#### blipFill (Picture Fill)

This element specifies the type of picture fill that the picture object will have. Because a picture has a picture fill already by default, it is possible to have two fills specified for a picture object. An example of this is shown below.

[Example: Consider the picture below that has a blip fill applied to it. The image used to fill this picture object has transparent pixels instead of white pixels.

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

..

<p:blipFill>

<a:blip r:embed="rId2"/>

<a:stretch>

<a:fillRect/>

</a:stretch>

</p:blipFill>

..

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



The above picture object is shown as an example of this fill type. End example]

[Example: Consider now the same picture object but with an additional gradient fill applied within the shape properties portion of the picture.

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

..

<p:blipFill>

<a:blip r:embed="rId2"/>

<a:stretch>

<a:fillRect/>

</a:stretch>

</p:blipFill>

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

<a:gradFill>

<a:gsLst>

<a:gs [pos](pos.docx)="0">

<a:schemeClr [val](val.docx)="tx2">

<a:shade [val](val.docx)="50000"/>

</a:schemeClr>

</a:gs>

<a:gs [pos](pos.docx)="39999">

<a:schemeClr [val](val.docx)="tx2">

<a:tint [val](val.docx)="20000"/>

</a:schemeClr>

</a:gs>

<a:gs [pos](pos.docx)="70000">

<a:srgbClr [val](val.docx)="C4D6EB"/>

</a:gs>

<a:gs [pos](pos.docx)="100000">

<a:schemeClr [val](val.docx)="bg1"/>

</a:gs>

</a:gsLst>

</a:gradFill>

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

..

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



The above picture object is shown as an example of this double fill type. End example]

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

|  |  |
| --- | --- |
| Child Elements | Subclause |
| blip (Blip) | § |
| srcRect (Source Rectangle) | § |
| stretch (Stretch) | § |
| tile (Tile) | § |

|  |  |
| --- | --- |
| Attributes | Description |
| dpi (DPI Setting)  Namespace: .../drawingml/2006/main | Specifies the DPI (dots per inch) used to calculate the size of the blip. If not [present](present.docx) or zero, the DPI in the blip is used.    [Note: This attribute is primarily used to keep track of the picture quality within a document. There are different levels of quality needed for print than on-screen viewing and thus a need to track this information. end note]  The possible values for this attribute are defined by the XML Schema unsignedInt datatype. |
| rotWithShape (Rotate With Shape)  Namespace: .../drawingml/2006/main | Specifies that the fill should rotate with the shape. That is, when the shape that has been filled with a picture and the containing shape (say a rectangle) is transformed with a rotation then the fill will be transformed with the same rotation.  The possible values for this attribute are defined by the XML Schema boolean datatype. |

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

<complexType name="CT\_BlipFillProperties">

<sequence>

<element name="blip" type="CT\_Blip" minOccurs="0" maxOccurs="1"/>

<element name="srcRect" type="CT\_RelativeRect" minOccurs="0" maxOccurs="1"/>

<group ref="EG\_FillModeProperties" minOccurs="0" maxOccurs="1"/>

</sequence>

<attribute name="dpi" type="xsd:unsignedInt" use="optional"/>

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

</complexType>