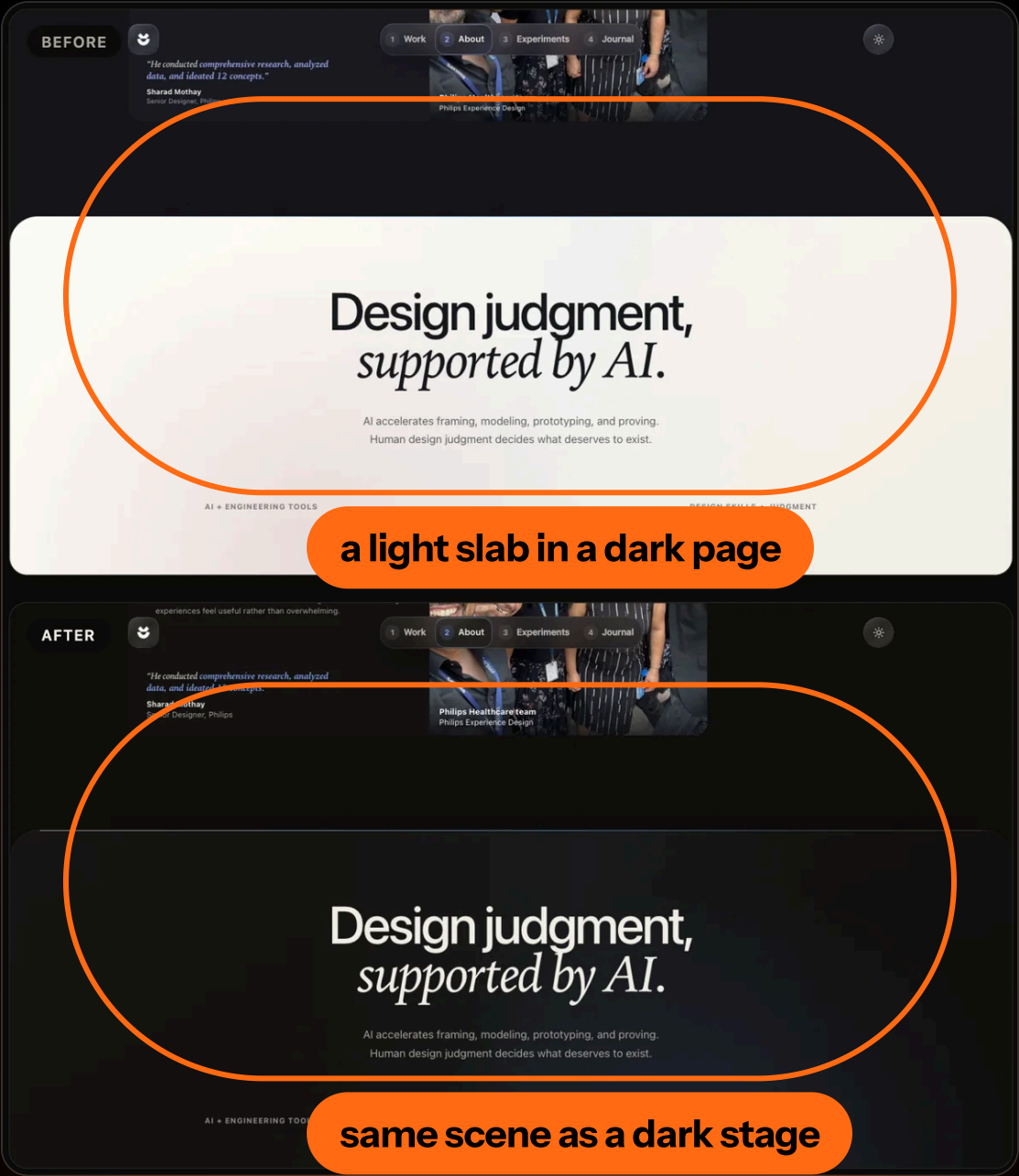


SAME *color,* **NEW NEIGHBOR.**

Same color, different neighbor

Why dark mode breaks colors you never touched, and the one token that fixed mine.

One scene, *two* meanings



The cobalt wash read as pigment on paper and as a stain on black. The color never changed.

Albers, *in code*

In studio

Josef Albers: make one color look like two. A color depends on its neighbors.

In the build

One token with two values. The relationship holds on paper and on black.

The whole fix is *one token*

index.css

copy me

```
/* cobalt on paper */
:root { --glow-tint: var(--color-accent); }

/* faint ivory light on black */
.dark { --glow-tint: rgba(243, 236, 222, 0.42); }

/* every glow points here */
background: radial-gradient(
  circle at 78% 18%,
  color-mix(in oklab, var(--glow-tint) 11%, transparent),
  transparent 32%
);
```

Find every glow *you hard-coded*

```
$ grep -rnoE 'radial-gradient\([^;]*var\(--color-accent\)[0-9]+%' src | wc -l
```

- Counts every radial glow mixed from your accent color. Mine found 29 lines. Each one is a relationship that can break in dark mode.

A dark theme is *a second set of relationships.*

Save this before your next dark mode.

1 Follow for Note 05, every Monday and Thursday

2 1:1 mentorship. 5 designers each April and October.

3 Masterclasses for design schools and teams

kousikdutta.com