RGBColor

RGBColor[red, green, blue] is a graphics primitive which specifies that graphical objects which follow are to be displayed, if possible, in the color given.

Red, green and blue color intensities outside the range 0 to 1 will be clipped. On monochrome displays, a gray level based on the average of the color intensities is used. See pages 129, 142 and 149. See also: GrayLevel, PlotColor.