WPF includes support for high quality 2-D graphics. The functionality includes brushes, geometries, images, shapes and transformations. WPF provides a library of commonly used, vector drawn 2-D shapes, such as rectangles and ellipses. When the 2-D shapes that WPF provides are not sufficient, you can use WPF support for geometries and paths to create your own. WPF provides a library of 2-D classes that you can use to create a variety of effects. The 2-D rendering capability of WPF provides the ability to paint UI elements that have gradients, bitmaps, drawings, and videos; and to manipulate them by using rotation, scaling, and skewing.

Brushes change an element’s graphic properties, such as the fill, stroke or background. A solidcolorbrush fills the element with specified color. To customize elements further, you can use imagebrushes, Visualbrushes and gradient burshes. Run the usingbrushes. SpecularMaterial specifies that the brush will be applied to the model as though the model's surface were hard or shiny, capable of reflecting highlights. DiffuseMaterial specifies that the brush will be applied to the model as though that model were lit diffusely.

3-D graphics content in WPF is encapsulated in an element, Viewport3D, 3-D Coordinate Space 3D Graphics. Cameras and Projections: must specify that point of view. The Camera class allows you to specify this point of view for a 3-D scene. To build a model, begin by building a primitive, or mesh. A 3-D primitive is a collection of vertices that form a single 3-D entity(a triangle defined by three vertices. continue adding triangles in order to model more complex shapes, called meshes. The WPF 3-D system currently provides the MeshGeometry3D class, which allows you to specify any geometry.