

Intermediate iOS Animation

Hands-on Challenges

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Challenge A: Use more colors

In this exercise you are going to try some more colors for the gradient animation.

You can try as many and any colors you want but give this particular set a try for a cool psychedelic effect.

Replace the initial `colors` value (when defining the `gradientLayer` property) with:

```
[
  UIColor.yellowColor(),
  UIColor.greenColor(),
  UIColor.orangeColor(),
  UIColor.cyanColor(),
  UIColor.redColor(),
  UIColor.yellowColor()
].map {color in color.CGColor}
```

And `locations` with:

```
[0.0, 0.0, 0.0, 0.0, 0.0, 0.25]
```

Then comes the easy part – scroll down to `didMoveToWindow()` where you create the animation and replace `fromValue` with:

```
[0.0, 0.0, 0.0, 0.0, 0.0, 0.25]
```

and `toValue` with:

```
[0.65, 0.8, 0.85, 0.9, 0.95, 1.0]
```

This should give the unlock screen a rather 60s appeal:

