



# Extending UIColor to Support Custom Styling

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# Kelly Hutchison

iOS Engineer @ Reddit on the Moderators team

Built community styling in the Reddit app

Passionate about app themes and design systems



u/MoarKelBell



# Overview

## Colors

### Color Spaces

### Color Components

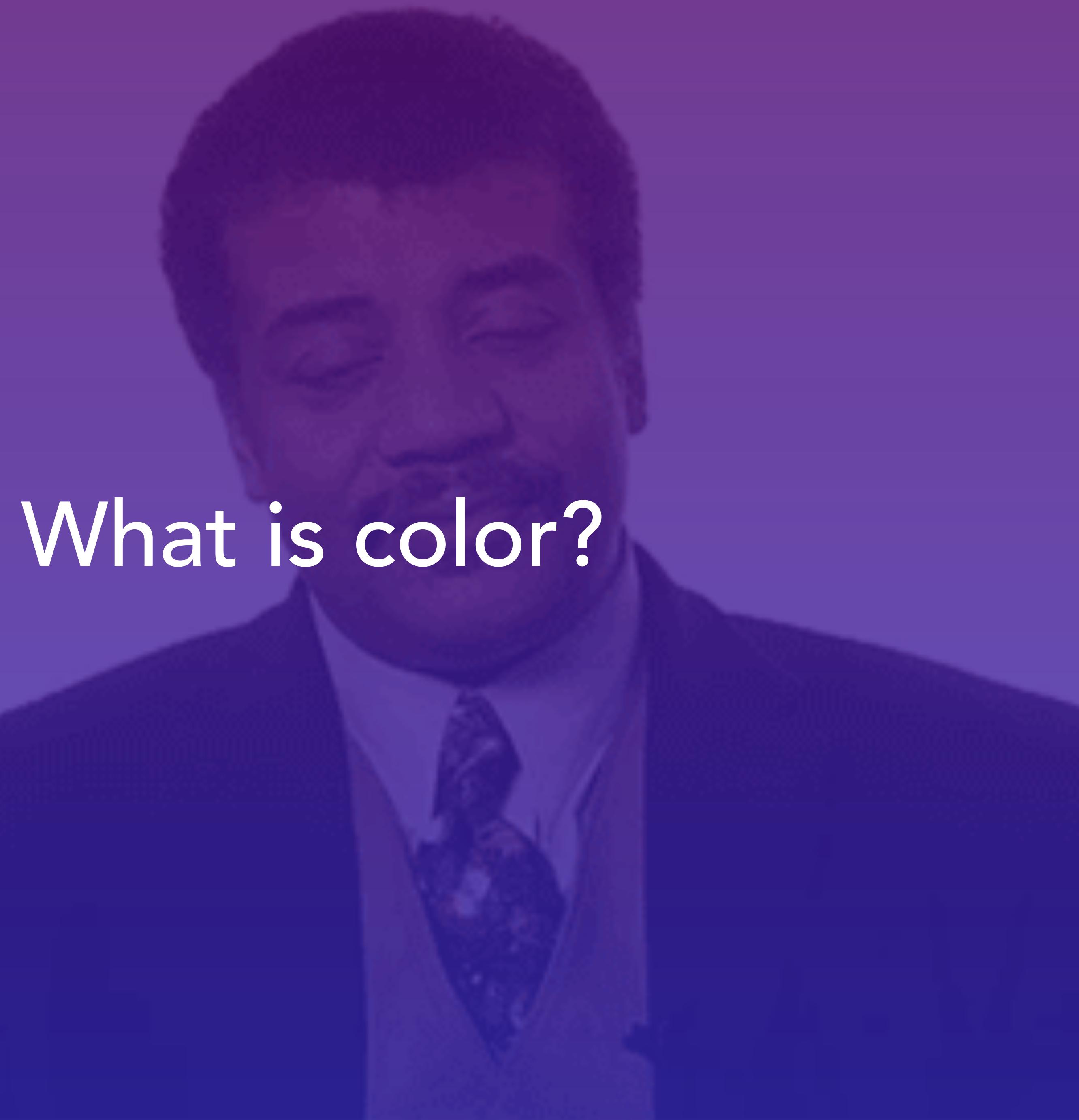
### Contrast + Accessibility

## Custom Colors + Themes

### Dark Mode

### Letting Users Choose Colors

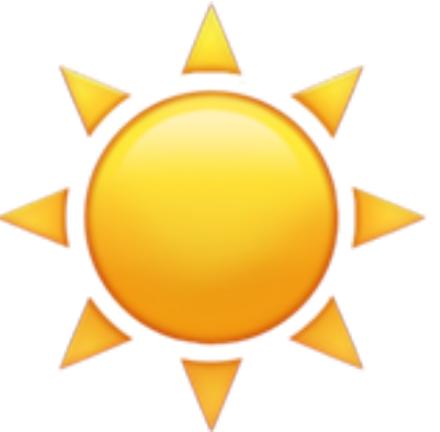
## Color Collisions + How to Handle Them



What is color?

