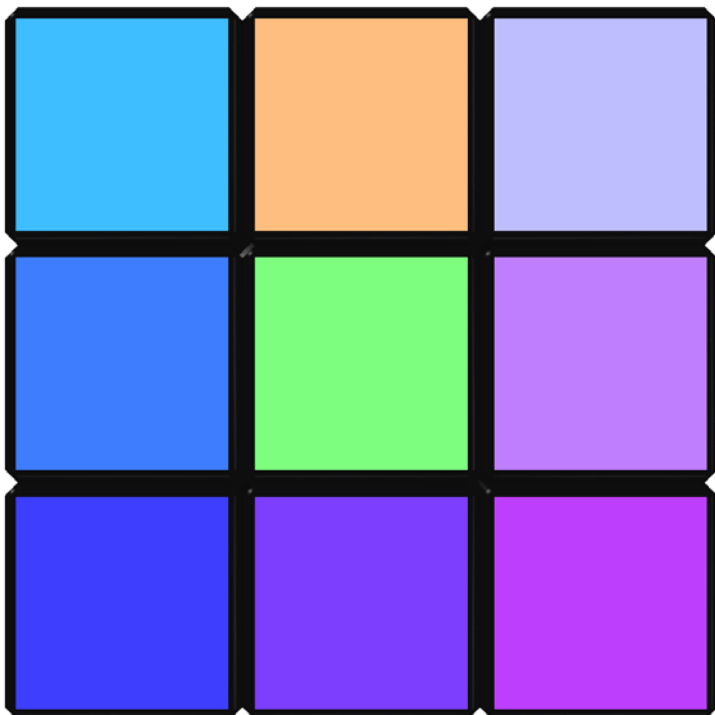
CR' D2 B R' U D2 R D L B D2 B U' L U B' L' B L B' U' B U D' B' D2 B2 D' B' D' B D L B2 L'

Incremental Alg.

MF MR MF' MR'

To move centers, it is better to use shorter center-swap algorithms described in: [One-Hand Clock Cube Design](#).

## Center + One Edge Move



Setup Alg.

CR' R U D L B D' L' B' D' R B2 R'

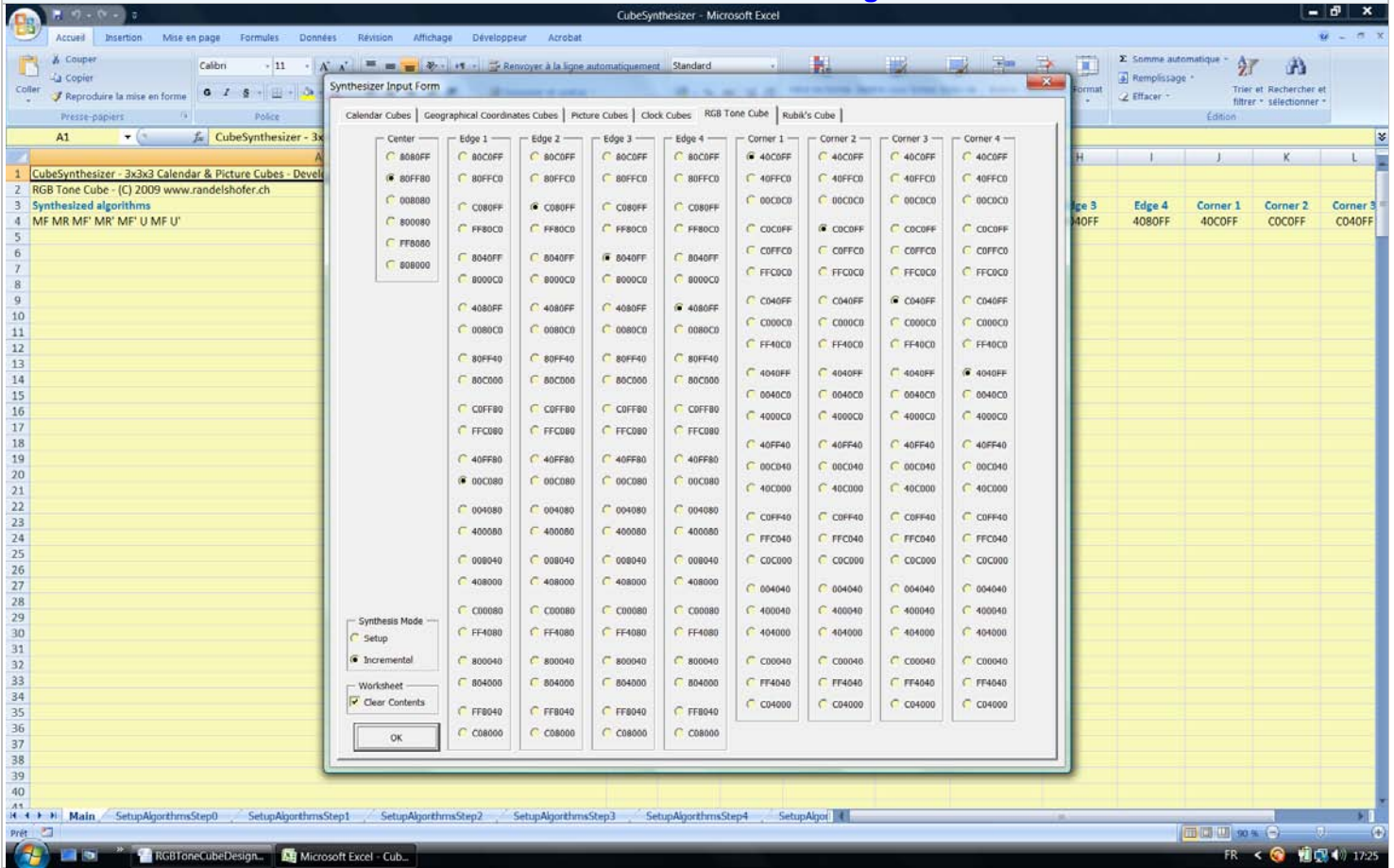
Incremental Alg.

