

# Heraldic Colors

In Heraldry, the colors used to emblazon a device are called **Tinctures**. The two basic types of tinctures are the **Metals** and the **Colors**.

## The Metals

 Or = Yellow/Gold (*cadmium yellow pale, imitation gold, gold leaf*)

 Argent = White/Silver (*zinc white, Chinese white*)

## The Colors

 Azure = Blue (*ultramarine, cobalt blue*)

 Gules = Red (*cadmium red pale, spectrum red*)

 Purpure = Purple (*purple lake, mix carmine and ultramarine*)

 Sable = Black (*lamp black*)

 Vert = Green (*mistletoe green, permanent green middle*)

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When the blazon describes an object as **Proper**, it means that the object is to be emblazoned in its own natural color. This can sometimes be a matter of heraldic convention rather than the actual natural color of an object.

## Proper

 Proper = The object's Natural Color (*this is a version of flesh coloring*)

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**Furs** are patterns of colors meant to represent actual furs. The two types of Furs are the Ermines and the Vairs. The Ermine patterns are made up of a field of color, usually White (Silver), Yellow (Gold) or Black, covered in a semy of Ermine Spots (tails). Vair is depicted as rows of bell-like shapes alternating Blue and White/Silver and called Vairy when different colors are called out in the blazon.

## The Furs

 Ermine = White/Silver with Black Tails  
Ermines = Black with White/Silver Tails (*also known as counter-ermine or contra-ermine*)  
Erminois = Yellow/Gold with Black Tails  
Peau = Black with Yellow/Gold Tails

 Vair = Bells of each row are upright  
Counter-vair = Bells of each row alternate upright and upside-down  
Vair en pointe = Alternate color in each row resembling barry wavy  
Vair in pale = Bells are lined up to make columns of each color  
Vairy = Named when colors other than Blue and White/Silver are used

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Other **Patterns** of colors include Potent, Papellone and Plumete.

## Other Patterns

Potent = same variations as Vair; o. only using a T-shape instead of a Bell shape  
Papellone = Scales  
Plumete = Feathers