# What is Color?

*Light*



*Object  
we see*



*Human  
Eye*



# Light

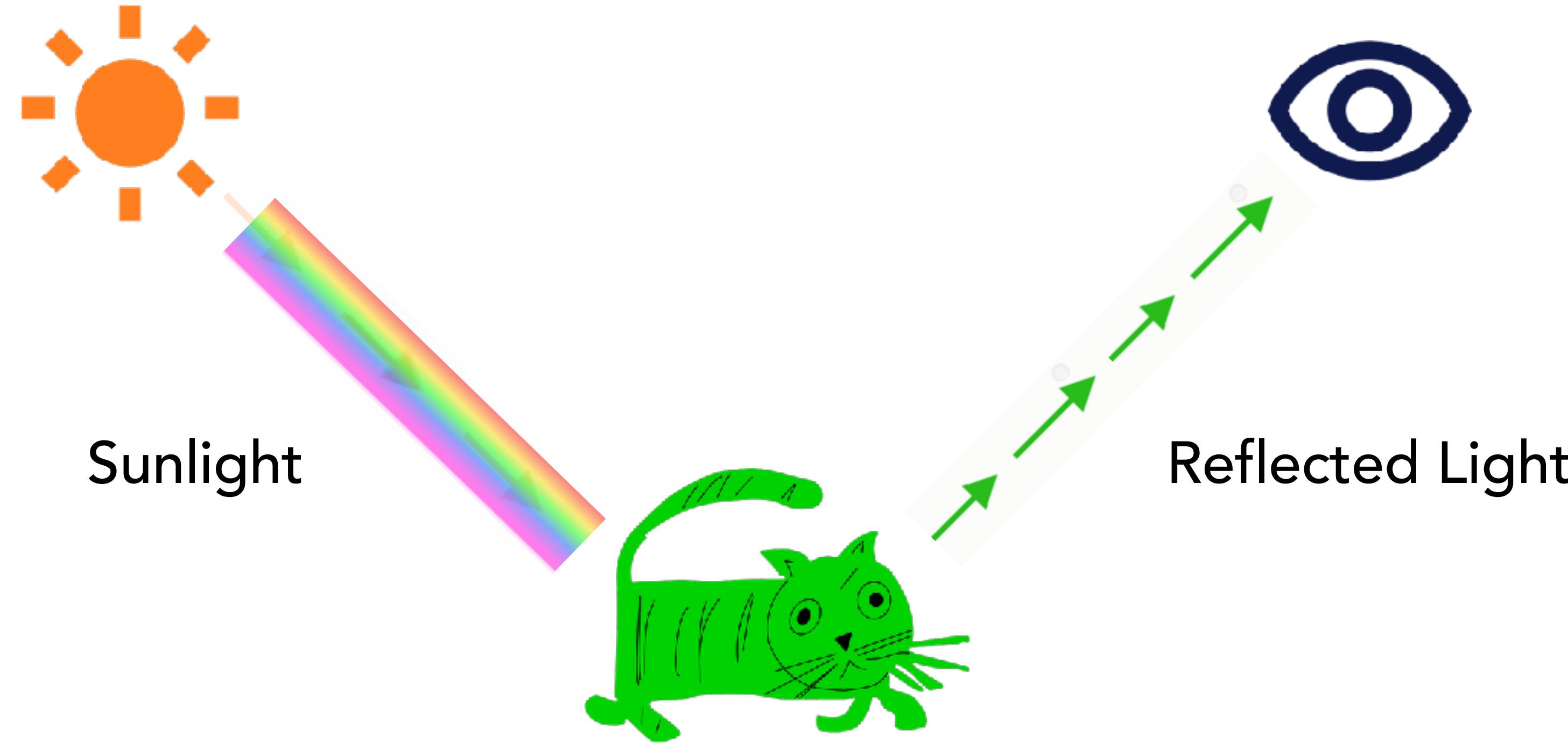
Main source of color

Objects react to light

Objects reflect or absorb colors

Eye perceives color

# Light



# Color Spaces



# Color Spaces

Range of colors represented by tuple of color components

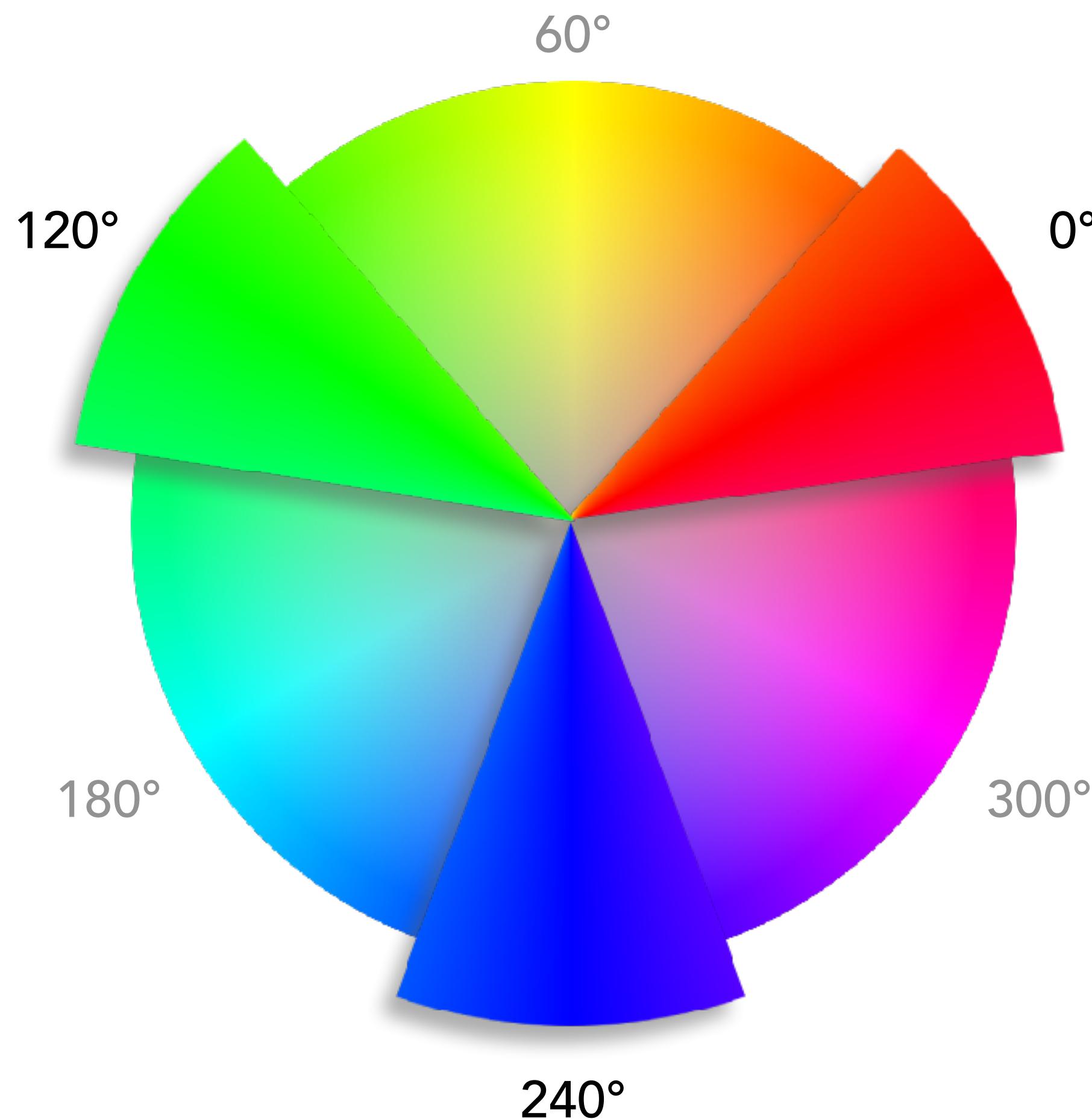
RGB

HSB

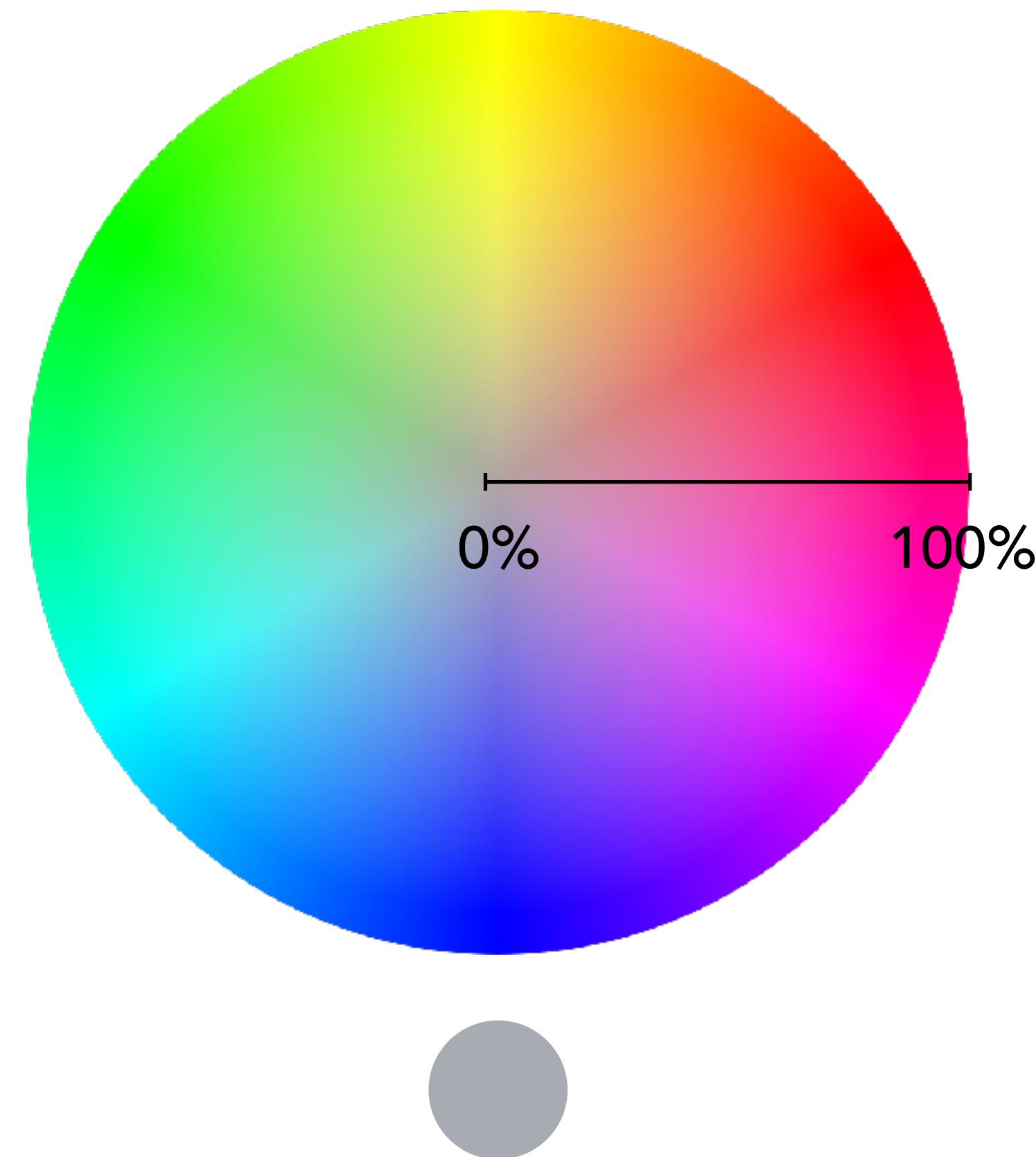
# HSB

## Hue, Saturation & Brightness

# Hue



# Saturation

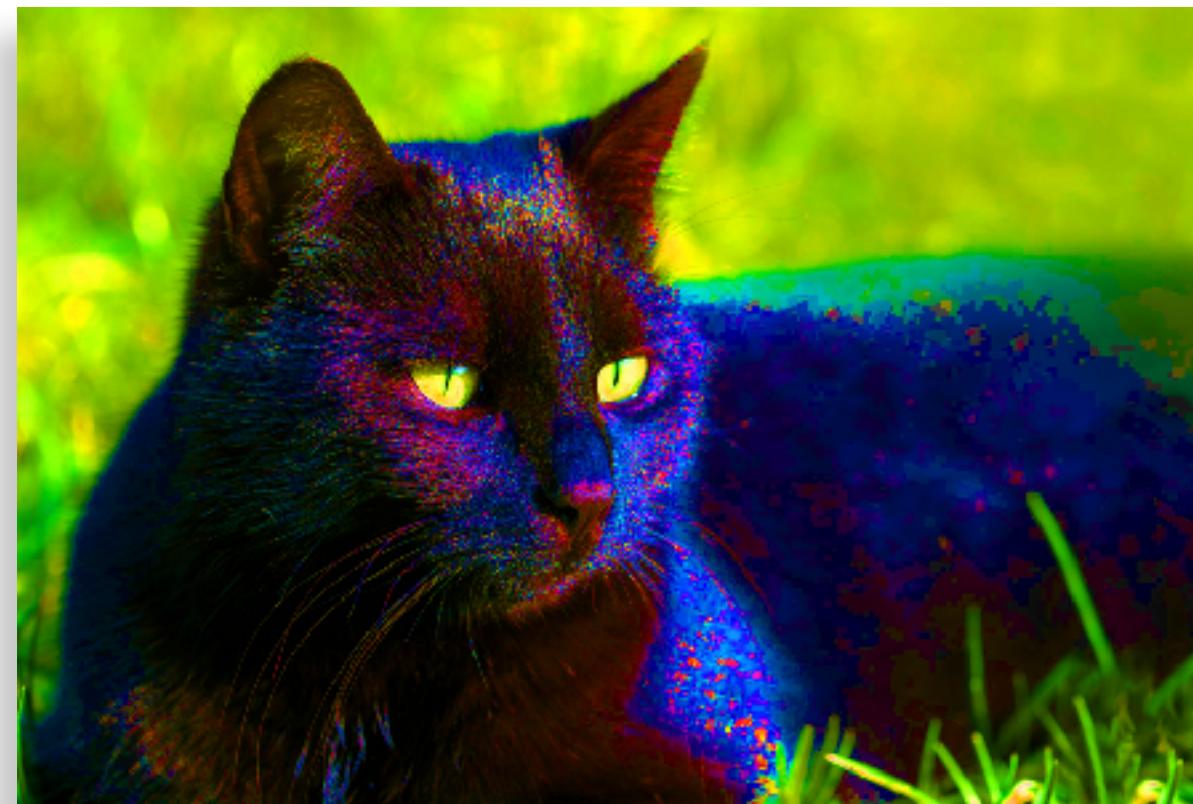


# Saturation

Original



