### attrName (Attribute Name)

This element is used to contain an attribute value for an Attribute Name List. This value defines the specific attribute that an animation should be applied to, such as fill, style, and shadow, etc. A specific property is defined by using a "property.sub-property" format which is often extended to multiple sub properties as seen in the allowed values below.

Allowed property values:

style.opacity, style.rotation, style.visibility, style.color, style.fontSize, style.fontWeight, style.fontStyle, style.fontFamily, style.textEffectEmboss, style.textShadow, style.textTransform, style.textDecorationUnderline, style.textEffectOutline, style.textDecorationLineThrough, style.sRotation, imageData.cropTop, imageData.cropBottom, imageData.cropLeft, imageData.cropRight, imageData.cropRight, imageData.gain, imageData.blacklevel, imageData.gamma, imageData.grayscale, imageData.chromakey, fill.on, fill.type, fill.color, fill.opacity, fill.color2, fill.method, fill.opacity2, fill.angle, fill.focus, fill.focusposition.x, fill.focusposition.y, fill.focussize.x, fill.focussize.y, stroke.on, stroke.color, stroke.weight, stroke.opacity, stroke.linestyle, stroke.dashstyle, stroke.filltype, stroke.src, stroke.color2, stroke.imagesize.x, stroke.imagesize.y, stroke.startArrow, stroke.endArrow, stroke.startArrowWidth, stroke.startArrowLength, stroke.endArrowWidth, stroke.endArrowLength, shadow.on, shadow.type, shadow.color, shadow.color2, shadow.opacity, shadow.offset.x, shadow.offset.y, shadow.offset2.x, shadow.offset2.y, shadow.origin.x, shadow.origin.y, shadow.matrix.xtox, shadow.matrix.ytox, shadow.matrix.xtox, shadow.matrix.ytoy, shadow.matrix.perspectiveX, shadow.matrix.perspectiveY, skew.on, skew.offset.x, skew.offset.y, skew.origin.x, skew.origin.y, skew.matrix.xtox, skew.matrix.ytox, skew.matrix.xtox, skew.matrix.ytoy, skew.matrix.perspectiveX, skew.matrix.perspectiveY, extrusion.on, extrusion.type, extrusion.render, extrusion.viewpointorigin.x, extrusion.viewpointorigin.y, extrusion.viewpoint.x, extrusion.viewpoint.y, extrusion.viewpoint.z, extrusion.plane, extrusion.skewangle, extrusion.skewamt, extrusion.backdepth, extrusion.foredepth, extrusion.orientation.x, extrusion.orientation.y, extrusion.orientation.z, extrusion.orientationangle, extrusion.color, extrusion.rotationangle.x, extrusion.rotationangle.y, extrusion.lockrotationcenter, extrusion.autorotationcenter, extrusion.rotationcenter.x, extrusion.rotationcenter.y, extrusion.rotationcenter.z, and extrusion.colormode.

[Example: Consider trying to emphasize the txt font size within the body of a shape. The attribute would be 'style.fontSize' and this can be done by doing the following:

<p:[anim](anim.docx) [to](to.docx)="1.5" calcmode="lin" valueType="num">

<p:[cBhvr](cBhvr.docx) override="childStyle">

<p:[cTn](cTn.docx) id="6" dur="2000" fill="hold"/>

<p:[tgtEl](tgtEl.docx)>

<p:[spTgt](spTgt.docx) spid="3">

<p:[txEl](txEl.docx)>

<p:[charRg](charRg.docx) st="4294967295" end="4294967295"/>

</p:[txEl](txEl.docx)>

</p:[spTgt](spTgt.docx)>

</p:[tgtEl](tgtEl.docx)>

<p:[attrNameLst](attrNameLst.docx)>

<p:attrName>style.fontSize</p:attrName>

</p:[attrNameLst](attrNameLst.docx)>

</p:[cBhvr](cBhvr.docx)>

</p:[anim](anim.docx)>

end example]

The possible values for this element are defined by the XML Schema string datatype.

|  |
| --- |
| Parent Elements |
| [attrNameLst](attrNameLst.docx) (§) |