

# 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
52	108	145

## Shade Range

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

Blue shade	Minimum value	Maximum value	Range
Red	52	54	02
Green	145	194	50
Blue	138	255	117

## Custom Shade Method

Insert your screenshot here

```
func makeBlueShade() -> Color
{
    let redShift = 52
    let greenShift = 145
    let blueShift = 138

    let redRange = 2
    let greenRange = 50
    let blueRange = 117

    let redPercent = Double((Int(arc4random()) % redRange) + redShift) / 255.0
    let greenPercent = Double((Int(arc4random()) % greenRange) + greenShift) / 255.0
    let bluePercent = Double((Int(arc4random()) % blueRange) + blueShift) / 255.0

    let blueShade = Color(red: redPercent, green: greenPercent, blue: bluePercent)

    return blueShade
}
```