#### shadow (Shadow Effect)

This element adds shadow effects to a shape. The on attribute must be true for the shadow to be displayed.

[Example:

<v:shadow on="true" type="perspective"

 matrix="1.25,-2,,1.5,,.000001"

 offset="38pt,-6pt">

</v:shadow>



end example]

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| Parent Elements |
| [arc](arc.docx) (§); [background](background.docx) (§); [curve](curve.docx) (§); [group](group.docx) (§); [image](image.docx) (§); [line](line.docx) (§); object (§); [oval](oval.docx) (§); pict (§); pict (§); [polyline](polyline.docx) (§); [rect](rect.docx) (§); [roundrect](roundrect.docx) (§); shape (§); [shapedefaults](shapedefaults.docx) (§); [shapetype](shapetype.docx) (§) |

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| Attributes | Description |
| color (Shadow Primary Color) | Specifies the color of the primary shadow. [Default](Default.docx) is gray (RGB 128,128,128).[Example:<v:shadow on="true" color="green"></v:shadow>Applied to a simple square the shadow looks like this:end example]The possible values for this attribute are defined by the [ST\_ColorType](ST_ColorType.docx) simple type (§). |
| color2 (Shadow Secondary Color) | Specifies the color of the second shadow, or highlight in an embossed or engraved shadow. [Default](Default.docx) is light gray (RGB 203,203,203).[Example:<v:shadow on="true" type="double" color="green" color2="blue"></v:shadow>end example]The possible values for this attribute are defined by the [ST\_ColorType](ST_ColorType.docx) simple type (§). |
| id (Unique Identifier) | Specifies a unique identifier that can be used to reference a [VML](VML.docx) object.[Default](Default.docx) is no value.[Example:<v:shape ... id="myShape" ... ></v:[shape](shape.docx)>end example]The possible values for this attribute are defined by the XML Schema string datatype. |
| matrix (Shadow Perspective Matrix) | Specifies a perspective transform for a shadow. [Default](Default.docx) is no value.The matrix is given in the form "$s\_{xx}, s\_{xy}, s\_{yx}, s\_{yy}, p\_{x}, p\_{y}$" where s = scale and p = perspective. If the offset attribute is in absolute units then $p\_{x}, p\_{y}$ are in 1/EMU units; otherwise they are an inverse fraction of the shape size. [Example: The following snippets explain the matrix parameters. The shadow is applied to a simple square with no [fill](fill.docx) and a red [stroke](stroke.docx) color (note there is a default shadow offset): matrix=",,,,,"$s\_{xx}, s\_{yy}$ specify scaling factors for the x and y dimensions: matrix="2,,,,," matrix=",,,2,,"$s\_{xy}, s\_{yx}$ specify skews in the x and y dimensions: matrix=",2,,,," matrix=",,-2,,,"$p\_{x}, p\_{y}$ effectively set the perspective trapezoid skews along the x and y dimensions: matrix=",,,,.000001," matrix=",,,,,-.000002"end example][Example:<v:shadow on="true" type="perspective" matrix="1.25,-2,,1.5,,.000001" offset="38pt,-6pt"></v:shadow>end example]The possible values for this attribute are defined by the XML Schema string datatype. |
| obscured (Shadow Transparency) | Specifies whether a shadow is transparent. [Default](Default.docx) is false. If true, the shadow is transparent if there is no [fill](fill.docx) on the shape.[Example:<v:[background](background.docx) fillcolor="yellow"/><v:[shape](shape.docx) style="width:50;height:50" filled="false" fillcolor="red" [path](path.docx)="m 0,0 l 0,1000 1000,1000 1000,0 x e"> <v:shadow on="true" offset="50%,25%" obscured="true"> </v:shadow></v:[shape](shape.docx)>end example]The possible values for this attribute are defined by the [ST\_TrueFalse](ST_TrueFalse.docx) simple type (§). |
| offset (Shadow Primary Offset) | Specifies the primary shadow's x,y offset from the shape's location. [Default](Default.docx) is "2pt,2pt".Values are either an absolute measurement or a fractional value of the shape dimensions, from –50% to 50%.[Example:<v:shadow on="true" offset="50%,25%"></v:shadow>end example]The possible values for this attribute are defined by the XML Schema string datatype. |
| offset2 (Shadow Secondary Offset) | Specifies the secondary shadow's x,y offset from the shape's location. [Default](Default.docx) is "-2pt,-2pt".[Example:<v:shadow type="double" on="true"  color="blue" offset="10pt,5pt" color2="red" offset2="-10pt,-5pt"></v:shadow>end example]The possible values for this attribute are defined by the XML Schema string datatype. |
| on (Shadow Toggle) | Specifies whether to show a shadow. [Default](Default.docx) is true.The possible values for this attribute are defined by the [ST\_TrueFalse](ST_TrueFalse.docx) simple type (§). |
| opacity (Shadow Opacity) | Specifies the opacity of the shadow. [Default](Default.docx) is 1. This numeric value may also be specified in 1/65536-ths if a trailing "[f](f.docx)" is supplied. For example, a value of "52429f" represents 52429/65536 or 0.8.[Example:<v:shadow type="double" on="true" opacity=".5" color="blue" offset="10pt,5pt" color2="red" offset2="-10pt,-5pt"></v:shadow>end example]The possible values for this attribute are defined by the XML Schema string datatype. |
| origin (Shadow Origin) | Specifies the center of the shadow relative to the shape's origin. Specified as a pair of fractional values of the shape dimensions, ranging from 50% to -50%. [Default](Default.docx) is "0,0".[Example: This example is unchanged from above except for the addition of the origin attribute:<v:shadow on="true" type="perspective" matrix="1.25,-2,,1.5,,.000001" offset="38pt,-6pt" origin="10%,-10%"></v:shadow>end example]The possible values for this attribute are defined by the XML Schema string datatype. |
| type (Shadow Type) | Specifies the type of shadow. [Default](Default.docx) is single. Allowed values are:

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| Value | Description |
| single | Single shadow. |
| double | Double shadow. color2 and offset2 are used for the second shadow's color and offset. |
| perspective | Perspective shadow. |
| shaperelative | The shadow is created relative to the shape. |
| drawingrelative | The shadow is created relative to the drawing. |
| emboss | The shadow has an embossed look. |

The possible values for this attribute are defined by the [ST\_ShadowType](ST_ShadowType.docx) simple type (§). |

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

<complexType name="CT\_Shadow">

 <attributeGroup ref="AG\_Id"/>

 <attribute name="on" type="[ST\_TrueFalse](ST_TrueFalse.docx)" use="optional"/>

 <attribute name="type" type="[ST\_ShadowType](ST_ShadowType.docx)" use="optional"/>

 <attribute name="obscured" type="[ST\_TrueFalse](ST_TrueFalse.docx)" use="optional"/>

 <attribute name="color" type="[ST\_ColorType](ST_ColorType.docx)" use="optional"/>

 <attribute name="opacity" type="xsd:string" use="optional"/>

 <attribute name="offset" type="xsd:string" use="optional"/>

 <attribute name="color2" type="[ST\_ColorType](ST_ColorType.docx)" use="optional"/>

 <attribute name="offset2" type="xsd:string" use="optional"/>

 <attribute name="origin" type="xsd:string" use="optional"/>

 <attribute name="matrix" type="xsd:string" use="optional"/>

</complexType>