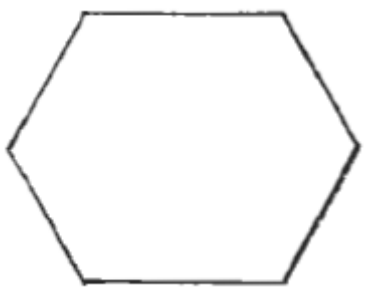
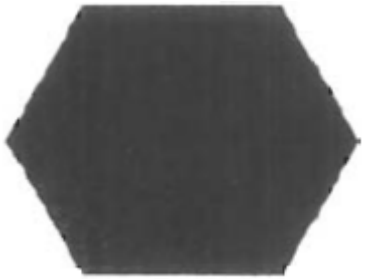
Area fill attributes

FILL STYLES



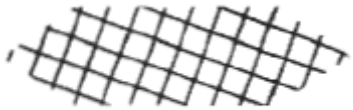
Hollow



Solid

Patterned

Diagonal
Hatch Fill



Diagonal
Cross-Hatch Fill

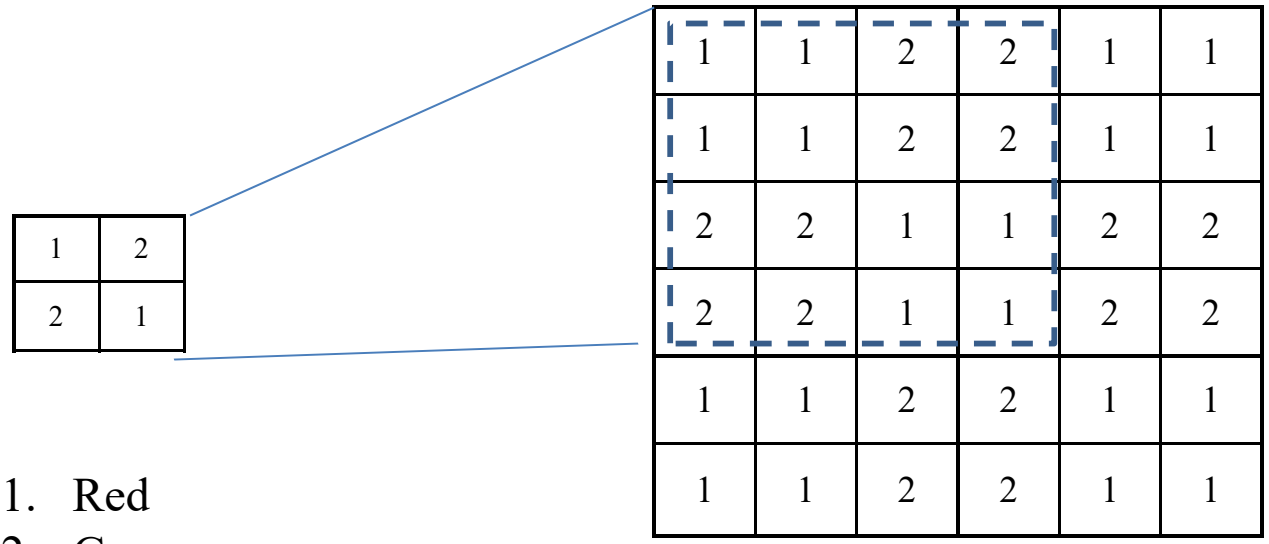
Pattern Array

1	2
2	1

1. Red