MF MR MF' MR' MF U' MF' U

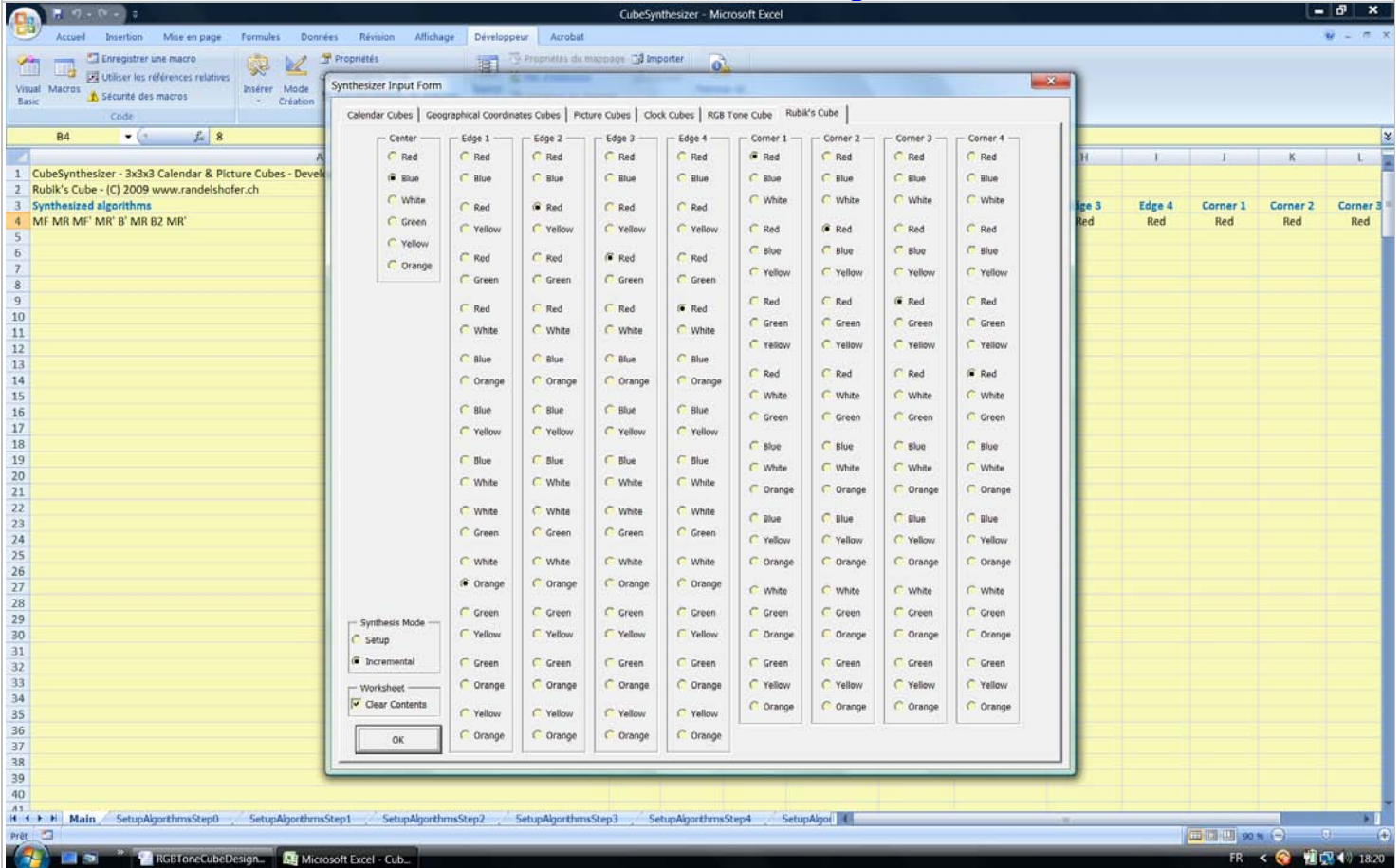
Incremental algorithms are generally shorter than Setup algorithms, if only a few cubies are to be moved.

