## **Shade**

We are exploring how we can use math and creativity further. Find your favorite shade of your favorite color and get the RGB values

### **Base Color**

| Red | Green | Blue |
|-----|-------|------|
| 66  | 144   | 245  |

# **Shade Range**

Now using the <u>RGB picker</u> find the range of values that accompany your favorite shade. This will be used to create random colors in the realm

| Shade name | Minimum value | Maximum value | Range |
|------------|---------------|---------------|-------|
| Red        | 2             | 134           | 132   |
| Green      | 73            | 174           | 101   |
| Blue       | 168           | 227           | 59    |

#### **Custom Shade Method**

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Sociality

Carathy

C
```

#### Review

What is the relationship between the values identified in the shade range and how they are implemented in the method including the shift and calculation?

The method takes the range value, the difference between the minimum and maximum. Modulos a random number with it. Then adds the minimum value to that so that the number stays in the designated range. After which it gets converted into a percentage of 255.