2. Green

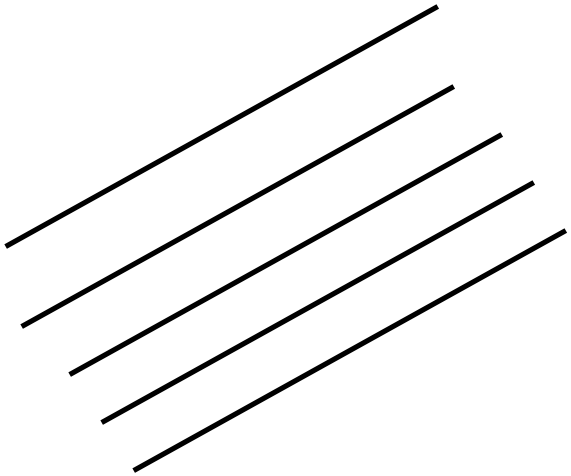
1	2	1	2	1	2
2	1	2	1	2	1
1	2	1	2	1	2
2	1	2	1	2	1
1	2	1	2	1	2
2	1	2	1	2	1

Pattern Size

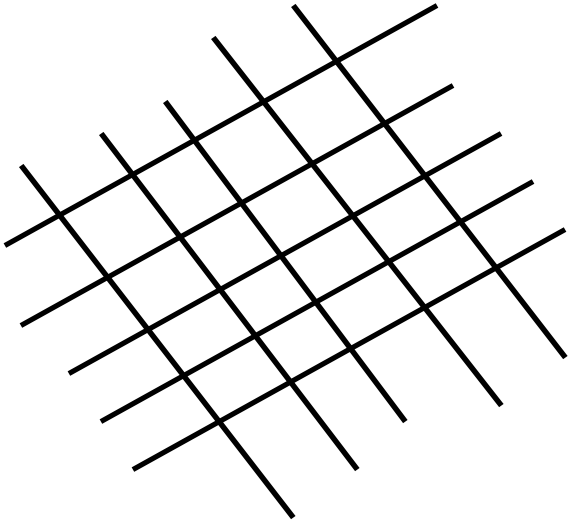


1. Red
2. Green

dx=2
dy=2



Set of parallel lines



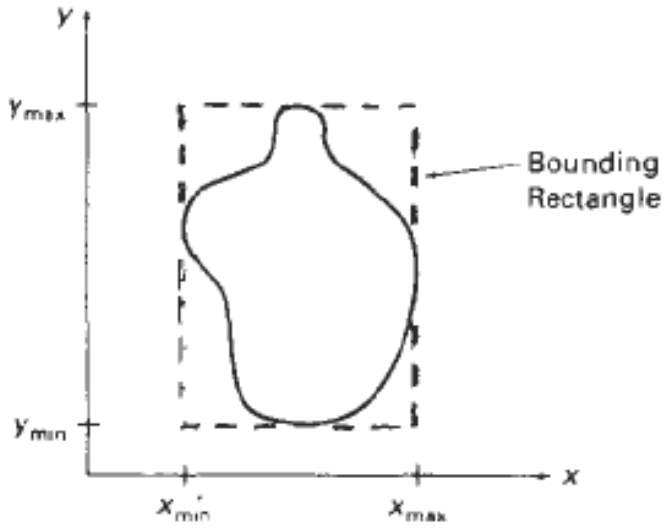
Set of parallel lines crossing diagonally

