

Theme's Brightness

This lesson introduces the concept of a theme brightness.

WE'LL COVER THE FOLLOWING ^

- Introduction
- Explanation

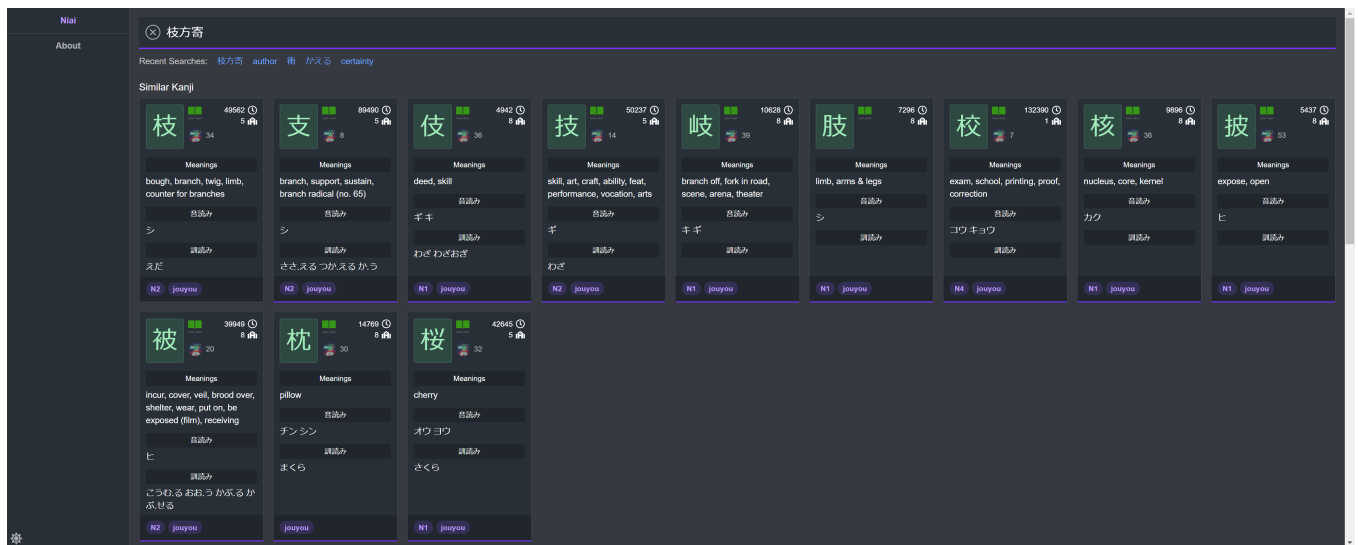
Introduction

A **theme's brightness** defines the *mood* of a theme. For now, we'll assume there are only two brightness levels:

- Light

The screenshot shows the Naniwa Kanji app interface. At the top, there's a search bar with the text '枝方寄' (Edi Hatake). Below it, there's a section titled 'Similar Kanji' which displays a grid of kanji cards. Each card includes the kanji character, its meanings, and its JLPT level. The cards are arranged in two rows. The first row contains cards for '枝' (Edi), '支' (Shi), '伎' (Ki), '技' (Gi), '岐' (Gi), '肢' (Gi), '校' (Kyo), '核' (Kaku), and '披' (Hi). The second row contains cards for '被' (Hi), '枕' (Shin), and '桜' (Ochou). Each card also includes a 'Read' button and a 'Listen' button. The interface is clean and modern, with a light background and clear typography.

- Dark



Having a dark theme is becoming more and more popular these days, so I'm sure you already expected a CSS theming course to talk about exactly that! But why do we have to talk about it? I mean, isn't a dark theme just like any other theme? Why should we treat it differently?

Explanation

This comes around to human biology really, but this would be the wrong course for that! In short, there are certain things in the difference between a light and a dark theme that forces us to treat it especially, in particular when it comes to colors (which we'll talk about in the [next lesson](#)). Every brightness is associated with a certain basis for backgrounds/foregrounds in our app. A light theme always goes with lighter colors, a dark theme always goes with darker colors.

Whenever we talk about a certain theme, we should always know its brightness, as that will determine how we'll compute certain values/colors in the theme. In the next lesson, you'll learn about the problems related to colors, and what it means to mix them.