

Intermediate

Core Graphics

Part 3: Shadows

Shadows

- ⚙ Not UIKit wrapped

- ⚙ `CGContextSetShadowWithColor(_:_:_:_:)`

- ⚙ color

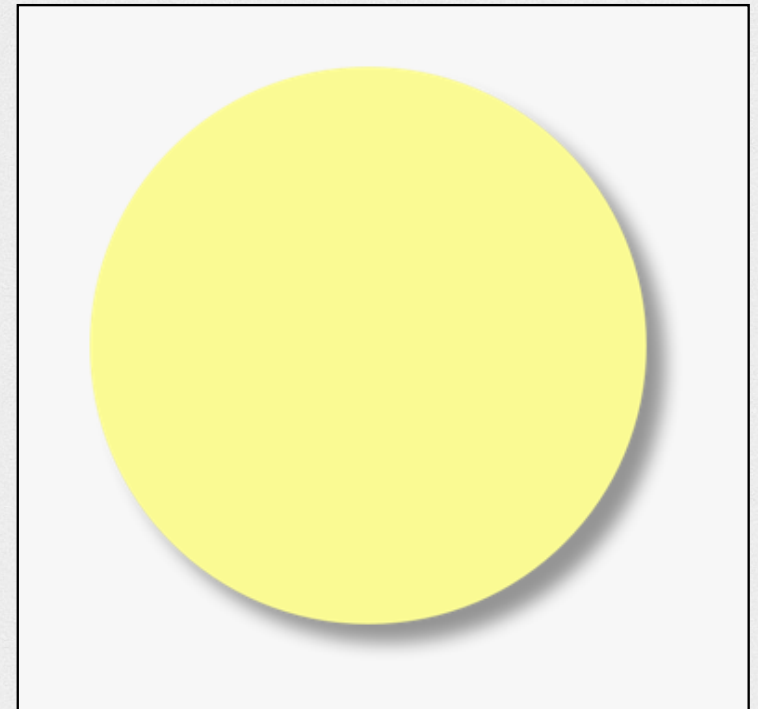
- ⚙ shadow offset

- ⚙ blur radius

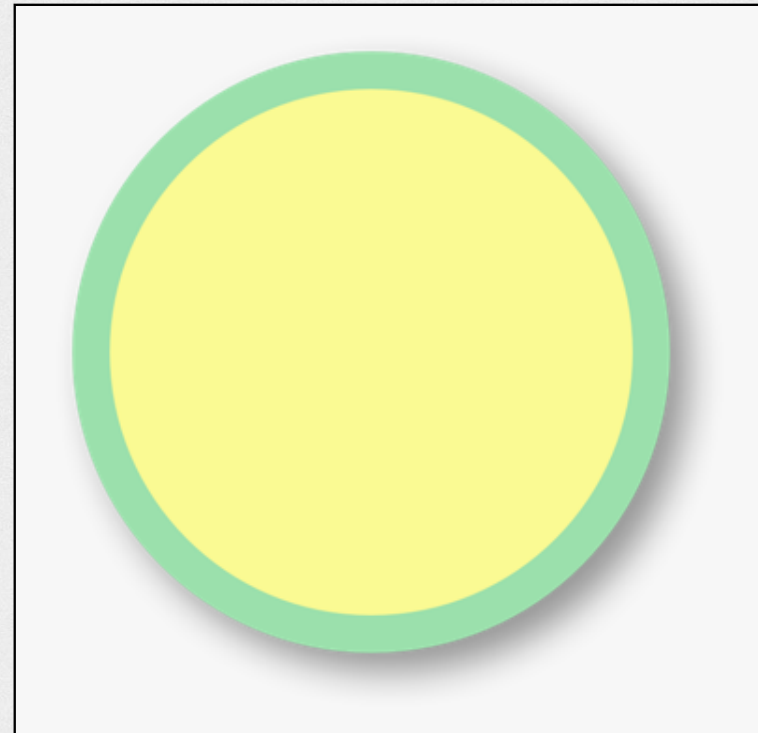
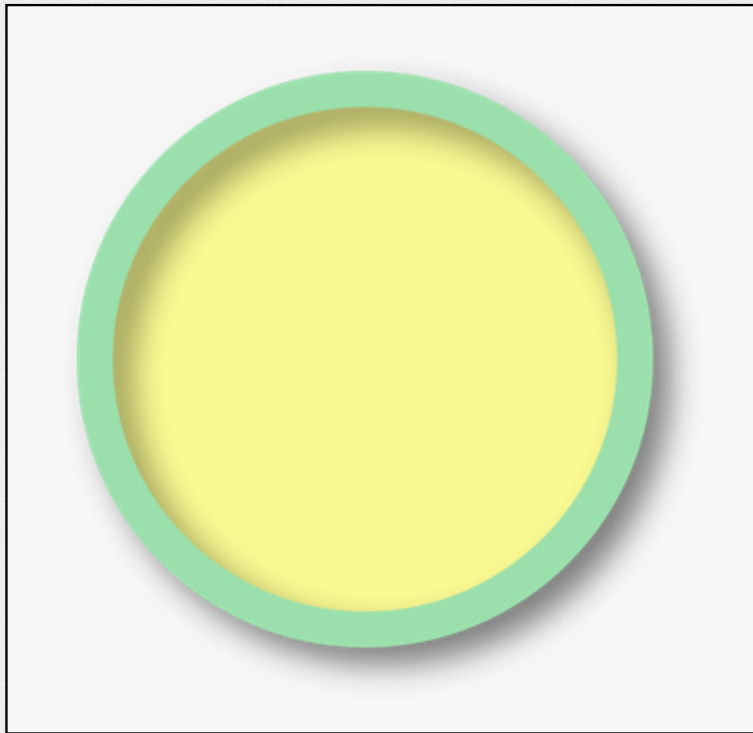
Shadow

```
let shadowColor = UIColor(red: 0, green: 0, blue: 0, alpha: 0.4)
CGContextSetShadowWithColor(context,
                             CGSize(width: 10, height: 10),
                             20,
                             shadowColor.CGColor)

let circle = UIBezierPath(ovalInRect: CGRect(x: 20, y: 20,
                                              width: 300, height: 300))
circle.fill()
```



Shadow with Stroke



Transparency Layers

```
let shadowColor = UIColor(red: 0, green: 0, blue: 0, alpha: 0.4)
CGContextSetShadowWithColor(context,
                             CGSize(width: 10, height: 10),
                             20,
                             shadowColor.CGColor)

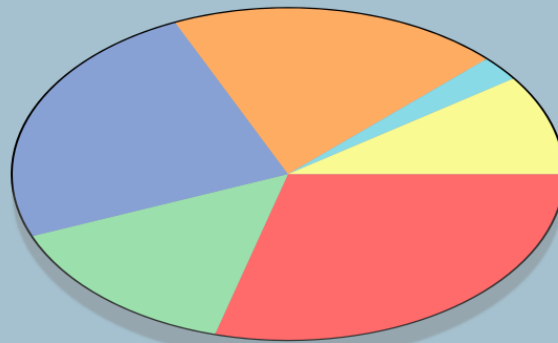
CGContextBeginTransparencyLayer(context, nil)

let circle = UIBezierPath(ovalInRect: CGRect(x: 20, y: 20,
                                              width: 300, height: 300))
circle.fill()
circle.lineWidth = 20
circle.stroke()

CGContextEndTransparencyLayer(context)
```

Demo

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Next up