Slope

Spacing

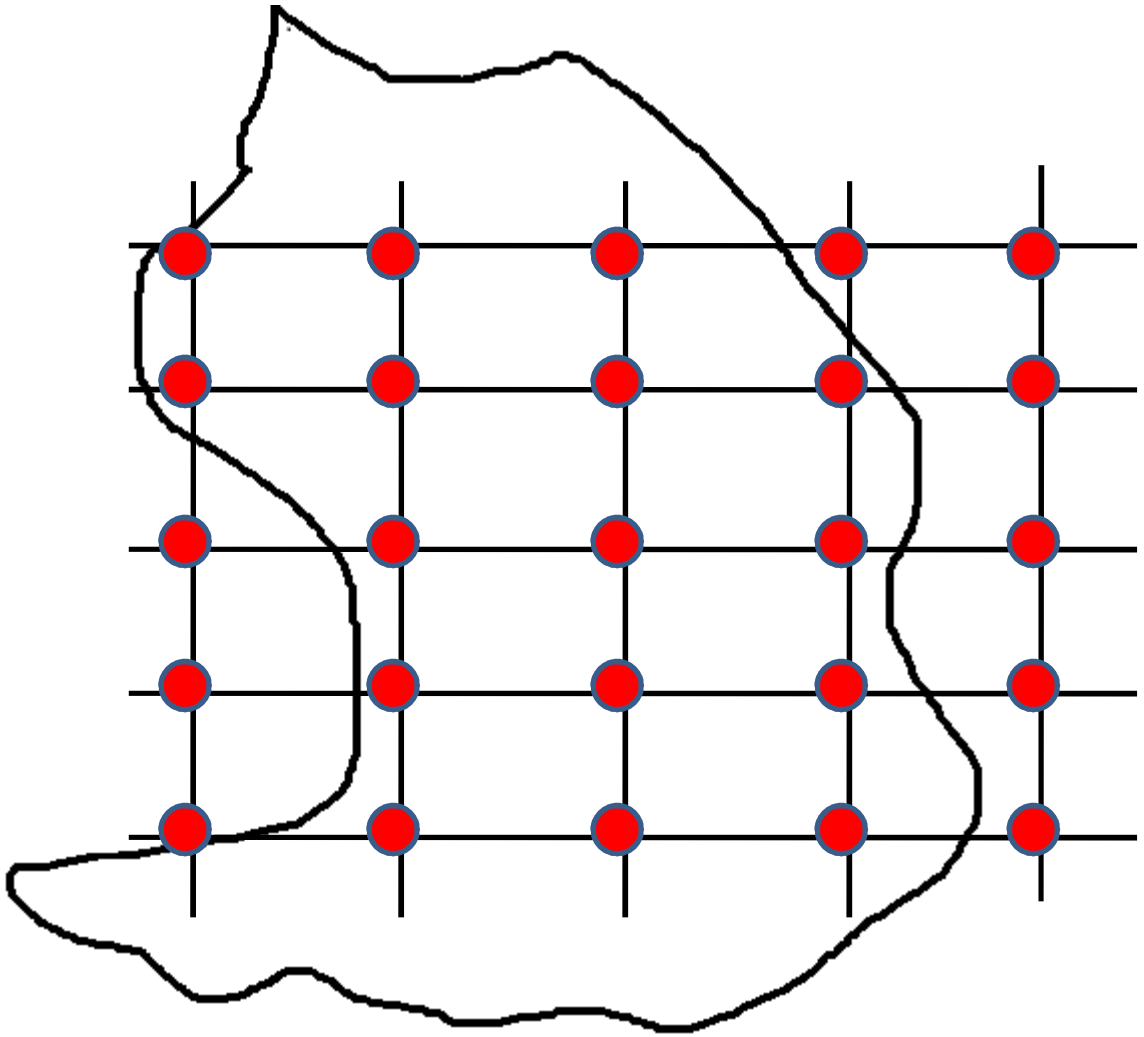
Pattern reference point

A staring position from where a pattern is replicated in X and Y direction until defined area is covered by non overlapping copies of pattern array.

