

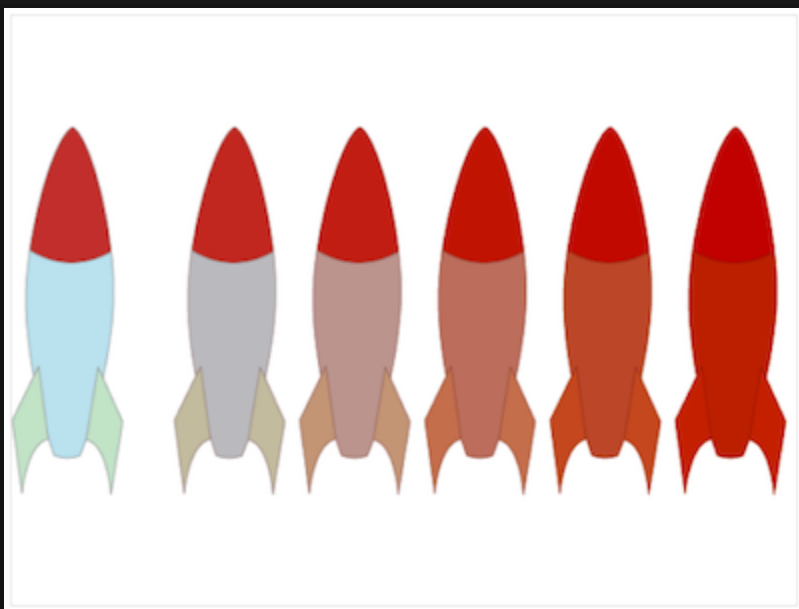
# Tinting a Sprite

Provide a color and blend factor to additively color your sprite.

## Overview

You can use the `color` and `colorBlendFactor` properties to colorize the texture applied to a sprite node. The color blend factor defaults to `0.0`, which indicates that the texture should be used unmodified. As you increase this number, more of the texture color is replaced with the blended color. For example, when a monster in your game takes damage, you might want to add a red tint to the character. The following code shows how you would apply a tint to the sprite.

```
monsterSprite.color = .red  
monsterSprite.colorBlendFactor = 0.5
```



You can also animate the color and color blend factors using actions. The following code shows how to briefly tint the sprite and then return it to normal.

```
let pulsedRed = SKAction.sequence([  
    SKAction.colorize(with: .red, colorBlendFactor: 1.0, duration: 0.15),  
    SKAction.wait(forDuration: 0.1),  
    SKAction.colorize(withColorBlendFactor: 0.0, duration: 0.15)])  
spaceship.run(pulsedRed)
```