

[17:03] <Frank> I'd like to cover the information on your site
[17:04] <Frank> and also cover the different classes of stones
[17:04] <Frank> and where the inclusions are normal
[17:04] <Doos> that is clarity grading
[17:04] <Frank> ok we can do that after weve done colour grading
[17:05] <Doos> sounds good
[17:05] <Frank> the gem-a hardly mentions it at all...still
[17:05] <Frank> AIGS does a whole month of it
[17:05] <Doos> I think because it is mainly usefull for buyers-sellers .. not id
[17:06] <MoDo> That's why GIA covers it so much
[17:06] <Frank> what about the GIA modo...do they cover it in their courses?
[17:06] <Frank> lol
[17:06] <Frank> ok
[17:06] <Doos> shall we start with questions?
[17:06] <MoDo> I have one of the GIA color paddle set...they're great!
[17:06] <Frank> ok
[17:06] <Doos> any questions yet?
[17:06] <Frank> yes
[17:07] <Doos> shoot
[17:07] <Frank> with the hue chart on your website you have the GIA 31 hues
[17:07] <Doos> yes
[17:07] <Frank> blue/green/red
[17:07] <Frank> then pink and brown (exception)
[17:08] <Doos> yes
[17:09] <Doos> you want to know why pink and brown are exceptions?
[17:09] <Frank> why are pink and brown exceptions
[17:09] <Doos> lol
[17:09] <Frank> yes
[17:09] <Frank> lol
[17:09] <Doos> well pink is just a low toned red .. red with a lot of white
[17:10] <Doos> brown is saturation modifier .. but sometimes it is so saturated
itself that it becomes a hue
[17:10] <Frank> so why not list it as a hue...why make an exception for pink
[17:10] <Frank> and brown
[17:10] <Frank> why not grey?
[17:10] <Doos> I think because pink is so much seen
[17:10] <Doos> as is brown
[17:11] <Doos> no idea about gray, that is a saturation modifier that can turn
to a hue aswell .. maybe because it's so ugly
[17:11] <MoDo> Unless it's "silver" lol
[17:11] <Frank> does pink then go on to be trated like the other colours?
[17:11] <Doos> true
[17:12] <Doos> mostly yes
[17:13] <Doos> but I didn't invent that system, so no way of knowing why
[17:13] <Doos> pink is just red with a lot of white
[17:13] <Frank> yes
[17:14] <Frank> so how can you tell if a darkish tone is due to tone or gey
saturation
[17:14] <Frank> grey saturation
[17:15] <Doos> well if the stone is primary brown with some red in it, then the
brown becomes the hue and red the secondary hue
[17:15] <Doos> if the stone is primary red with some brown .. then the brown is
a modifier affecting the saturation
[17:16] <Doos> when its 50-50 .. I dont know
[17:16] <MoDo> Frank ... tone is the level of grey in the color

[17:16] <Doos> that is saturation
[17:17] <Doos> tone is the amount of light or dark (so white or black)
[17:17] <MoDo> I need my books!
[17:17] <MoDo> Isn't from white to black gray?
[17:17] <Doos> no that is saturation
[17:18] <MoDo> Okay .. I'm sorry ... I'm remembering now
[17:18] <Doos> did that answer it?
[17:20] <Frank> my difficulty is in trying to separate whether a colour (hue) is dark because of the amount of it's tone or it's saturation
[17:20] <Doos> I see
[17:21] <Doos> cool colours like blue and green can have a gray saturation mask (modifier) which makes it look dull
[17:21] <Doos> if the tone is high (dark) .. the stone will literally turn black
[17:22] <Doos> not gray or brown .. black
[17:22] <Frank> saturation is the amount of grey or brown modifier in the hue and tone is a light to dark scale
[17:22] <Doos> warmer colours are the same, but the saturation mask will be brown
[17:22] <Doos> yes
[17:23] <Frank> but a light to dark scale goes from white to black (or colourless to opaque)
[17:23] <Doos> shall I explain tone?
[17:23] <Frank> and so can be grey ... just like the saturation modifier
[17:23] <Frank> yes please do:)
[17:23] <Doos> okay lets take a pure red hue
[17:24] <Frank> ok
[17:24] <Doos> take a palet and place a nice amount of the red paint in the middle
[17:24] <Doos> on the far left you place some white paint and on the far right some black paint
[17:25] <Doos> like a timescale .. you now mix some of the red with some white toward the left
[17:25] <Doos> you will see that the red becomes lighter .. but not gray
[17:26] <Doos> if you mix some black toward the black .. the red will become darker, not brown
[17:26] <Doos> or gray
[17:27] <Frank> but the tone scale (on the website) is a scale of mostly greys
[17:27] <Doos> so although the scale between white and black produces gray .. it will not when there is a hue in between (like red)
[17:27] <Frank> ah ok
[17:28] <Frank> so it isn't a grey "overlay" on the original hue?
[17:28] <Doos> in the image above the scale .. you will see it with blue as the primary hue
[17:28] <Doos> no
[17:28] <Doos> just more white or black mixed in
[17:28] <Frank> the grey "overlay" theory is in fact saturation?
[17:28] <Doos> yes
[17:29] <Frank> thanks
[17:29] <Doos> never heard about an overlay theory though
[17:29] <Frank> Eureka
[17:29] <Frank> just my own way of thinking of it
[17:29] <Doos> oh ok
[17:30] <Doos> be back in 2 minutes
[17:30] <Frank> I actually made the phrase up ... but feel free to use it if you want :)
[17:30] <MoDo> lol