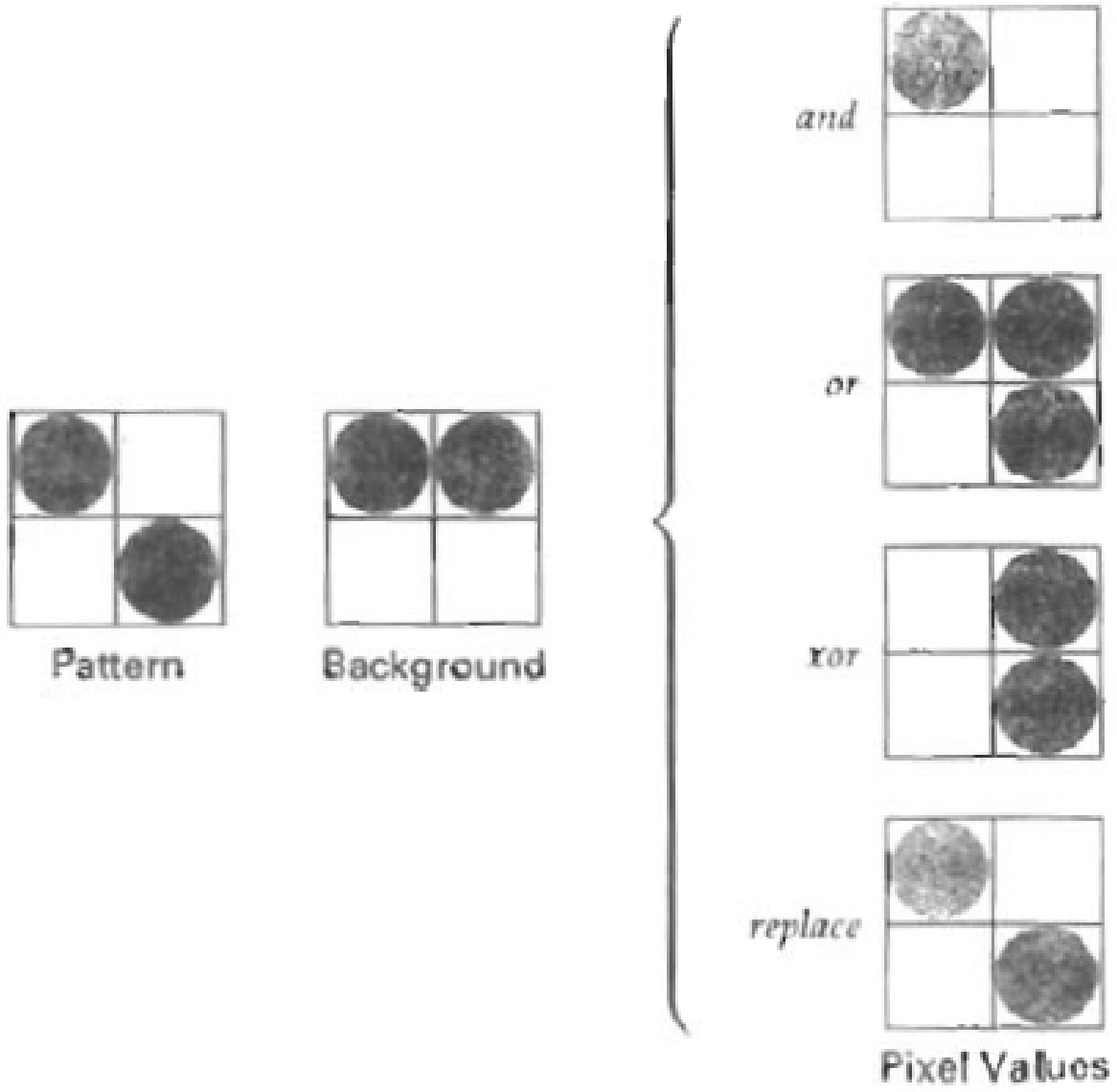


Bottom of the bounding box

Implementation of patterned fill



Pattern combined with background colour



Soft fill

Fill colour is combined with background colour

Linear Soft fill

$$P = tF + (1-t)B \qquad F \neq B$$

$$0 \le t \le 1$$

P (P_R, P_G, P_B)

F (F_R, F_G, F_B)

B (B_R, B_G, B_B)

$$P_i = tF_i + (1-t)B_i$$

$$t = \frac{(P_i - B_i)}{(F_i - B_i)}$$

Combining more than one background colour

$$P = tF + t_0 B_1 + \left(1 - (t + t_0)\right) B_2$$

$$F \neq B_1 \neq B_2$$

$$0 \leq t \leq 1,$$

$$0 \leq t_0 \leq 1$$

$$t + t_0 \leq 1$$