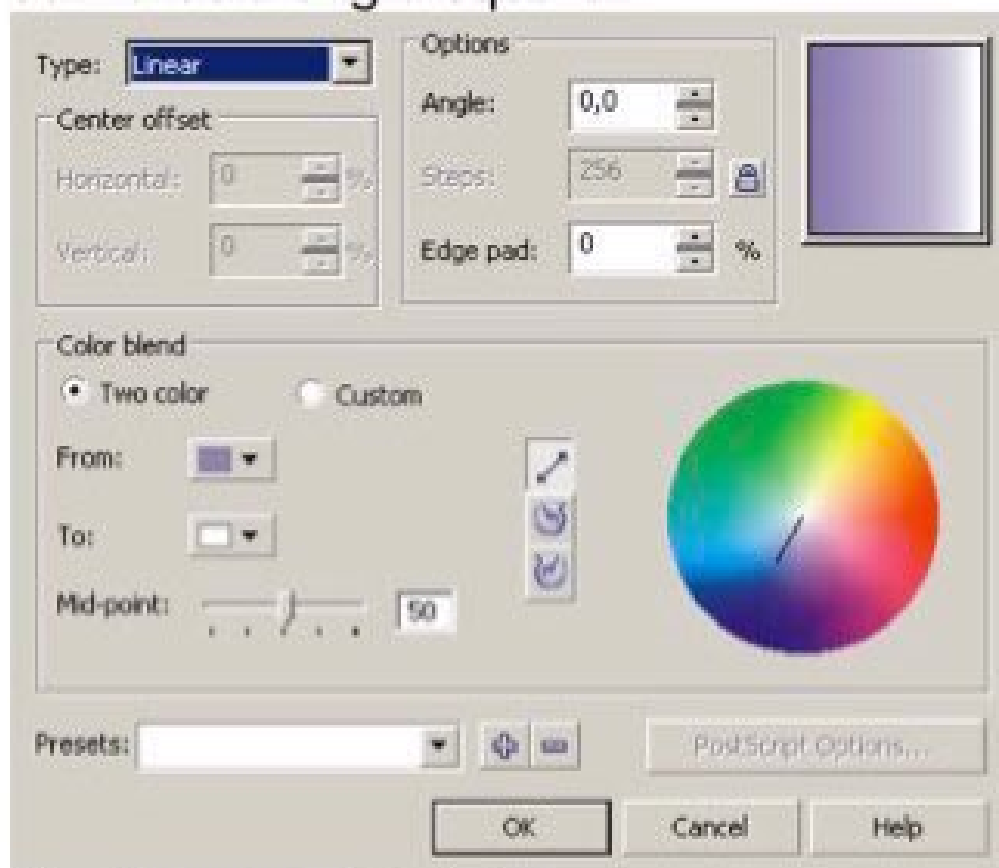


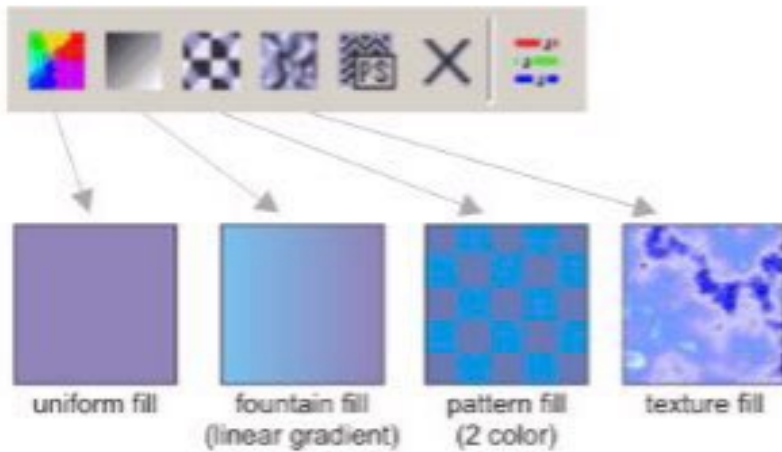
## Fountain fill dialog

With this menu you can make gradient fills for your objects. The fills range in complexity, from simple 2 color fills, to gradient fills consisting of many different colors. There are four types of fountain fill: Linear, Radial, Conical and Square. Linear fountain fills blend colors in a single direction. Radial fills blend colors from the centre to the outside of the object. Conical blends colors as if they were distributed along the side of a cone. Square fountain fills blend colors along from the centre outwards along a square.



