#### outerShdw (Outer Shadow Effect)

This element specifies an Outer Shadow Effect.

[Example: The following is an example of an outer shadow effect.

Outer Shadow

[end](end.docx) example]

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| Parent Elements |
| [cont](cont.docx) (§); [effectDag](effectDag.docx) (§); [effectLst](effectLst.docx) (§) |

|  |  |
| --- | --- |
| Child Elements | Subclause |
| hslClr (Hue, Saturation, Luminance Color Model) | § |
| prstClr (Preset Color) | § |
| schemeClr (Scheme Color) | § |
| scrgbClr (RGB Color Model - Percentage Variant) | § |
| srgbClr (RGB Color Model - Hex Variant) | § |
| sysClr (System Color) | § |

|  |  |
| --- | --- |
| Attributes | Description |
| algn (Shadow Alignment) | Specifies shadow alignment; alignment happens first, effectively setting the origin for scale, skew, and offset.The possible values for this attribute are defined by the [ST\_RectAlignment](ST_RectAlignment.docx) simple type (§). |
| blurRad (Blur Radius) | Specifies the [blur](blur.docx) radius of the shadow.The possible values for this attribute are defined by the [ST\_PositiveCoordinate](ST_PositiveCoordinate.docx) simple type (§). |
| [dir](dir.docx) (Shadow Direction) | Specifies the direction to offset the shadow.The possible values for this attribute are defined by the [ST\_PositiveFixedAngle](ST_PositiveFixedAngle.docx) simple type (§). |
| dist (Shadow Offset Distance) | Specifies the how far to offset the shadow.The possible values for this attribute are defined by the [ST\_PositiveCoordinate](ST_PositiveCoordinate.docx) simple type (§). |
| kx (Horizontal Skew) | Specifies the horizontal skew angle.The possible values for this attribute are defined by the [ST\_FixedAngle](ST_FixedAngle.docx) simple type (§). |
| ky (Vertical Skew) | Specifies the vertical skew angle.The possible values for this attribute are defined by the [ST\_FixedAngle](ST_FixedAngle.docx) simple type (§). |
| rotWithShape (Rotate With Shape) | Specifies whether the shadow should rotate with the shape if the shape is rotated.The possible values for this attribute are defined by the XML Schema boolean datatype. |
| sx (Horizontal Scaling Factor) | Specifies the horizontal [scaling](scaling.docx) factor; negative [scaling](scaling.docx) causes a flip.The possible values for this attribute are defined by the [ST\_Percentage](ST_Percentage.docx) simple type (§). |
| sy (Vertical Scaling Factor) | Specifies the vertical [scaling](scaling.docx) factor; negative [scaling](scaling.docx) causes a flip.The possible values for this attribute are defined by the [ST\_Percentage](ST_Percentage.docx) simple type (§). |

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

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

 <sequence>

 <group ref="EG\_ColorChoice" minOccurs="1" maxOccurs="1"/>

 </sequence>

 <attribute name="blurRad" type="[ST\_PositiveCoordinate](ST_PositiveCoordinate.docx)" use="optional" default="0"/>

 <attribute name="dist" type="[ST\_PositiveCoordinate](ST_PositiveCoordinate.docx)" use="optional" default="0"/>

 <attribute name="[dir](dir.docx)" type="[ST\_PositiveFixedAngle](ST_PositiveFixedAngle.docx)" use="optional" default="0"/>

 <attribute name="sx" type="[ST\_Percentage](ST_Percentage.docx)" use="optional" default="100000"/>

 <attribute name="sy" type="[ST\_Percentage](ST_Percentage.docx)" use="optional" default="100000"/>

 <attribute name="kx" type="[ST\_FixedAngle](ST_FixedAngle.docx)" use="optional" default="0"/>

 <attribute name="ky" type="[ST\_FixedAngle](ST_FixedAngle.docx)" use="optional" default="0"/>

 <attribute name="algn" type="[ST\_RectAlignment](ST_RectAlignment.docx)" use="optional" default="b"/>

 <attribute name="rotWithShape" type="xsd:boolean" use="optional" default="true"/>

</complexType>