[17:30] <Frank> you already covered all this Modo?
[17:31] <MoDo> Yes, believe it or not, I actually passed the colored stone grading course! LOL
[17:31] <Frank> you still there Pad?...got any questions?
[17:31] <Doos> back
[17:32] <Frank> Nobody can keep it all in their head without revision Modo ...well maybe Annie
[17:32] <padparad> yes am here
[17:32] <padparad> thanks frak was jus trying to understand
[17:32] <MoDo> LOL Yes ... I'll be so happy to get back to my books
[17:32] <Frank> have you read the page which I gave you the link to?
[17:32] <padparad> no no questons
[17:33] <padparad> yes i did
[17:33] <Frank> good info isn't it
[17:33] <Doos> so colour is mainly 3 things:
[17:33] <padparad> its a bit heavy for first timer...will read it over again and the logs....will get better then
[17:33] <Doos> hue, tone and saturation
[17:33] <padparad> yes
[17:34] <Frank> colour, lightness or darkness, and grey or brown added
[17:34] <Doos> hue defines the "colour" as we would normally name it
[17:34] <Doos> tone is the lightness or darkness in the hue .. so white or black
[17:35] <Doos> and saturation is the purity of the hue
[17:35] <Frank> can any colour be a saturation modifier?
[17:35] <MoDo> Saturation is where you say either dull or vivid?
[17:35] <Doos> yes MoDo
[17:36] <Doos> no Frank, gray or brown
[17:36] <Doos> you can have secondary colours though
[17:36] <MoDo> Doos is my hero :-*
[17:36] <Frank> so what if something is orangy pink?
[17:36] <Frank> ah ok
[17:36] <Doos> for instance red with some purple
[17:36] <Doos> that means the primary colour is red and the secondary colour is purple
[17:37] <Doos> then it becomes purplish red
[17:37] <Frank> still with a grey / brown saturation scale?
[17:37] <Doos> of course, that is just to define the hue
[17:38] <Doos> so first you determine the hue
[17:38] <Doos> or hues
[17:38] <Doos> then you look at the tone (is it very light or very dark)
[17:38] <Doos> then you see if there is any brown or gray in the hue
[17:39] <Doos> all this in northern skylight (or southern, depending on where you live) .. so with your back to the sun
[17:41] <Doos> you will also want some neutral background to observe the stone
[17:41] <Doos> so a white paper sheet or the palm or your hand
[17:41] <Doos> of your hand*
[17:41] <Frank> would the colour of the background affect the perceived tone/saturation
[17:42] <Doos> yes it could
[17:42] <Doos> uhm, mainly the hue though
[17:42] <padparad> will have to leave...thnx guys...bye
[17:42] <Doos> bye padparad
[17:42] padparad (~Guest@59.162.120.161) left irc: padparad
[17:42] <MoDo> bye Pad
[17:42] <Frank> bye pad...hope you can come again {}

