#### spPr (Shape Properties)

This element specifies the visual shape properties that can be applied to a shape. These properties include the shape fill, outline, geometry, effects, and 3D orientation.

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| Parent Elements |
| [cxnSp](cxnSp.docx) (§); [pic](pic.docx) (§); [sp](sp.docx) (§) |

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| Child Elements | Subclause |
| [blipFill](blipFill.docx) (Picture Fill) | § |
| custGeom (Custom Geometry) | § |
| effectDag (Effect Container) | § |
| effectLst (Effect Container) | § |
| [extLst](extLst.docx) (Extension List) | § |
| gradFill (Gradient Fill) | § |
| grpFill (Group Fill) | § |
| ln (Outline) | § |
| noFill (No Fill) | § |
| pattFill (Pattern Fill) | § |
| prstGeom (Preset geometry) | § |
| scene3d (3D Scene Properties) | § |
| solidFill (Solid Fill) | § |
| sp3d (Apply 3D shape properties) | § |
| [xfrm](xfrm.docx) (2D Transform for Individual Objects) | § |

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| Attributes | Description |
| bwMode (Black and White Mode)  Namespace: .../drawingml/2006/main | Specifies that the picture should be rendered using only black and white coloring. That is the coloring information for the picture should be converted to either black or white when rendering the picture.  No gray is to be used in rendering this image, only stark black and stark white.  [Note: This does not mean that the picture itself that is stored within the file is necessarily a black and white picture. This attribute instead sets the rendering mode that the picture will have applied to when rendering. end note]  The possible values for this attribute are defined by the ST\_BlackWhiteMode simple type (§). |

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

<complexType name="CT\_ShapeProperties">

<sequence>

<element name="[xfrm](xfrm.docx)" type="CT\_Transform2D" minOccurs="0" maxOccurs="1"/>

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

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

<element name="ln" type="CT\_LineProperties" minOccurs="0" maxOccurs="1"/>

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

<element name="scene3d" type="CT\_Scene3D" minOccurs="0" maxOccurs="1"/>

<element name="sp3d" type="CT\_Shape3D" minOccurs="0" maxOccurs="1"/>

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

</sequence>

<attribute name="bwMode" type="ST\_BlackWhiteMode" use="optional"/>

</complexType>