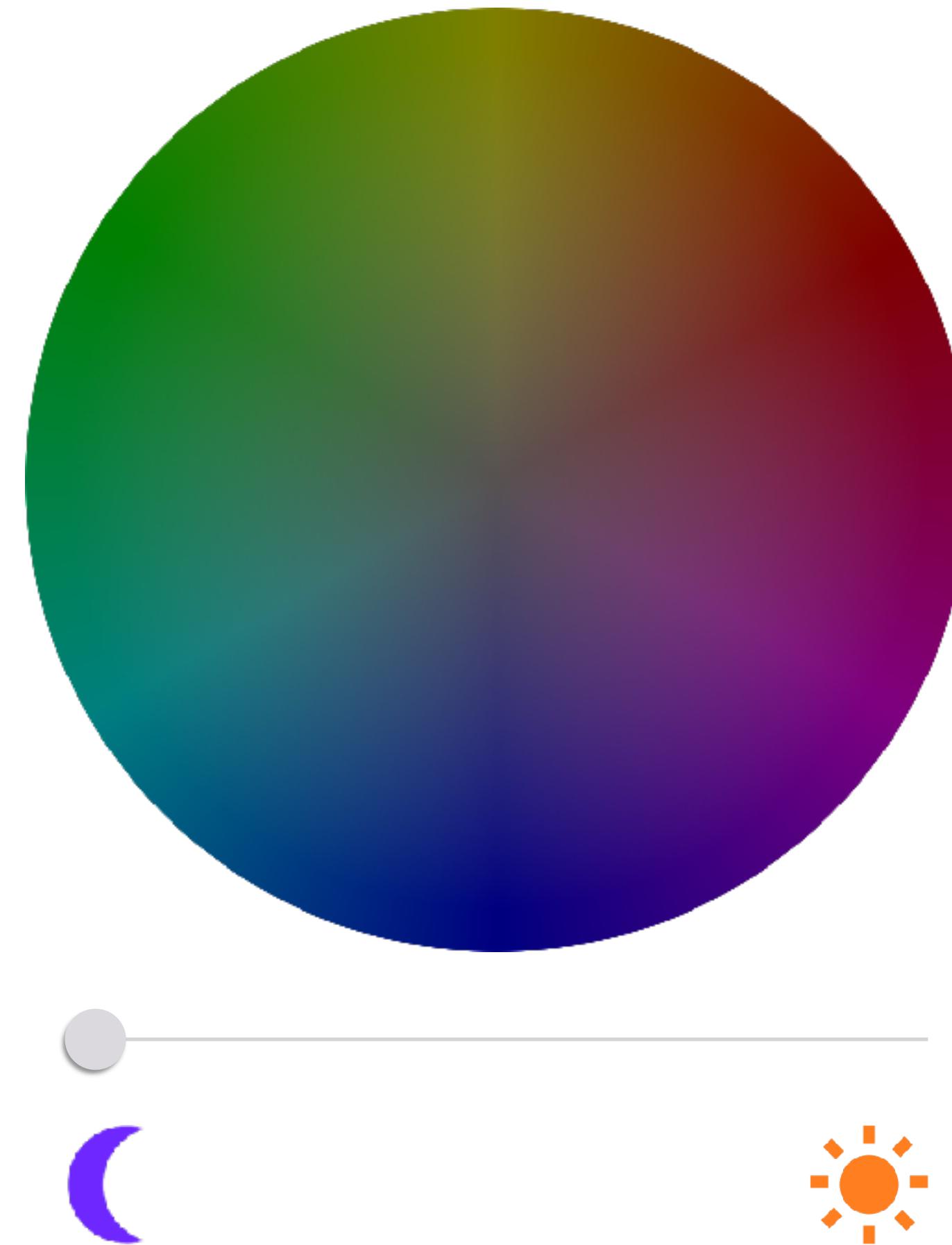
100%



0%



# Brightness



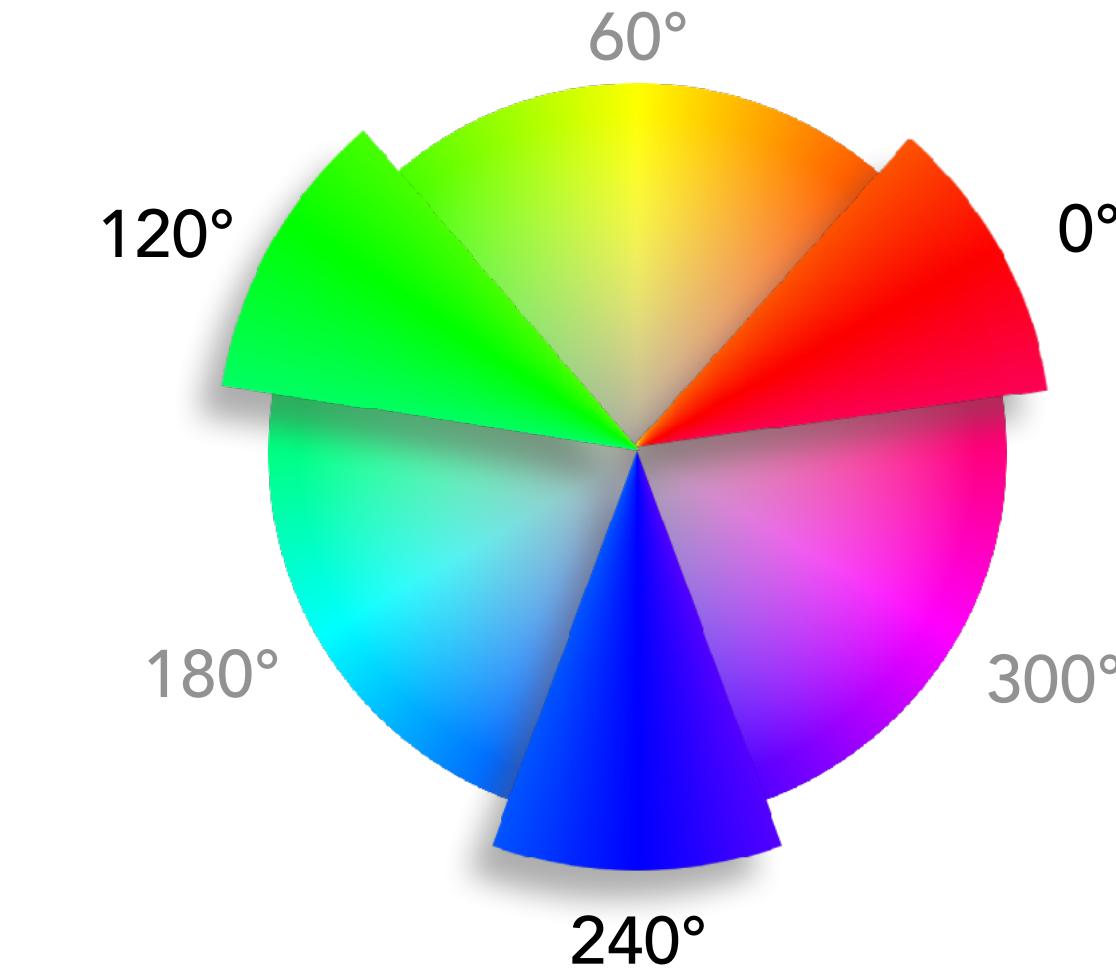
# Brightness Example



# Why HSB?

Best for human consumption

More intuitive and easier predict the color



Hue: **120°**

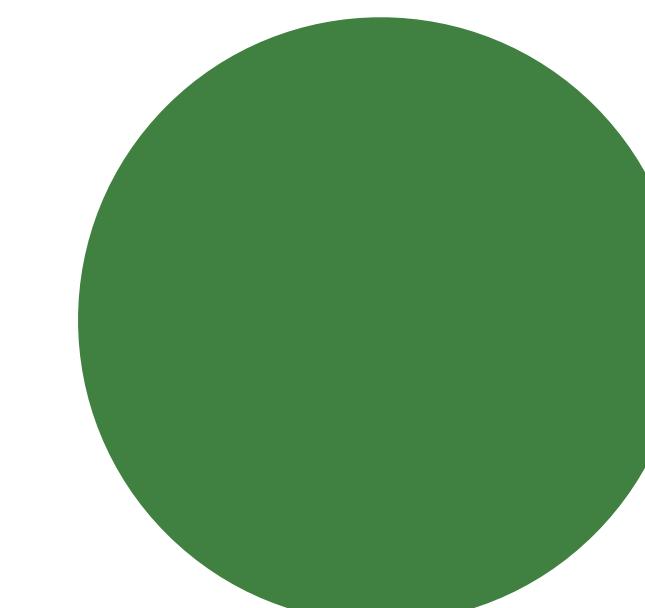
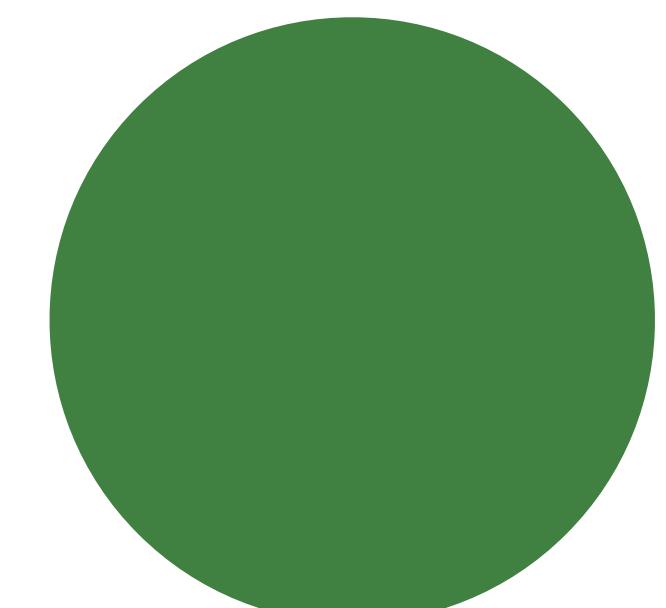
Saturation: 50%

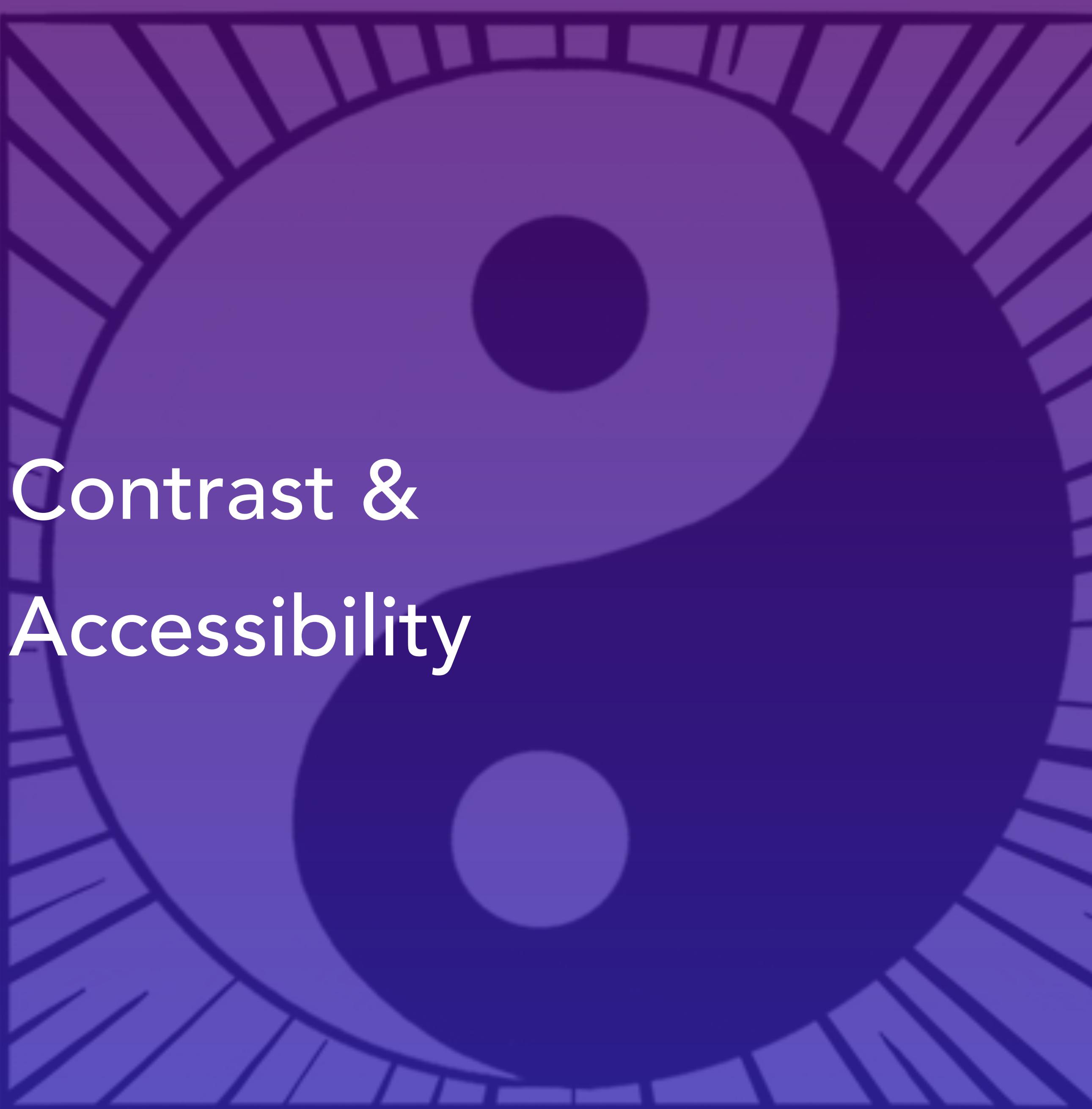
Brightness: 50%

Red: 64

Green: 128

Blue: 64





# Contrast & Accessibility

# Color Contrast

The difference in brightness between two colors measured as a ratio between 1 and 21.