The Fountain fill dialog allows you to create complex fills, but most fountain fills can be created easier and faster with the Interactive fill tool.

## Fill menu

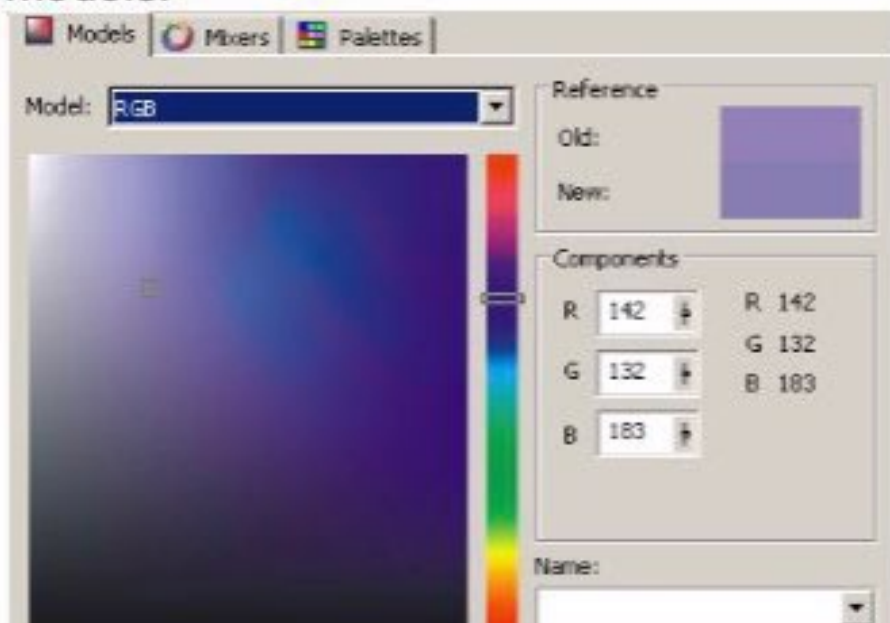


Besides clicking on a color in the palette, there are many other ways to add color to objects. The fill menu gives access to almost all the different fills in Coreldraw.

Besides [uniform colors](#), Coreldraw can fill objects with various [gradients](#), [patterns](#), [textures](#) and [postscript fills](#).

## Fill color dialog

This dialog allows you to give a uniform to an object. The difference between this menu and just clicking a color on the palette is that this menu allows you to fine tune your color. You can choose from many different color models, of which RGB and CMYK are the most important. You can enter your as a numeric value in one of these models.