[17:43] <Doos> you will also encounter words as "key colour" and "body colour"
[17:43] <Doos> the "key colour" is the reflected colour (including TIR)
[17:44] <Doos> that is what we use in coloured stones and fancy coloured diamonds
[17:44] <Doos> the "body colour" is the colour that is transmitted through the stone, so visible from the pavillion
[17:44] <Doos> only used in diamonds
[17:46] <Frank> but in a well cut diamond no light should exit via the pavillion
[17:46] <Doos> so we judge coloured stones table up, diamonds table down
[17:46] <Frank> ok...if it enters from the pavillion
[17:46] <Doos> well, the colour can not come from the table .. the table lays on a sheet of white paper
[17:46] <Doos> yes
[17:47] <Frank> yes I got that when you said table down
[17:47] <Doos> so the fire doesn't interfere
[17:47] <MoDo> Frank, you look through the side of the pavilion of the diamond
[17:47] <Frank> how does fluorescence to visible light affect the colour grading?
[17:47] <Frank> ty Modo :)
[17:47] <Doos> it can enhance the hue in coloured stones .. mostly ruby
[17:48] <Doos> make it glow like coil
[17:48] <Frank> so a chrome rich ruby is likely to grade higher than an iron rich one?
[17:49] <Doos> yes
[17:49] <Frank> the good thing about fluorescence is as long as there is light to see with
[17:49] <Doos> lightning is very important
[17:49] <Frank> it is switched on
[17:50] <MoDo> And the ruby looks better on yellow parcel paper, so make sure you look at it on white paper.
[17:50] <Doos> yes
[17:50] <Frank> yes
[17:50] <Doos> the yellow reduces the blue in the ruby
[17:51] <Doos> if present
[17:51] <Frank> this is why the burmese use brass plates to display stones
[17:51] <Doos> indeed
[17:51] <Doos> Ruby & Sapphire describes that
[17:51] <Frank> yes
[17:51] <Frank> brb...potty
[17:51] <Doos> k
[17:52] <MoDo> Coming to the Tucson gem show this year, Doos?
[17:52] <Doos> nah
[17:52] <MoDo> You've had a year to plan
[17:52] <Doos> heh
[17:52] <Doos> help out on the isg stand
[17:53] <MoDo> I might do that
[17:53] <MoDo> Never burn your bridges ;-)
[17:54] <Doos> I'm not unhappy that I burned that one
[17:54] <MoDo> I understand
[17:54] <Frank> back
[17:55] <Doos> was it nice?
[17:55] <MoDo> Of course, you're very established in the field ... I'm just starting
[17:55] <Frank> me too
[17:55] <Frank> yes it all came out ok in the end

[17:55] <Doos> heh
[17:55] <MoDo> Thanks for sharing, Frank
[17:55] <Frank> yw
[17:55] <Frank> :)
[17:56] <MoDo> Good thing it's not "show" and tell!
[17:56] <Doos> Richard Wise uses a slightly different system in grading colour
[17:56] <Doos> he uses percentages of hues
[17:56] <Doos> and tone
[17:56] <Frank> instead of numbers?
[17:56] <MoDo> I've seen that on some gem websites
[17:57] <Doos> so a 85% primary red hue with a 15% secondary purple hue
[17:57] <Frank> so is 50% the ideal?
[17:57] <Doos> nah
[17:57] <Frank> on tone?
[17:57] <Doos> depends on the stone ofcourse
[17:57] <Doos> yes 50% tone is ideal
[17:58] <Doos> but some stone look better with a 60-70% TONE
[17:58] <Doos> oops caps
[17:58] <Doos> while some are naturally lighter toned
[17:58] <Frank> does he break the 85% primary red and 15% purple into two
seperate tones?
[17:58] <Doos> not sure
[17:59] <Frank> maybe we should have him come along and explain it
[17:59] <Doos> good idea
[17:59] <MoDo> GIA would probably call it a slightly purplish red
[17:59] <Doos> yes they would
[17:59] <Frank> the percentages would appear to be very subjective
[18:00] <Frank> depending on eyes
[18:00] <Doos> or more accurate, depending on how good of a judge you are
[18:00] <Doos> we could ask him in the forum about the different tones
[18:00] <Frank> true but if the man with perfect judgement is the only one who
can see it it may be irrelavant
[18:01] <Frank> irrelevent
[18:01] <MoDo> Make that a woman, Frank ... we see color better :-)
[18:01] <Frank> yes it might be good to discuss all this on a thread
[18:01] <Doos> colour is in the eye of the beholder, but there needs to be a
standard and the standard can never be set by someone with poor judgement
[18:02] <Frank> and there are more perfect women than perfect man
[18:02] <MoDo> I'm not touching that one!
[18:02] <Frank> lol...IMHO of course
[18:02] <Doos> maybe that is why we enjoy looking at lesbians .. its perfect
[18:02] <MoDo> Doos ... what do you think of the GemEWizard? Have you seen it?
[18:03] <Doos> I couldnt get it to work here
[18:03] <MoDo> Okay
[18:03] <Frank> I'd think your right a 15% or a 25% hue difference can be a lot
yet both be pR
[18:03] <Doos> looks good though
[18:03] <Doos> the system should be shipped with monitor though
[18:04] <Frank> The gem-A have a new gem database available on CD
[18:04] <Doos> otherwise it depends on your monitor and how you calibrated your
monitor
[18:04] <MoDo> Monitors seem to be getting a lot better now, though
[18:04] <Doos> yes but if the monitor is poorly calibrated .. the system doesnt
work .. just like my website
[18:05] <MoDo> I used your colors during my coursework!