# Accessibility

Web Content Accessibility Guidelines

Recommended contrast ratio  $\geq 7.0$

# Contrast Ratio Formula

$$(B1 + 0.05) / (B2 + 0.05)$$

**B1** = brightness of the lighter color

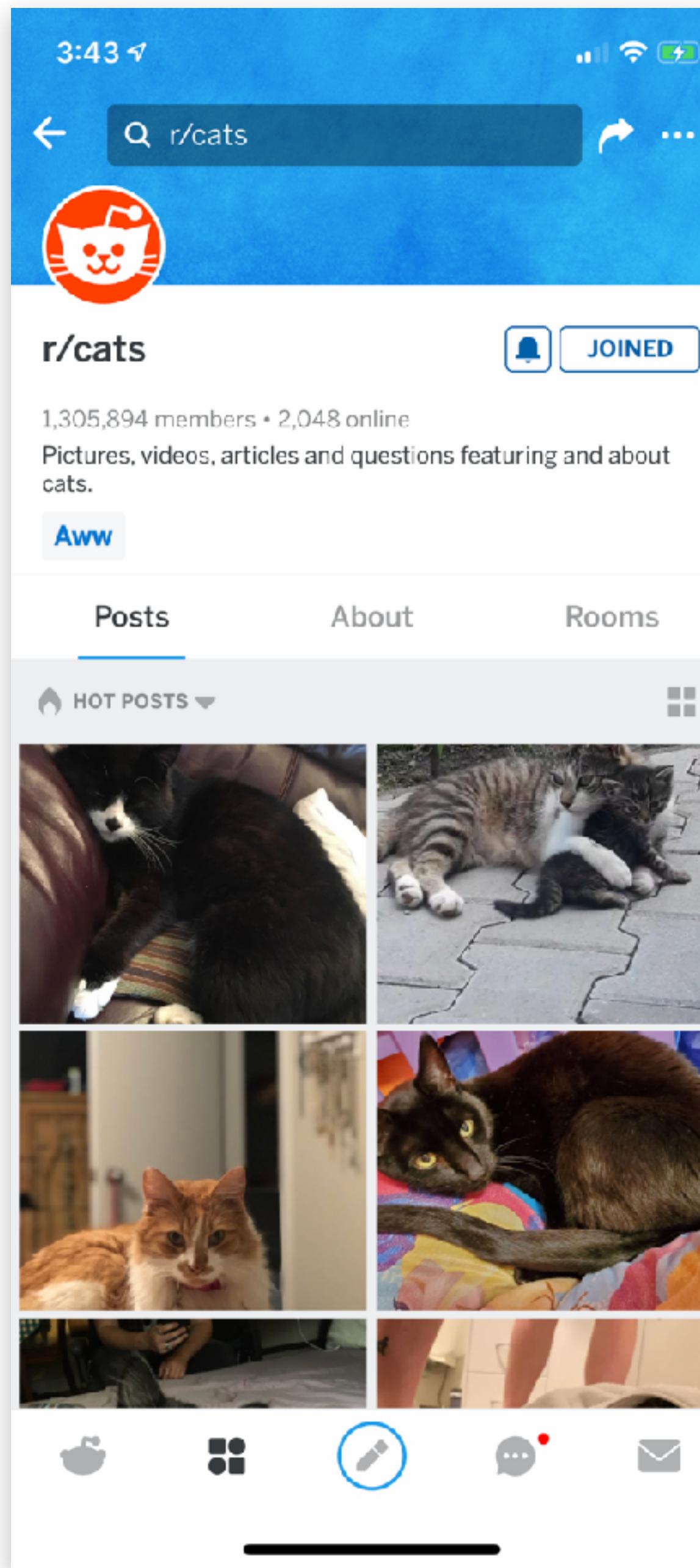
**B2** = brightness of the darker color



Custom Colors +  
Themes

# Universal App Themes

- 🎨 Common color palette
- 🌐 Universal look and feel
- 👤 Customization for users





Light Mode

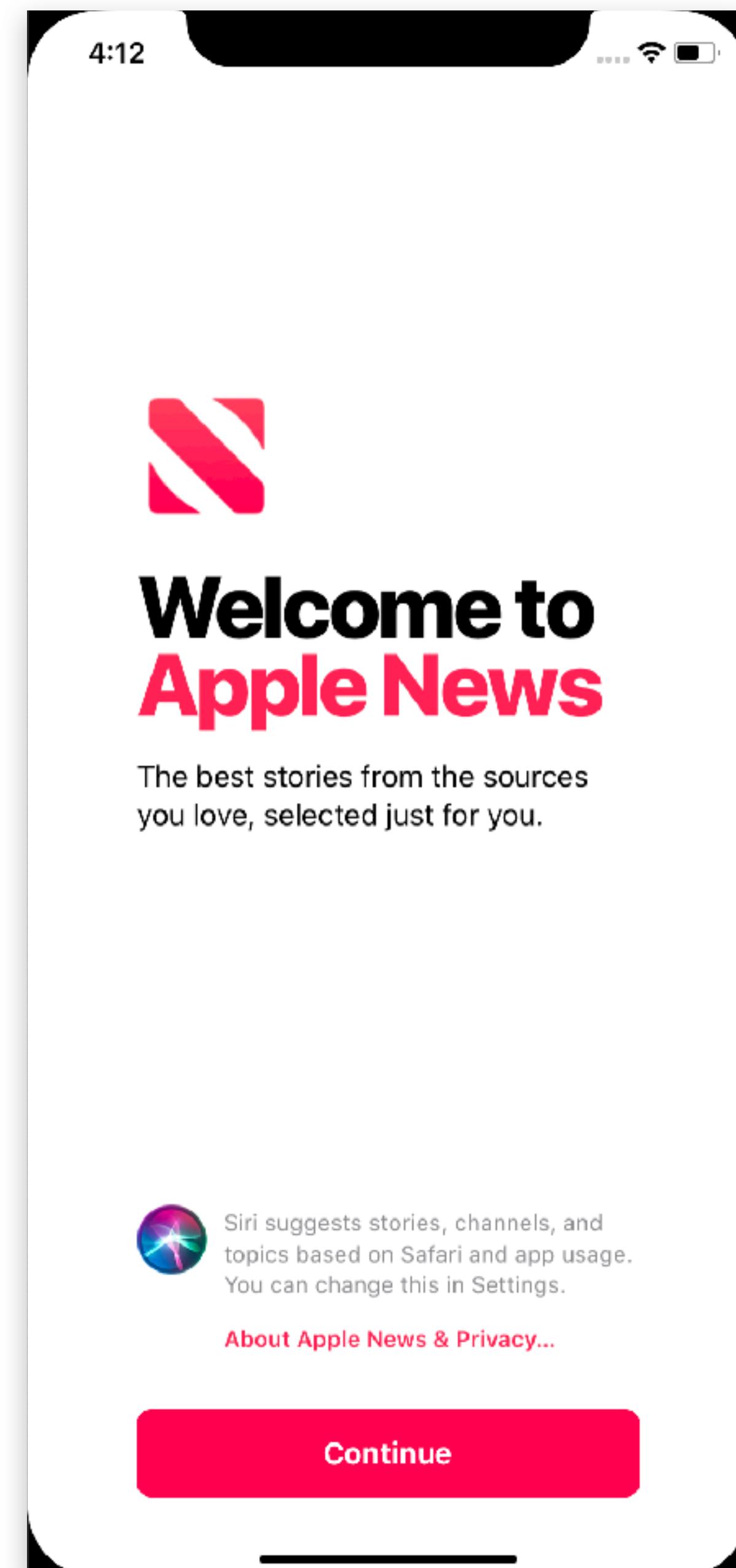


Dark Mode

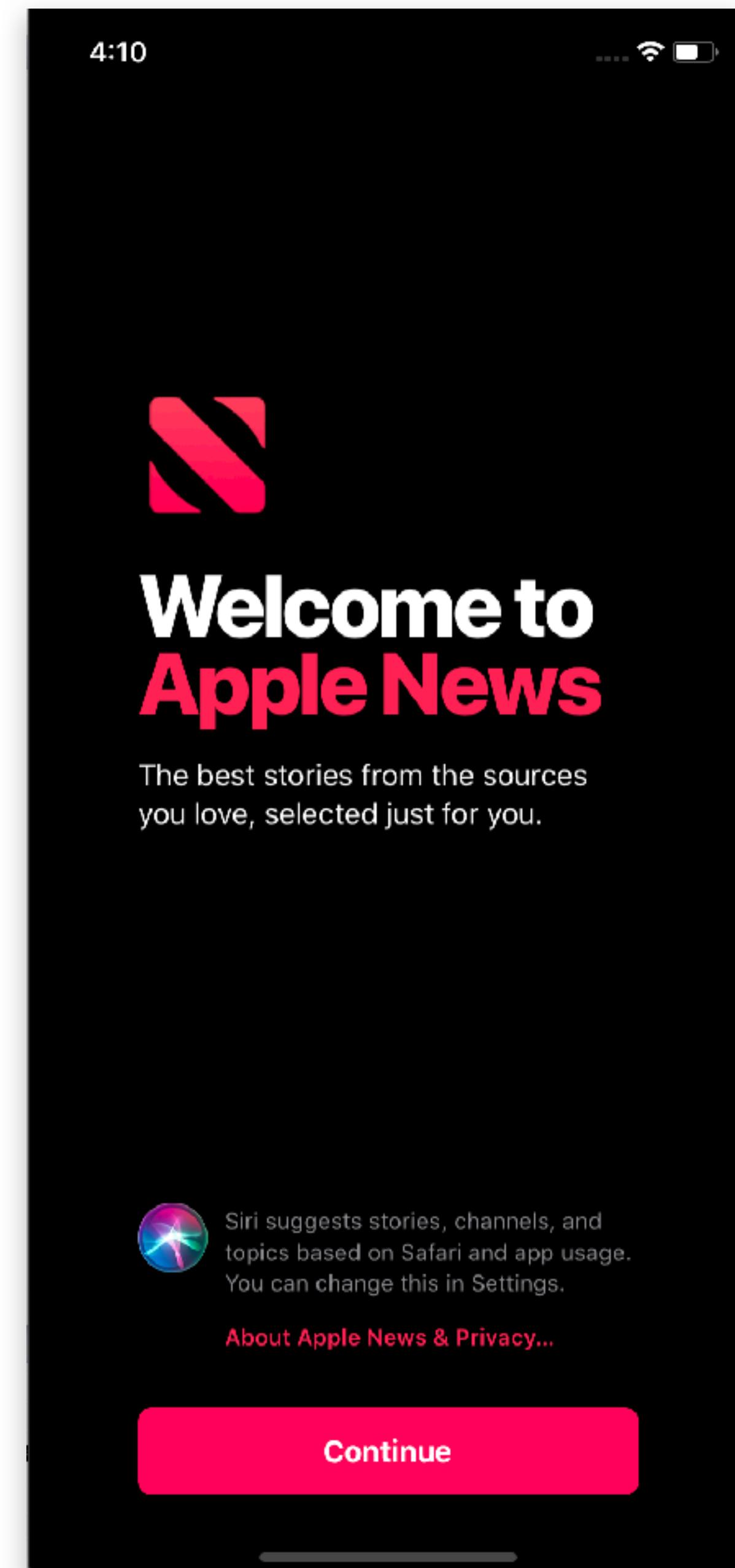
Dark Mode

Light

Dark

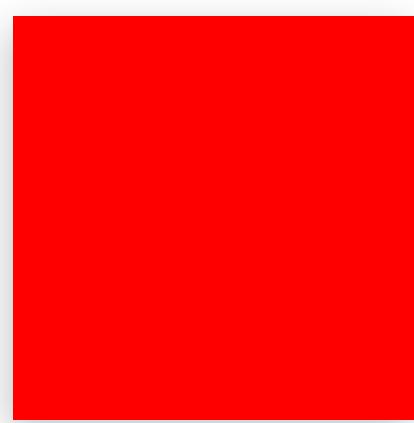


Light Mode

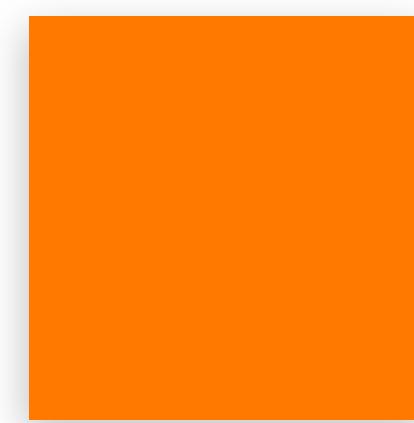


Dark Mode

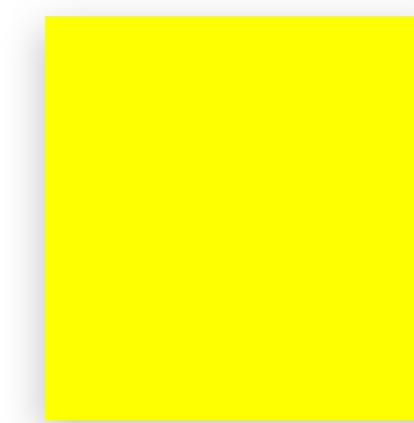
# Static UIColors



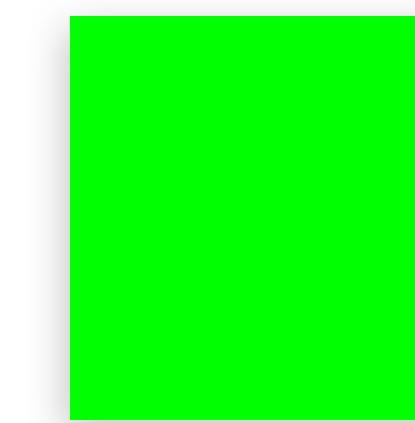
.red



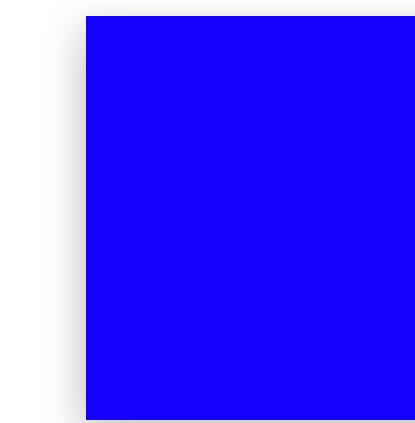
.orange



.yellow



.green



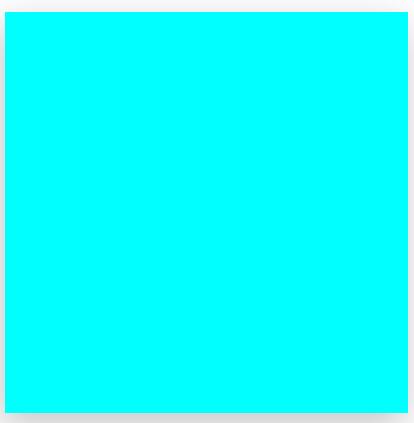
.blue



.purple



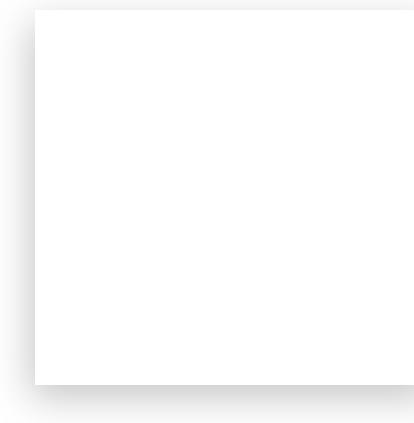
.magenta



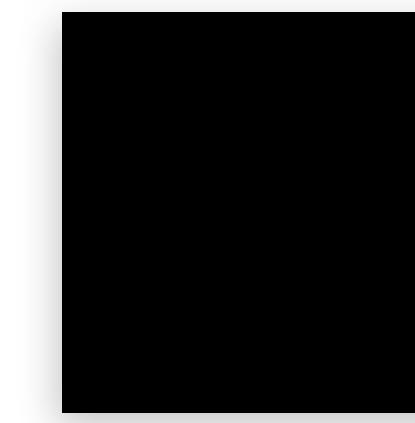
.cyan



.brown



.white



.black



.lightGray



.gray



.darkGray

# Dynamic System UIColors

Named after the color they represent

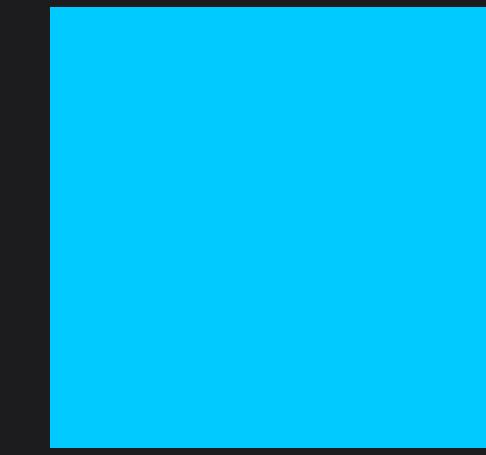
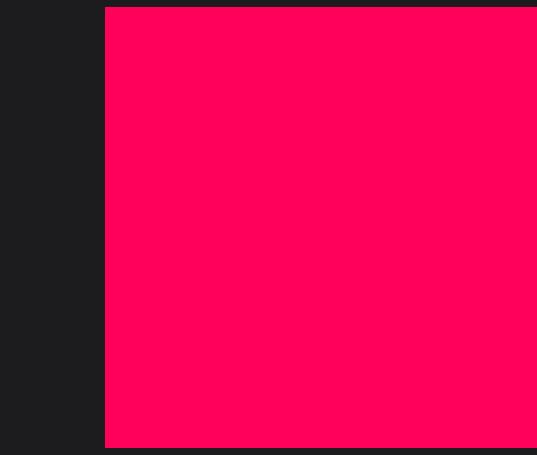
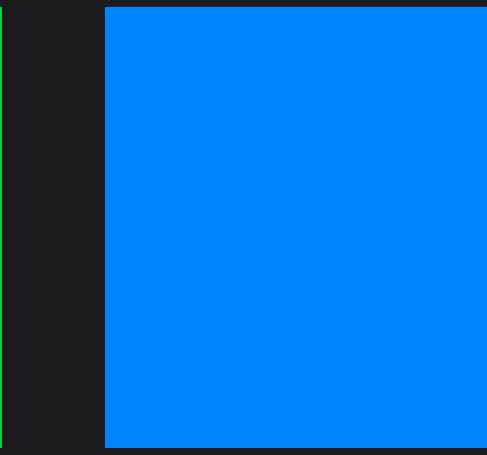
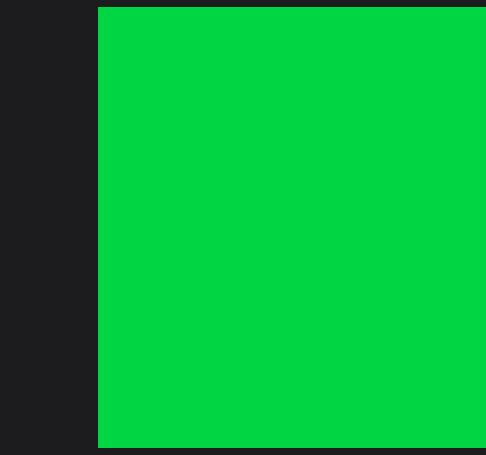
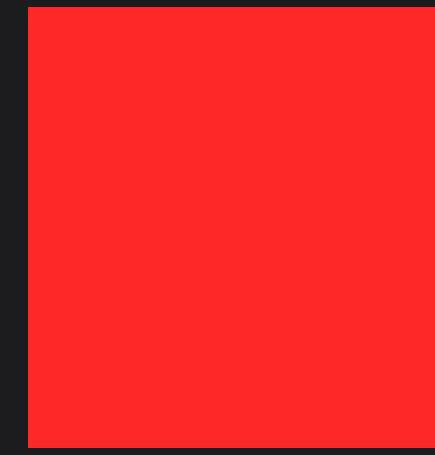
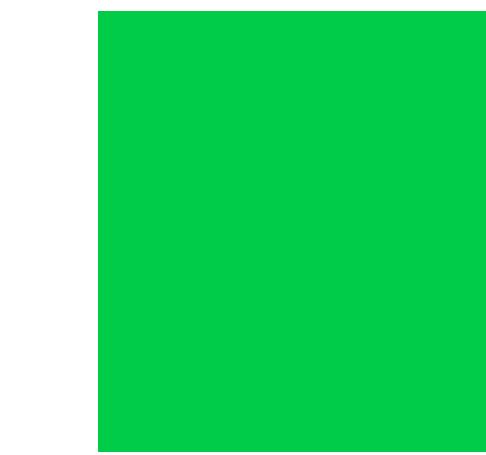
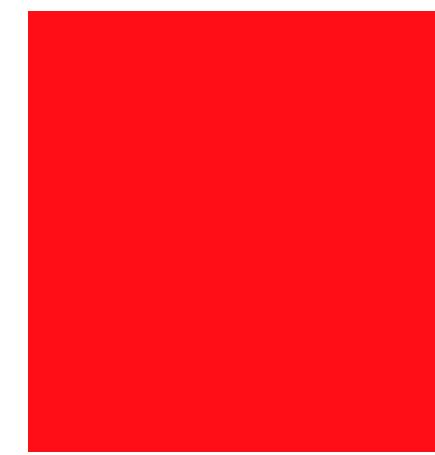
Automatically adapts to the current UITraitEnvironment

