#### effectLst (Effect Container)

This element specifies a list of effects. Effects in an effectLst are applied in the default [order](order.docx) by the rendering engine. The following diagrams illustrate the [order](order.docx) in which effects are to be applied, both for shapes and for group shapes.

[Note: The output of many effects does not include the input shape. For effects that should be applied to the result of previous effects as well as the original shape, a container is used to group the inputs together. [end](end.docx) note]

[Example: Outer Shadow is applied both to the original shape and the original shape's glow. The result of [blur](blur.docx) contains the original shape, while the result of [glow](glow.docx) contains only the added glow. Therefore, a container that groups the [blur](blur.docx) result with the [glow](glow.docx) result is used as the input to Outer Shadow. [end](end.docx) example]





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| Parent Elements |
| [bg](bg.docx) (§); bgPr (§); defRPr (§); [effect](effect.docx) (§); effectStyle (§); endParaRPr (§); [grpSpPr](grpSpPr.docx) (§); [grpSpPr](grpSpPr.docx) (§); [grpSpPr](grpSpPr.docx) (§); [grpSpPr](grpSpPr.docx) (§); rPr (§); [spPr](spPr.docx) (§); [spPr](spPr.docx) (§); [spPr](spPr.docx) (§); [spPr](spPr.docx) (§); [spPr](spPr.docx) (§); [spPr](spPr.docx) (§); [spPr](spPr.docx) (§); [tblPr](tblPr.docx) (§); [whole](whole.docx) (§) |

|  |  |
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| Child Elements | Subclause |
| [blur](blur.docx) (Blur Effect) | § |
| [fillOverlay](fillOverlay.docx) (Fill Overlay Effect) | § |
| [glow](glow.docx) (Glow Effect) | § |
| [innerShdw](innerShdw.docx) (Inner Shadow Effect) | § |
| [outerShdw](outerShdw.docx) (Outer Shadow Effect) | § |
| [prstShdw](prstShdw.docx) (Preset Shadow) | § |
| [reflection](reflection.docx) (Reflection Effect) | § |
| [softEdge](softEdge.docx) (Soft Edge Effect) | § |

The following XML Schema fragment defines the contents of this element:

<complexType [name](name.docx)="CT\_EffectList">

<sequence>

<element name="[blur](blur.docx)" type="CT\_BlurEffect" minOccurs="0" maxOccurs="1"/>

<element name="[fillOverlay](fillOverlay.docx)" type="CT\_FillOverlayEffect" minOccurs="0" maxOccurs="1"/>

<element name="[glow](glow.docx)" type="CT\_GlowEffect" minOccurs="0" maxOccurs="1"/>

<element name="[innerShdw](innerShdw.docx)" type="CT\_InnerShadowEffect" minOccurs="0" maxOccurs="1"/>

<element name="[outerShdw](outerShdw.docx)" type="CT\_OuterShadowEffect" minOccurs="0" maxOccurs="1"/>

<element name="[prstShdw](prstShdw.docx)" type="CT\_PresetShadowEffect" minOccurs="0" maxOccurs="1"/>

<element name="[reflection](reflection.docx)" type="CT\_ReflectionEffect" minOccurs="0" maxOccurs="1"/>

<element name="[softEdge](softEdge.docx)" type="CT\_SoftEdgesEffect" minOccurs="0" maxOccurs="1"/>

</sequence>

</complexType>