

Heraldic Tincture

v2.0 20240214

A collection from various resources to try and best gather together the colours used in heraldry.

Also shown are the current conventional hatching representations of each colour where commonly agreed on.

Not included here are the furs "vair", "ermine" and "ermineois".

Objects used in heraldry can be given their own natural colour, called "proper", rather than a particular tincture.

Colours are approximate and intended as a guide only.

The rule of tincture

The rule of tincture is a design philosophy found in some heraldic traditions, such as those used in Britain and France, that states "**metal should not be put on metal, nor colour on colour**".

Heraldic furs such as ermine and vair, and charges described as "proper", are generally exempt from the rule of tincture.


david.goodman.graphics

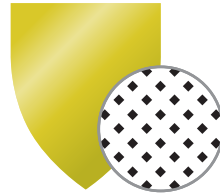


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Metals (Light tinctures)



Argent



Or

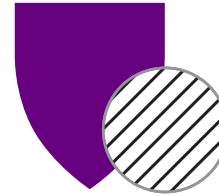
Colours (Dark tinctures)



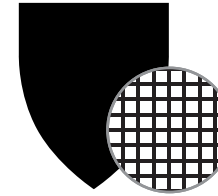
Azure



Gules



Purpure

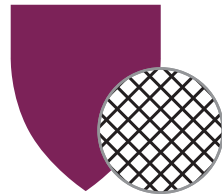


Sable

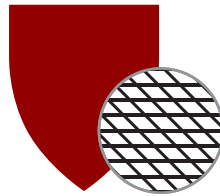


Vert

Stains (Non-traditional tinctures)



Murrey

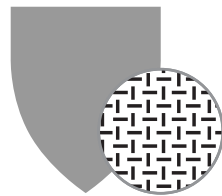


Sanguine

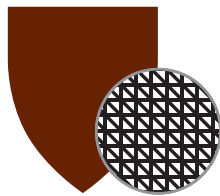


Tenné

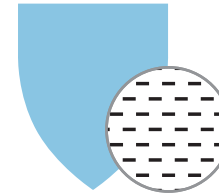
Rare colours



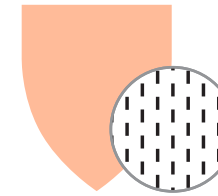
Cendrée



Brunâtre



Bleu Céleste / Ciel



Rose / Carnation

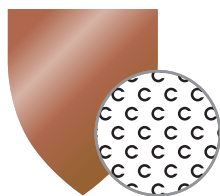


Orange

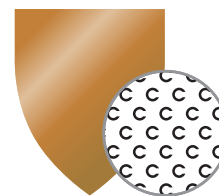
Rare metals



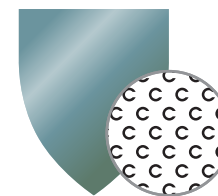
Steel



Copper



Bronze



Lead