Light mode

Dark mode

High contrast mode

# Dynamic System UI Colors



.systemRed

.systemOrange

.systemYellow

.systemGreen

.systemBlue

.systemPurple

.systemPink

.systemTeal

# Dynamic Semantic UI Colors

Light Mode ➔



.label



.tertiarySystem  
Fill



.secondary  
Label



.quaternary  
SystemFill



.tertiary  
Label



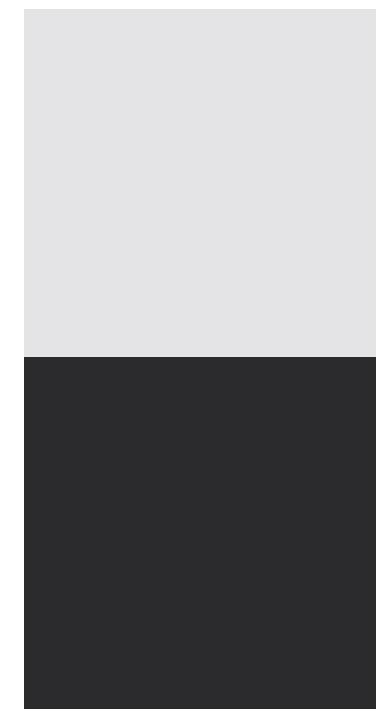
.placeholder  
Text



.quaternary  
SystemFill



.systemBackground



.secondarySystem  
Background

# Custom Dynamic Colors

Define in the asset catalog

**Light Appearance** Light mode

**Dark Appearance** Dark mode

**Any Appearance** iOS 12 & earlier



# Custom Dynamic Colors

```
let dynamicColor = UIColor { (traitCollection:  
UITraitCollection) -> UIColor in  
  
    if traitCollection.userInterfaceStyle == .dark {  
        return .white  
    } else {  
        return .black  
    }  
}
```

# Accessing System Colors

```
let dynamicColor = UIColor.systemBackground
```

```
let traitCollection = view.traitCollection
```

```
let resolvedColor = dynamicColor.resolvedColor(with:  
traitCollection)
```

```
let layer = CALayer()
```

```
layer.borderColor = resolvedColor.cgColor
```



Letting Users Choose  
Colors

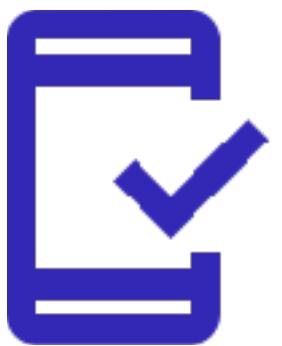
# Color Customization



User selected colors

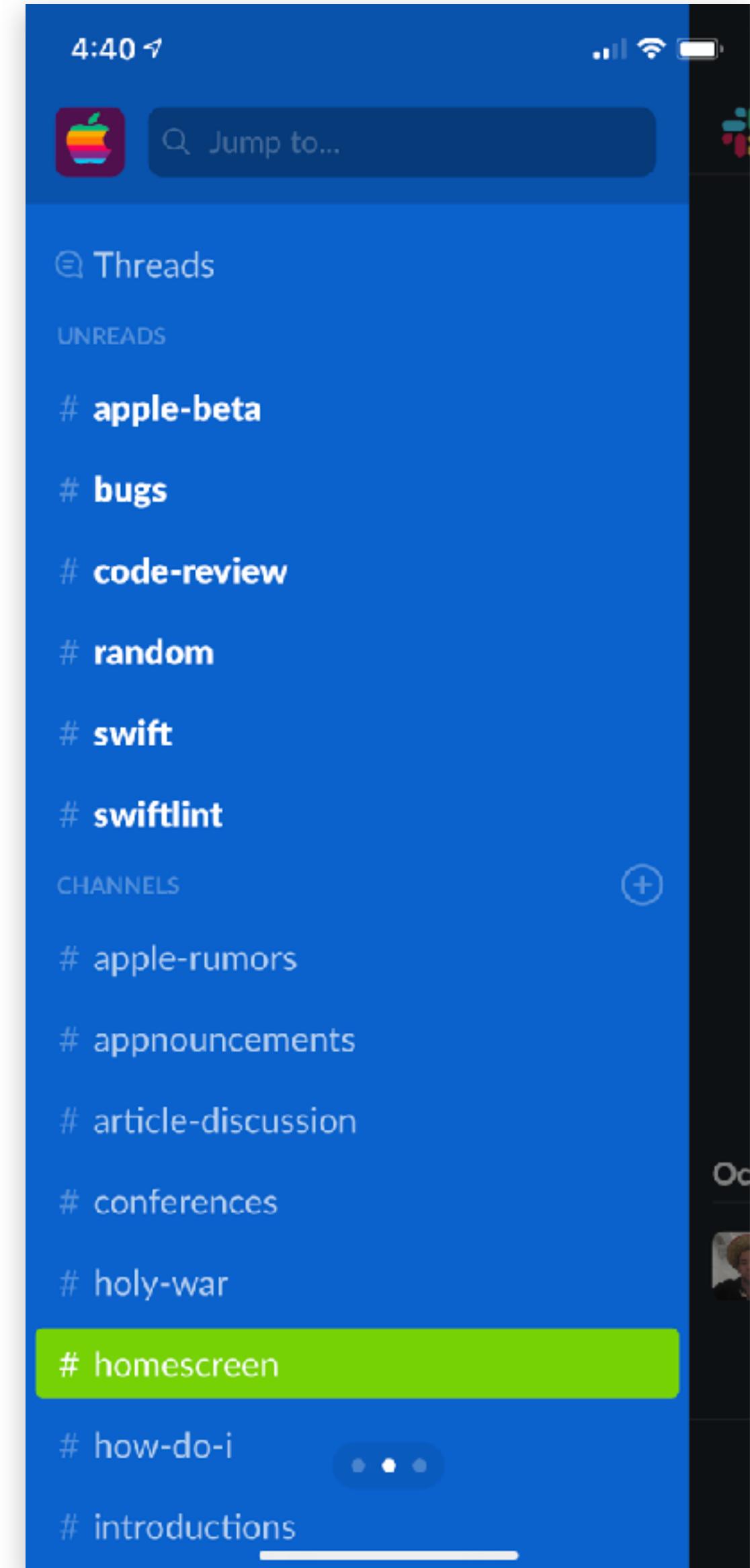
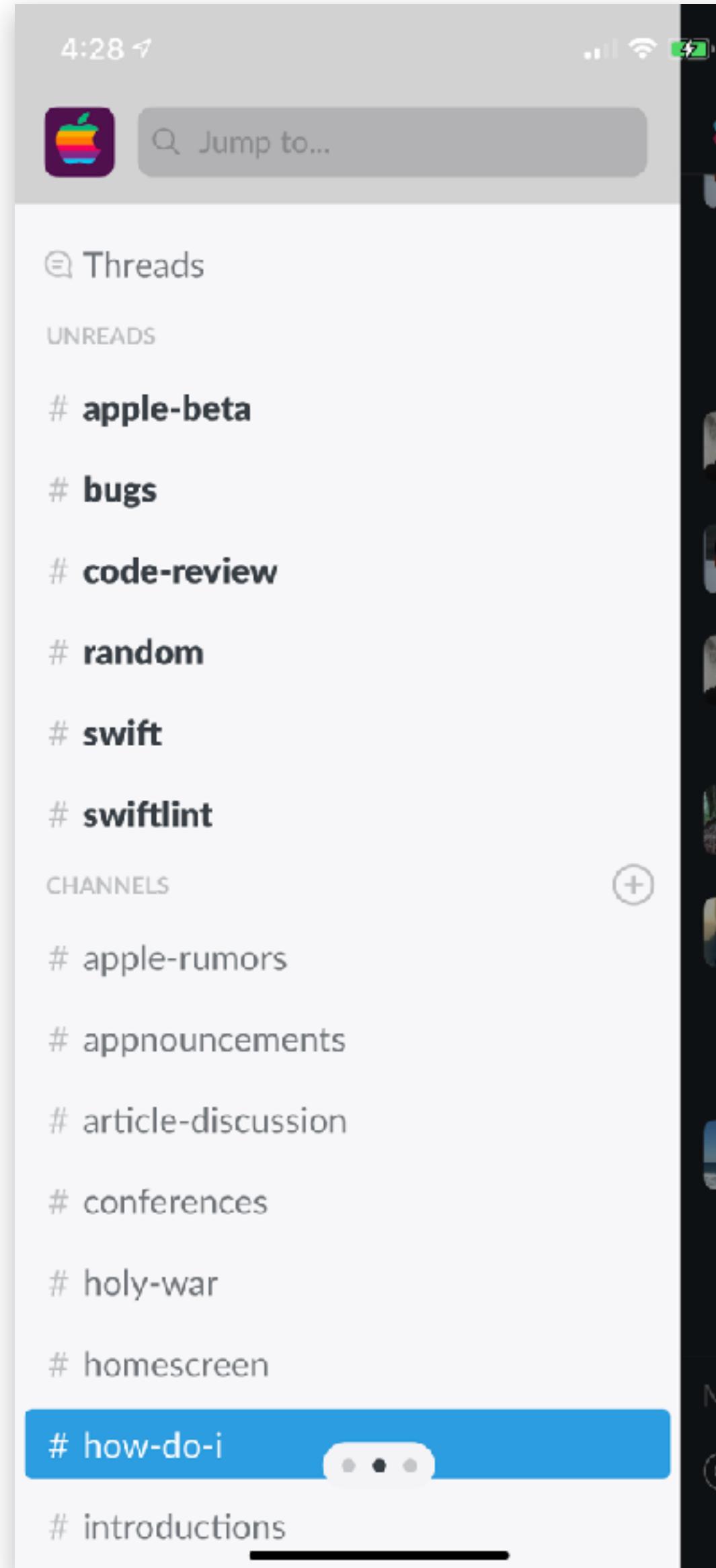
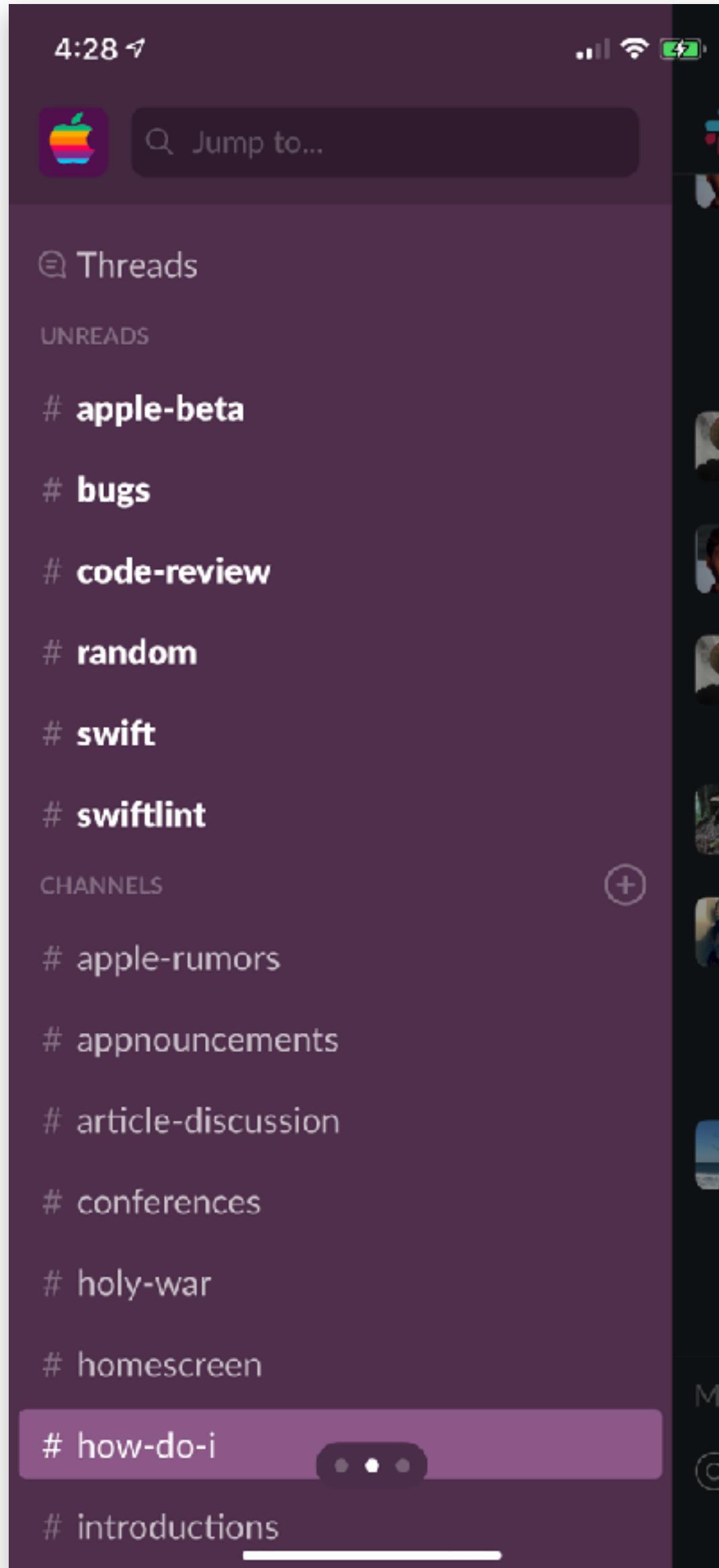