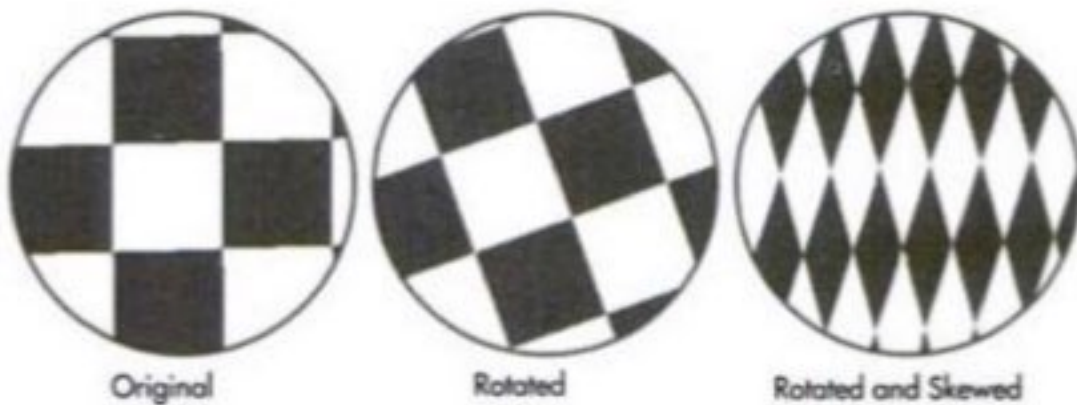


## Using **Pattern** Fill Dialog Options

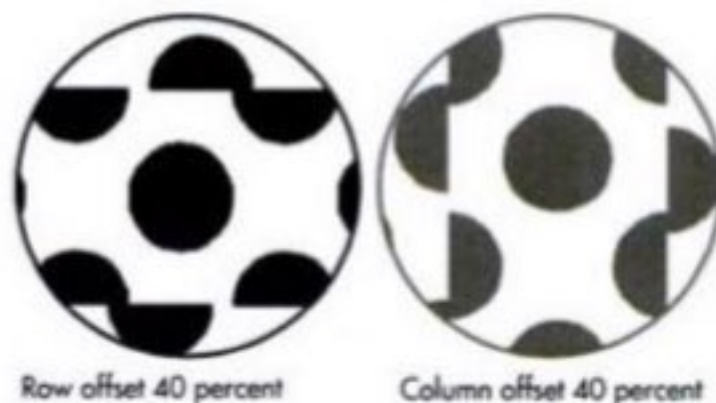
The **Pattern** Fill dialog offers an alternative way to control **pattern** fills (see Figure 17-7). To open this dialog (which is nearly identical for two-color, full-color, and bitmap **pattern** fills), click the Edit Fill button in the Property Bar while a **pattern** fill type is in effect.

Here's what each of the options in the **Pattern** Fill dialog controls:

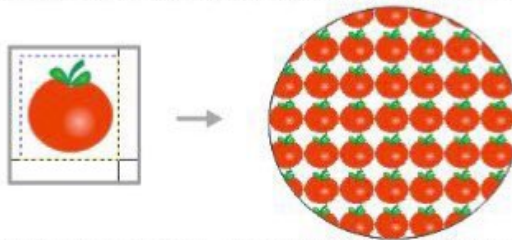
- **Origin** The X and Y Origin options enable you to offset the center of the **pattern** from 0 within a range between 30 and -30 inches. Positive X or Y values offset the origin right or upward, while negative values offset the origin downward or left.
- **Transform** These options are Skew and Rotate, each of which is measured in degrees. Skew values are within a range between 89 and -89 degrees, while Rotate values can be set between 360 and -360 degrees. These options work in combination with each other to apply vertical and/or horizontal distortion to the fill **pattern**, as shown here:



- **Row and Column Offsets** By default, **pattern** tiles join to appear seamless. However, you can inadvertently ruin the **pattern** by offsetting the **pattern** seams through either of these two options. To apply an offset, choose either Row or Column as the offset option, and enter a value between 0 and 100 percent, as shown here:



- **Full color patterns:** These patterns consist of small vector drawings repeated over and over. These patterns can contain as many colors as you want, and because the patterns are vector based, they can be scaled without loss of sharpness. Their disadvantage is that you can only choose the colors when you create the pattern, you can not change it afterwards. Some presets are available, but if you want to make your own, you have to go back to Coreldraw's drawing tools. The easiest way is to draw your pattern in Coreldraw, and then go to "**Tools > Create > Pattern**", choose full color. The mouse cursor changes into a crosshair, use the mouse to draw a rectangle around your pattern. When you release the mouse button, a message will appear, asking you if you want to create a pattern from the selected area, click yes and enter a filename for your pattern. Now your pattern is available from the list in the Pattern fill dialog.



Selecting a vector pattern    Object filled with custom vector pattern

- **Bitmap patterns:** This allows you to use bitmap images as a pattern fill. Some presets are available, but you can also load your own bitmap images (photos for example).



### Texture Fills

Texture fills are complex fills, probably generated using a fractal algorithm. They work great for giving a natural rough look to your drawings. A good approach to finding the right texture fill, is to look at some samples, adjust the colors and press the preview button until you see a texture you like. The preview button changes some settings each time, generating new textures. The lock symbols next to the options control which options are randomized.



### Postscript Fills

Postscript fills are rarely used nowadays. These are complex fills, created in the postscript printer language. The postscript fills can be quite nice, but are very hard to edit. They exist mainly for compatibility with postscript files.