# Synthesizing Cube Algorithms with CubeSynthesizer

## RGB Tone Cube: Center + One Edge Move



## Rubik's Cube: Center + One Edge Move

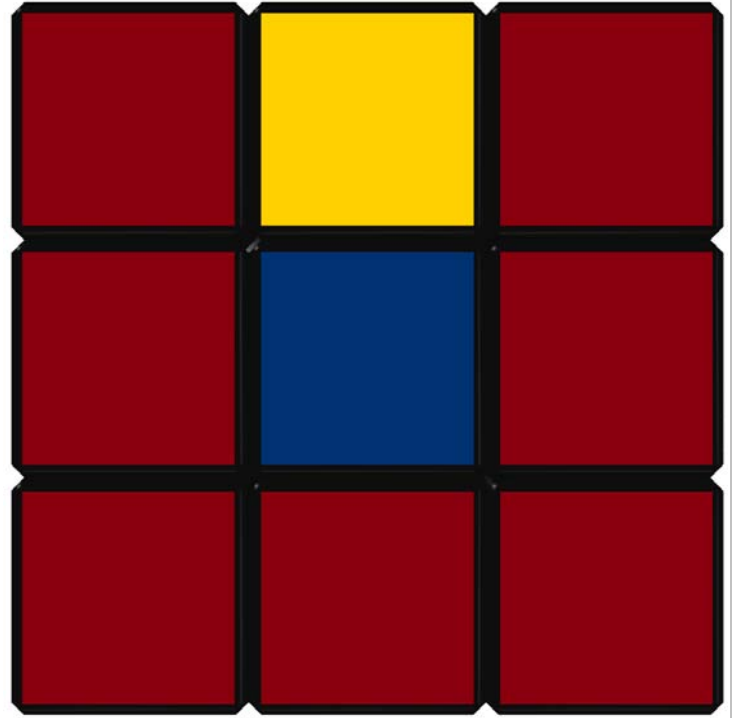


# Rubik's Cube Picture

Picture

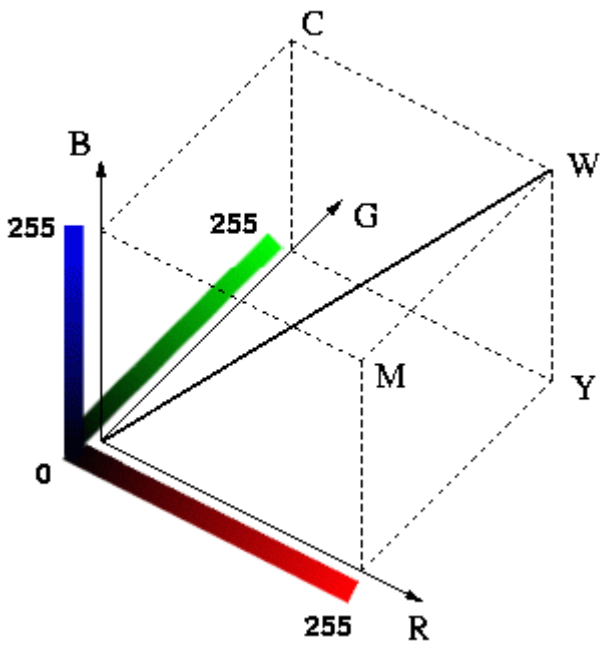


Example of Synthesized Front Face



Cube	Numbers on Red, Green or Blue axes							
3x3x3	0		64		128		192	255
6x6x6	0		51		102		153	204
7x7x7	0	32	64	96	128	160	192	224

**Cube Faces & Color Planes**



- R: red
- G: green
- B: blue
- C: cyan
- M: magenta
- Y: yellow
- W: white

F	Green	0
U	Blue	255
L	Red	0
D	Blue	0
R	Red	255
B	Green	255

064 192 255	128 192 255	192 192 255
064 128 255	128 128 255	192 128 255
064 064 255	128 064 255	192 064 255

000 192 192	000 128 192	000 064 192	064 000 192	128 000 192	192 000 192	255 064 192	255 128 192	255 192 192
000 192 128	000 128 128	000 064 128	064 000 128	128 000 128	192 000 128	255 064 128	255 128 128	255 192 128
000 192 064	000 128 064	000 064 064	064 000 064	128 000 064	192 000 064	255 064 064	255 128 064	255 192 064
			064 064 000	128 064 000	192 064 000	192 255 192	128 255 192	064 255 192
			064 128 000	128 128 000	192 128 000	192 255 128	128 255 128	064 255 128
			064 192 000	128 192 000	192 192 000	192 255 064	128 255 064	064 255 064

RGBTone