Usually stored on the backend and fetched by client

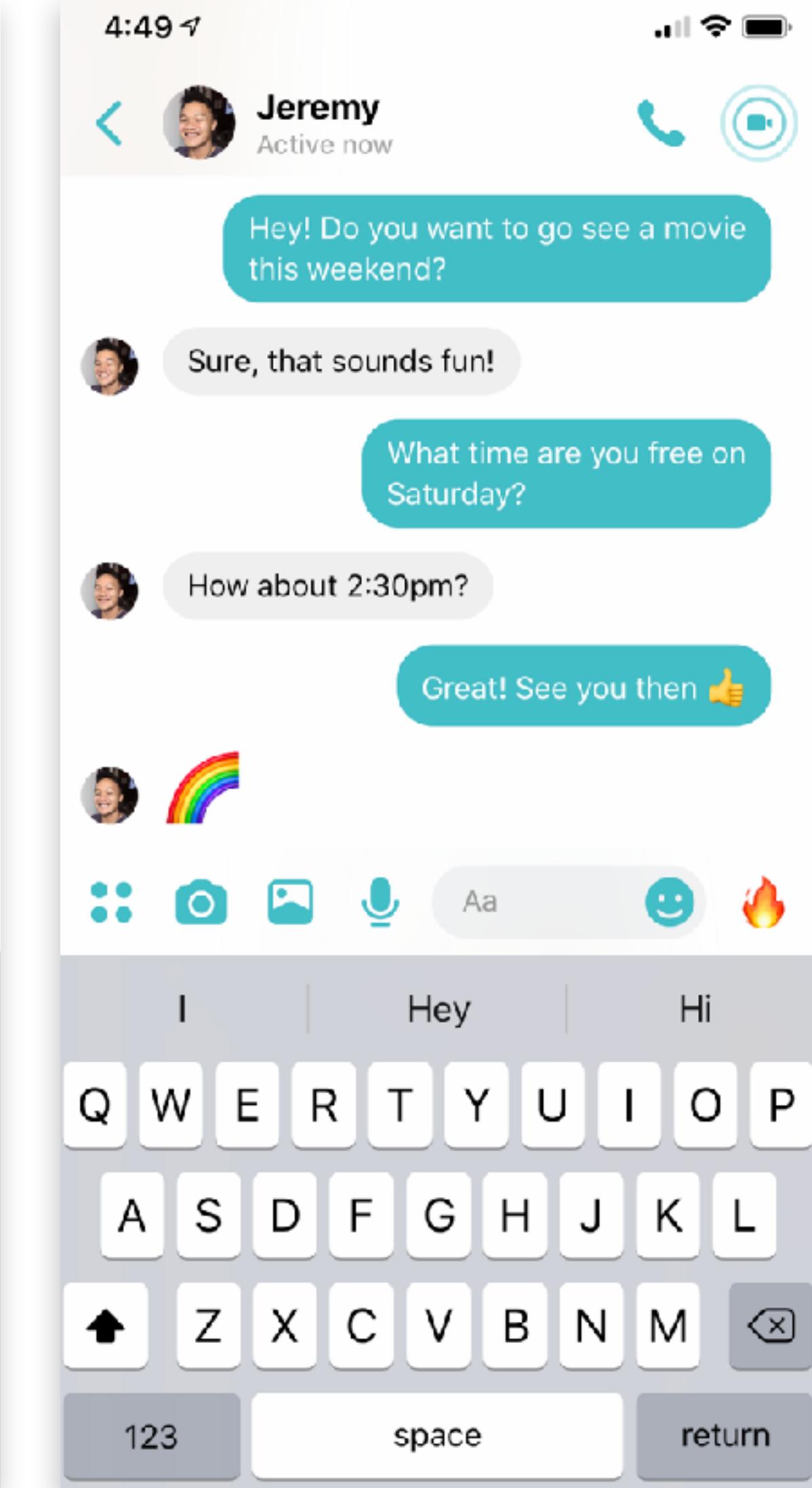
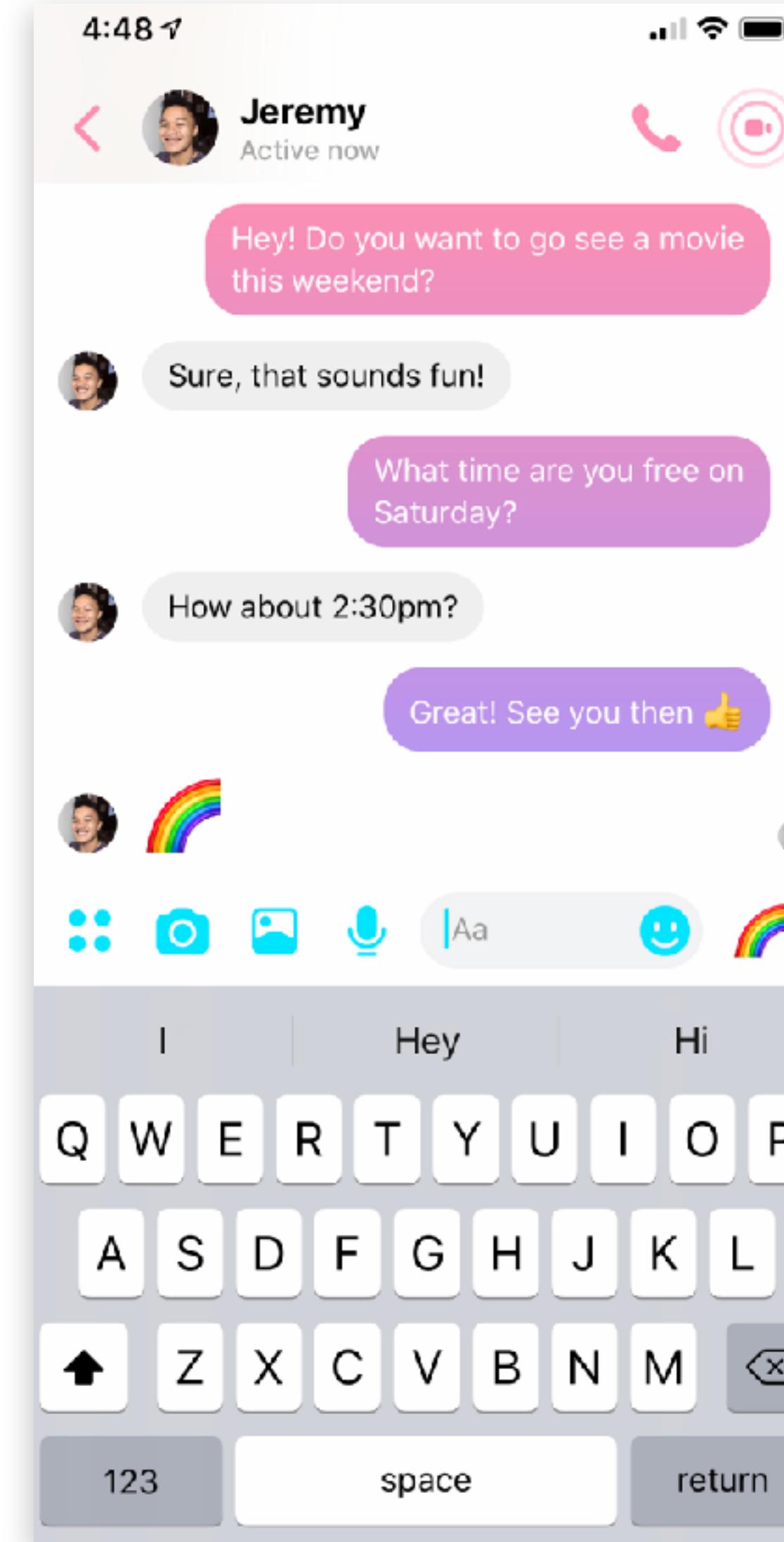
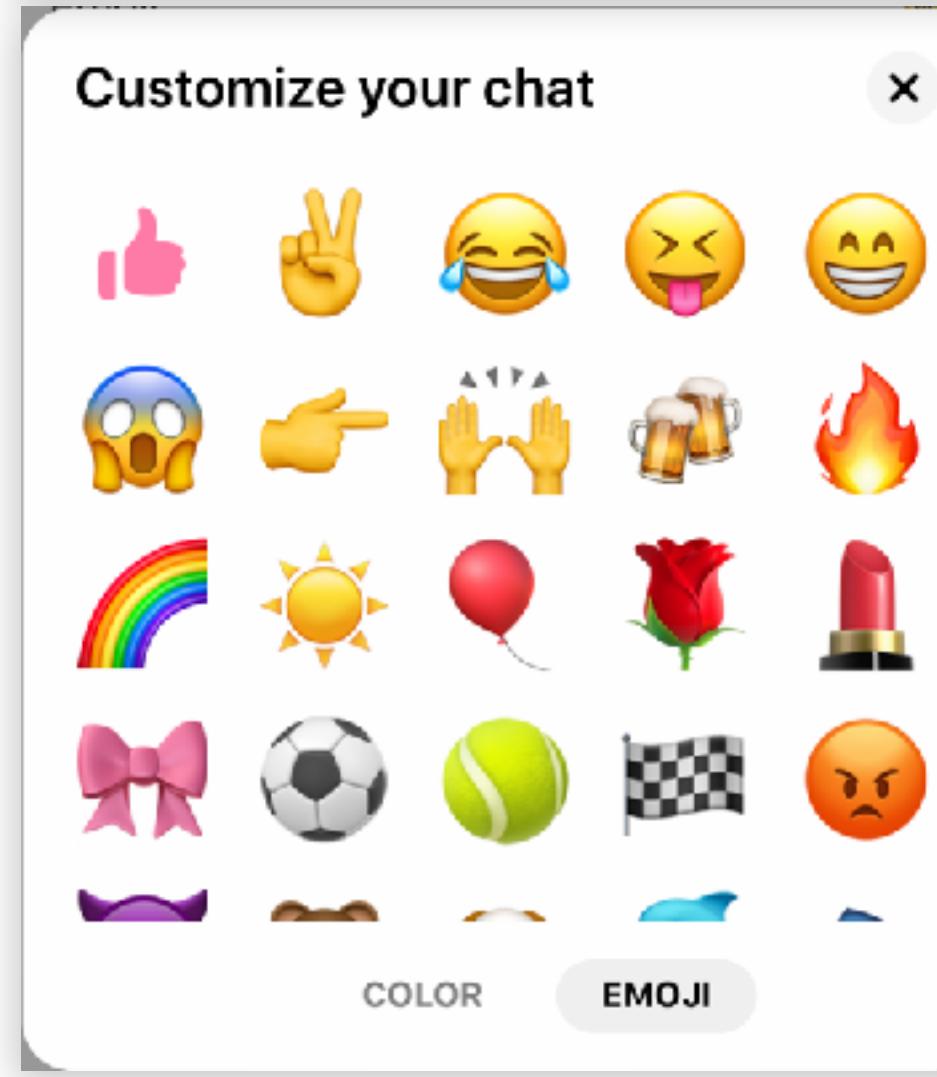
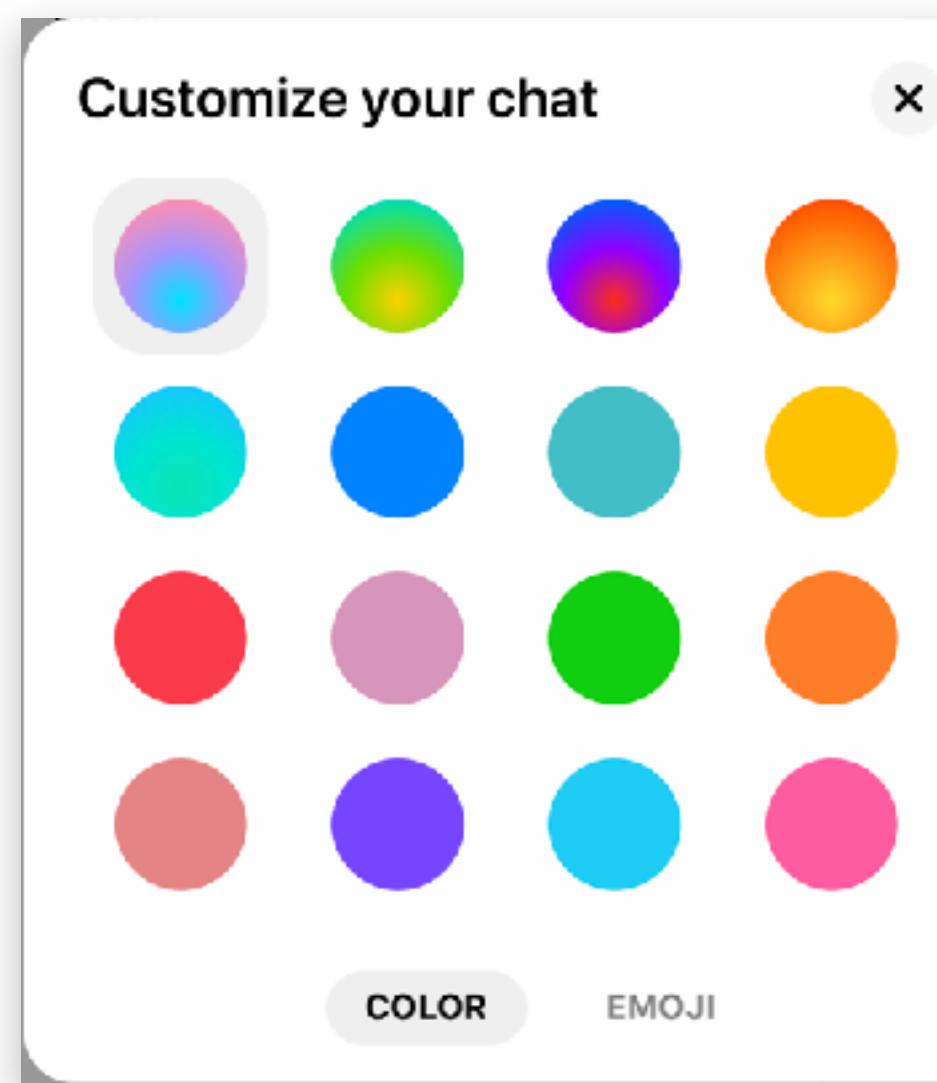