[18:05] <MoDo> It was great!
[18:05] <Doos> oh ok
[18:05] <Doos> lol
[18:06] <MoDo> Now I have the GIA color paddles and they're great, too
[18:06] <Frank> I think the fact that any deviation is more or less constant if you use the same monitor all the time then it works ok
[18:06] <Doos> the differnces are not large, but they are there
[18:06] <Doos> yes if you keep measuring with the same mistake, all should be well
[18:06] <MoDo> lol
[18:07] <Doos> any questions about it?
[18:08] <MoDo> I have an unrelated question.
[18:08] <Doos> go ahead
[18:08] <MoDo> Do either of you know what the latest edition is of Webster's Gem book?
[18:09] <Doos> I'm not sure if the latest 6th edition by o'donohue is the webster
[18:09] <Frank> no but looking at your pics and the various grades I'm still not sure I could do it
[18:09] <Doos> Frank, just grab a stone and judge it .. it will come
[18:09] <MoDo> Do have an edition you would recommend, Doos?
[18:10] <Frank> I can do that...but don't take my judgement call over the phone
[18:10] <Doos> always the latest MoDo
[18:10] <Doos> so the 5th (or the 6th)
[18:10] <Doos> the fith is edited by Read I believe
[18:10] <MoDo> I know the latest ... just didn't know which is Webster
[18:10] <Frank> when is Richard hughs second edition due?
[18:10] <MoDo> Okay, thanks
[18:11] <Doos> I dont think even he knows Frank
[18:11] <MoDo> Wow! I haven't even been able to plow through the first edition yet!
[18:12] <Frank> it would be a big help if you actually had it with you Modo
[18:12] <Frank> lol
[18:12] <MoDo> This is true!
[18:13] <MoDo> I've picked up a few books while I've been here, though.
[18:13] <Frank> So doos is there an ideal grading for each colour or does it depend on each variety of gem?
[18:13] <Doos> so shall we discuss clarity grading next week?
[18:13] <MoDo> Sounds good, Doos
[18:13] <Doos> it really depends on the stone
[18:14] <Frank> yes
[18:14] <Doos> Wise has a good outline of that in his book
[18:14] <Frank> yes clarity grading is good
[18:15] <MoDo> All right, gentlemen, I'm going to go ... good to talk to you both again.
[18:15] <Doos> ok MoDo, till soon again I hope
[18:15] <Frank> bye Modo...be well
[18:15] <MoDo> kiss, kiss, Doos
[18:15] <MoDo> bye Frank
[18:15] <Frank> sulks
[18:15] <Doos> heh
[18:15] <Frank> :)
[18:15] <MoDo> hugs, Frank
[18:15] <Frank> ty
[18:15] <Frank> hugs back

[18:15] MoDo (~MoDo@70.35.249.220) left irc: MoDo
[18:16] <Frank> nice one Alain
[18:16] <Frank> cleared up a lot of stuff foe me
[18:16] <Doos> did it clarify things a bit?
[18:16] <Doos> good
[18:16] <Doos> just grab some stones and judge them
[18:16] <Frank> I can look at two stones and pick the colour I like best
[18:16] <Frank> but find it very difficult
[18:16] <Frank> to describe colour
[18:17] <Doos> just look at it for a while and decide if you find it purplish or reddish and work from there
[18:17] <Frank> I'll have a go
[18:18] <Doos> practise is everything in this case
[18:18] <Frank> yes
[18:18] <Frank> it's much easier to just learn theory
[18:18] <Doos> yes it is oddly enough
[18:19] <Doos> but we are in the colour game aswell
[18:19] <Frank> yes