Unique to one user or one page of an app

# Color Customization



# Color Customization





“I’m feeling  
anxious now.”

- Designer



# Color Collisions and How To Handle Them

# Problem

Colors provided from the backend

Can't use Apple's dynamic color system

Contrast issues in Dark Mode

# Solution

Let users choose from a predefined palette

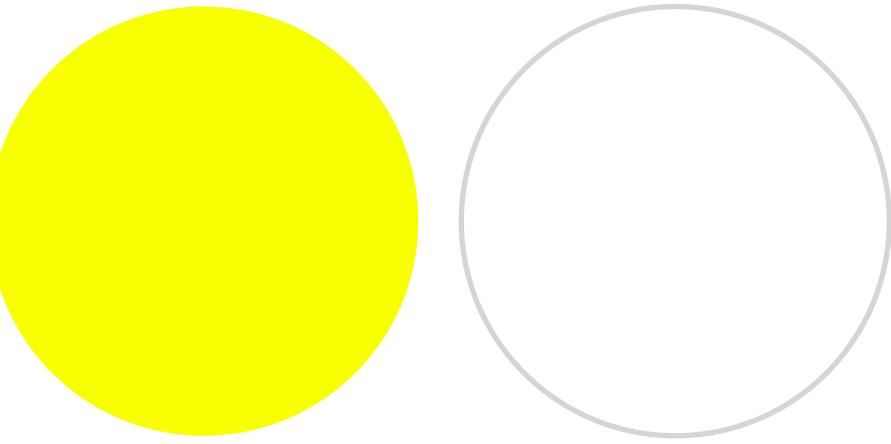
Guaranteed to pass accessibility standards

Let users choose from RGB color picker

Adjust colors client-side to ensure visibility and contrast

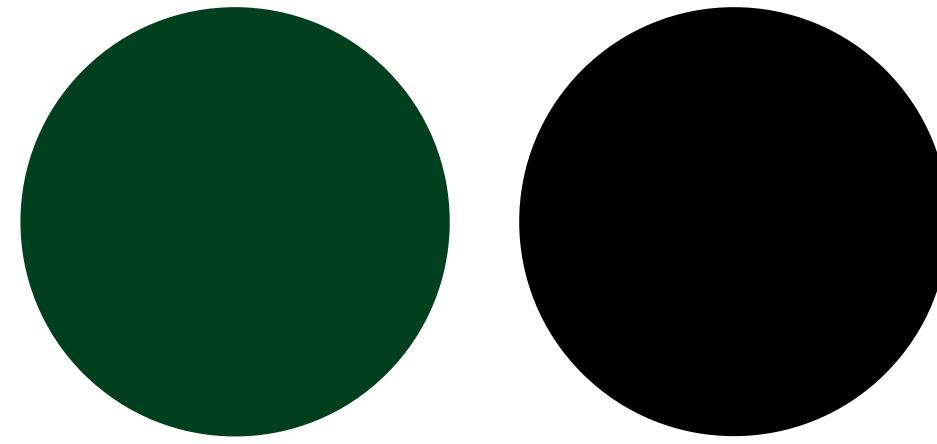
# Example

**Low Contrast Example:**  
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.



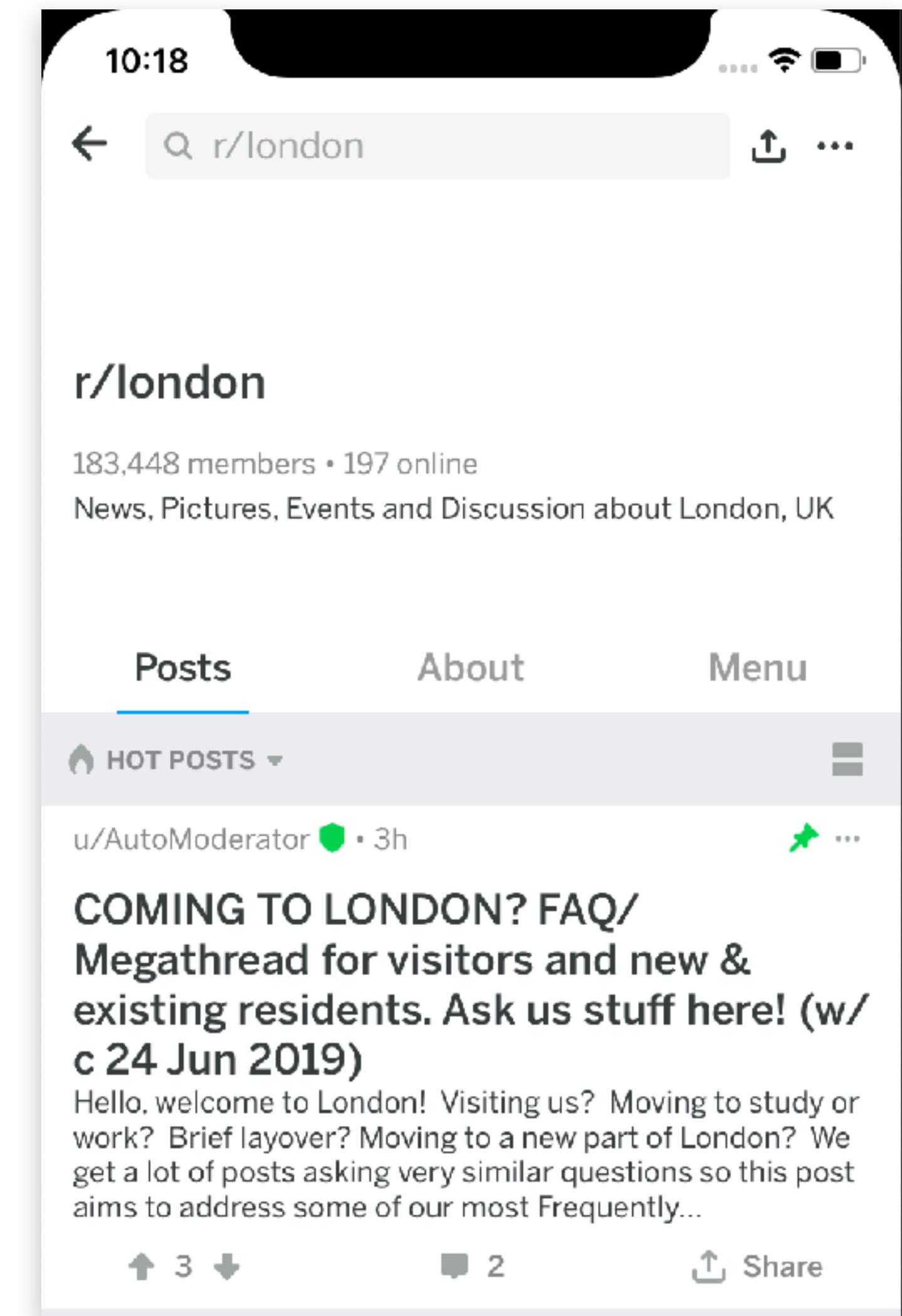
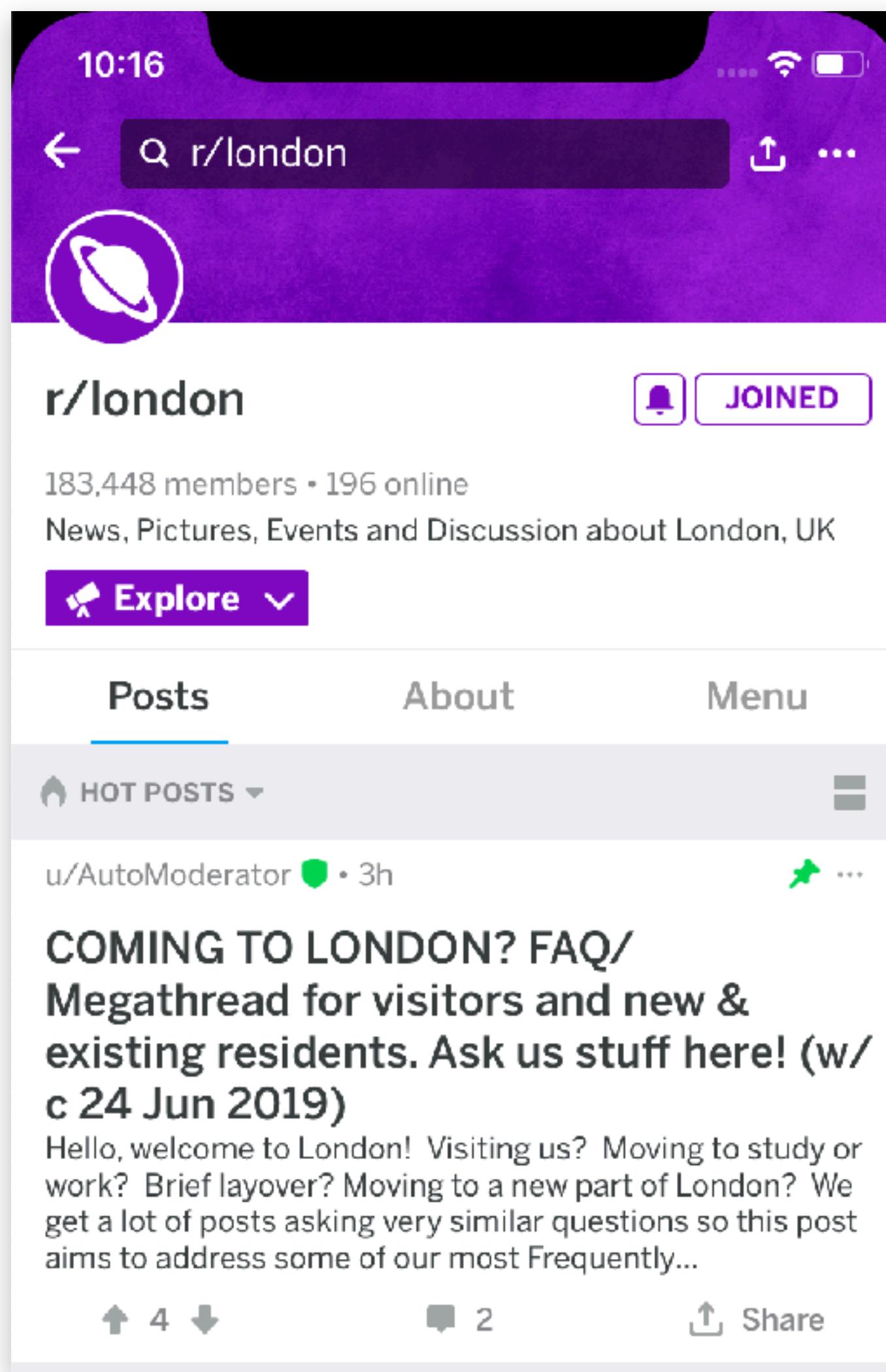
Contrast Ratio: 1

**High Contrast Example:**  
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.



Contrast Ratio: 6

# Example



# UIColor Extension

```
extension UIColor {  
    static let minContrastRatio: CGFloat = 7.0  
}
```

# UIColor Extension

```
extension UIColor {

    func brightnessValue() -> CGFloat? {

        var h: CGFloat = 0
        var s: CGFloat = 0
        var b: CGFloat = 0
        var a: CGFloat = 0

        if self.getHue(&h, saturation: &s, brightness: &b, alpha: &a) {
            return b
        }

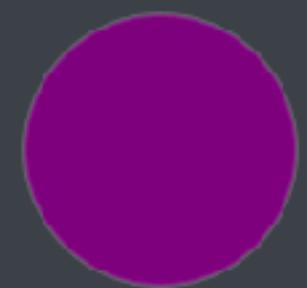
        return nil
    }
}
```

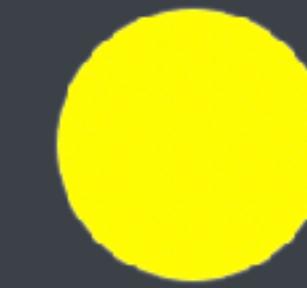
# UIColor Extension

```
extension UIColor {  
    /// Contrast ratio formula: (b1 + 0.05) / (b2 + 0.05)  
    /// b1 and b2 are the brightness values of two colors, b1 > b2  
    func contrastRatio(withColor otherColor: UIColor) -> CGFloat? {  
        guard let b1 = self.brightnessValue(),  
              let b2 = otherColor.brightnessValue() else {  
            return nil  
        }  
        if b1 > b2 {  
            return (b1 + 0.05) / (b2 + 0.05)  
        } else {  
            return (b2 + 0.05) / (b1 + 0.05)  
        }  
    }  
}
```

# UIColor Extension

```
let color1 = UIColor.white  
  
White: 1.0  
Alpha: 1.0  
  
let color2 = UIColor.black  
  
White: 0.0  
Alpha: 1.0  
  
color1.contrastRatio(withColor: color2)  
21.0
```

```
let color1 = UIColor.purple  
  
Red: 0.5  
Green: 0.0  
Blue: 0.5  
Alpha: 1.0  
  
let color2 = UIColor.black  
  
White: 0.0  
Alpha: 1.0  
  
color1.contrastRatio(withColor: color2)  
11.0
```

```
let color1 = UIColor.yellow  
  
Red: 1.0  
Green: 1.0  
Blue: 0.0  
Alpha: 1.0  
  
let color2 = UIColor.white  
  
White: 1.0  
Alpha: 1.0  
  
color1.contrastRatio(withColor: color2)  
1.0
```

# UIColor Extension

**Light Text on Dark Background**

**Contrast Ratio: 7**

**Light Text on Dark Background**

**Contrast Ratio: 2**

**Light Text on Dark Background**

**Contrast Ratio: 2.3**

**Dark Text on Light Background**

**Contrast Ratio: 1**

**Dark Text on Light Background**

**Contrast Ratio: 1**

**Dark Text on Light Background**

**Contrast Ratio: 1.5**

# UIColor Extension

```
extension UIColor {

    /// Determine new brightness needed on receiver to meet minContrastRatio with
    /// otherColor
    func brightnessToMeetMinContrast(withColor otherColor: UIColor) -> CGFloat? {
        guard let b1 = self.brightnessValue(),
              let b2 = otherColor.brightnessValue() else {
            return nil
        }

        if b1 > b2 {
            return UIColor.minContrastRatio * (b2 + 0.05) - 0.05
        } else {
            return ((b2 + 0.05) / UIColor.minContrastRatio) + 0.05
        }
    }
}
```

# UIColor Extension

```
extension UIColor {

    /// Change receiver's brightness component to match the passed in value
    private func adjustedColor(withNewBrightness brightness: CGFloat) -> UIColor {

        var h: CGFloat = 0
        var s: CGFloat = 0
        var b: CGFloat = 0
        var a: CGFloat = 0

        if self.getHue(&h, saturation: &s, brightness: &b, alpha: &a) {
            return UIColor(hue: h, saturation: s, brightness: b, alpha: a)
        }

        return self;
    }
}
```

# UIColor Extension

```
extension UIColor {

    /// Adjusts the receiver (if needed) to have minContrastRatio with otherColor
    func adjustedColorForBestContrast(withColor otherColor: UIColor) -> UIColor {

        guard let contrastRatio = self.contrastRatio(withColor: otherColor),
              contrastRatio < UIColor.minContrastRatio else {
            return self
        }

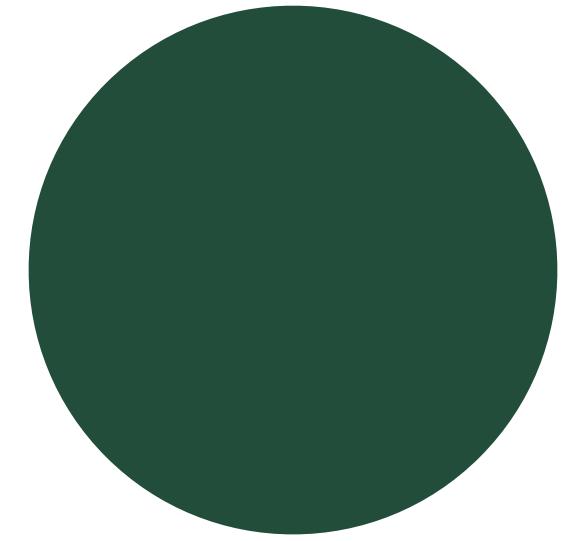
        guard let adjustedBrightness =
            self.brightnessToMeetMinContrast(withColor: otherColor) else {

            return self
        }

        return self.adjustedColor(withNewBrightness: adjustedBrightness)
    }
}
```

# Demo

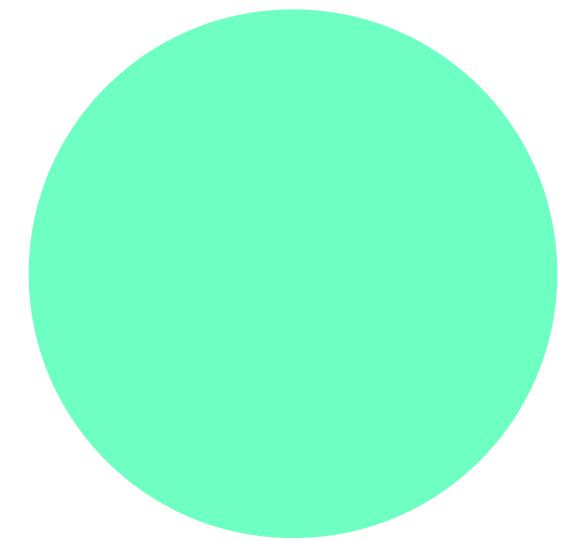
Before



Hue: 155°  
Saturation: 57%  
Brightness: 30%  
Contrast: 2.33

**L**orem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

After

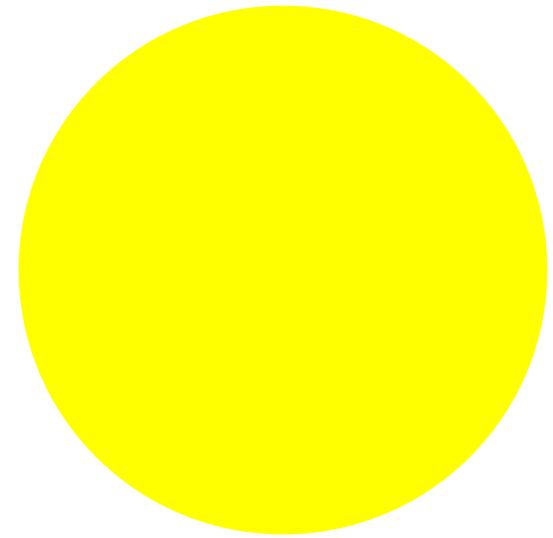


Hue: 155°  
Saturation: 57%  
Brightness: 100%  
Contrast: 7

**L**orem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

# Demo

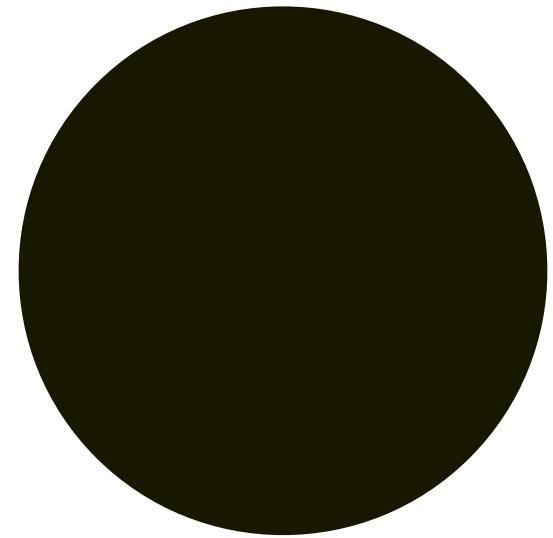
Before



Hue: 60°  
Saturation: 100%  
Brightness: 100%  
Contrast: 1

**LOREM IPSUM**  
Lorem ipsum dolor sit amet,  
consectetur adipiscing elit, sed  
do eiusmod tempor incididunt  
ut labore et dolore magna  
aliqua. Ut enim ad minim  
veniam, quis nostrud  
exercitation ullamco laboris nisi  
ut aliquip ex ea commodo  
consequat.

After

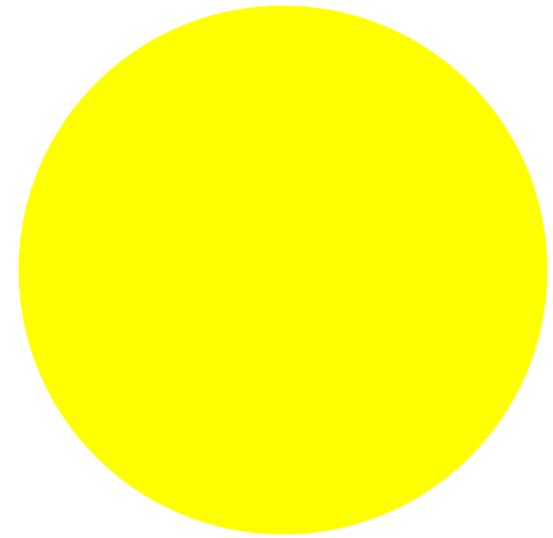


Hue: 60°  
Saturation: 100%  
Brightness: 10%  
Contrast: 7

**LOREM IPSUM**  
Lorem ipsum dolor sit amet,  
consectetur adipiscing elit, sed  
do eiusmod tempor incididunt  
ut labore et dolore magna  
aliqua. Ut enim ad minim  
veniam, quis nostrud  
exercitation ullamco laboris nisi  
ut aliquip ex ea commodo  
consequat.

# Demo

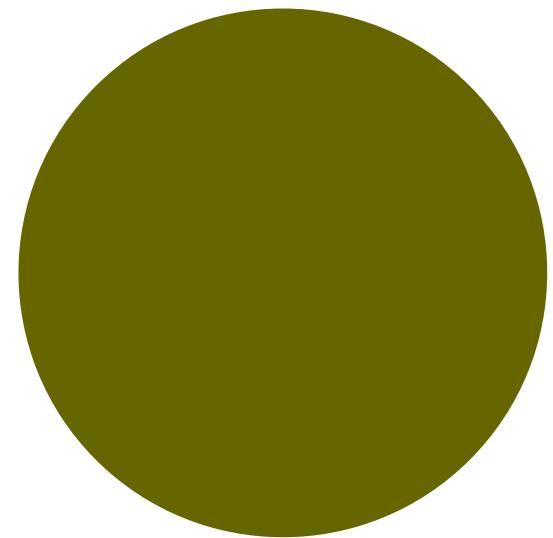
Before



Hue: 60°  
Saturation: 100%  
Brightness: 100%  
Contrast: 1

**LOREM IPSUM**  
Lorem ipsum dolor sit amet,  
consectetur adipiscing elit, sed  
do eiusmod tempor incididunt  
ut labore et dolore magna  
aliqua. Ut enim ad minim  
veniam, quis nostrud  
exercitation ullamco laboris nisi  
ut aliquip ex ea commodo  
consequat.

After



Hue: 60°  
Saturation: 100%  
Brightness: 40%  
Contrast: 2.3

**LOREM IPSUM**  
Lorem ipsum dolor sit amet,  
consectetur adipiscing elit, sed  
do eiusmod tempor incididunt  
ut labore et dolore magna  
aliqua. Ut enim ad minim  
veniam, quis nostrud  
exercitation ullamco laboris nisi  
ut aliquip ex ea commodo  
consequat.

# Download the Playground



[bit.ly/2Kx3iKR](https://bit.ly/2Kx3iKR)

# Recap

Color Spaces

Color Components

Hue, Saturation & Brightness

Contrast + Accessibility

How to Adopt Dark Mode in iOS 13

Themes + Color Customization

Handling Color Collisions

Thank You <3

@kelhutch17  
u/MoarKelBell