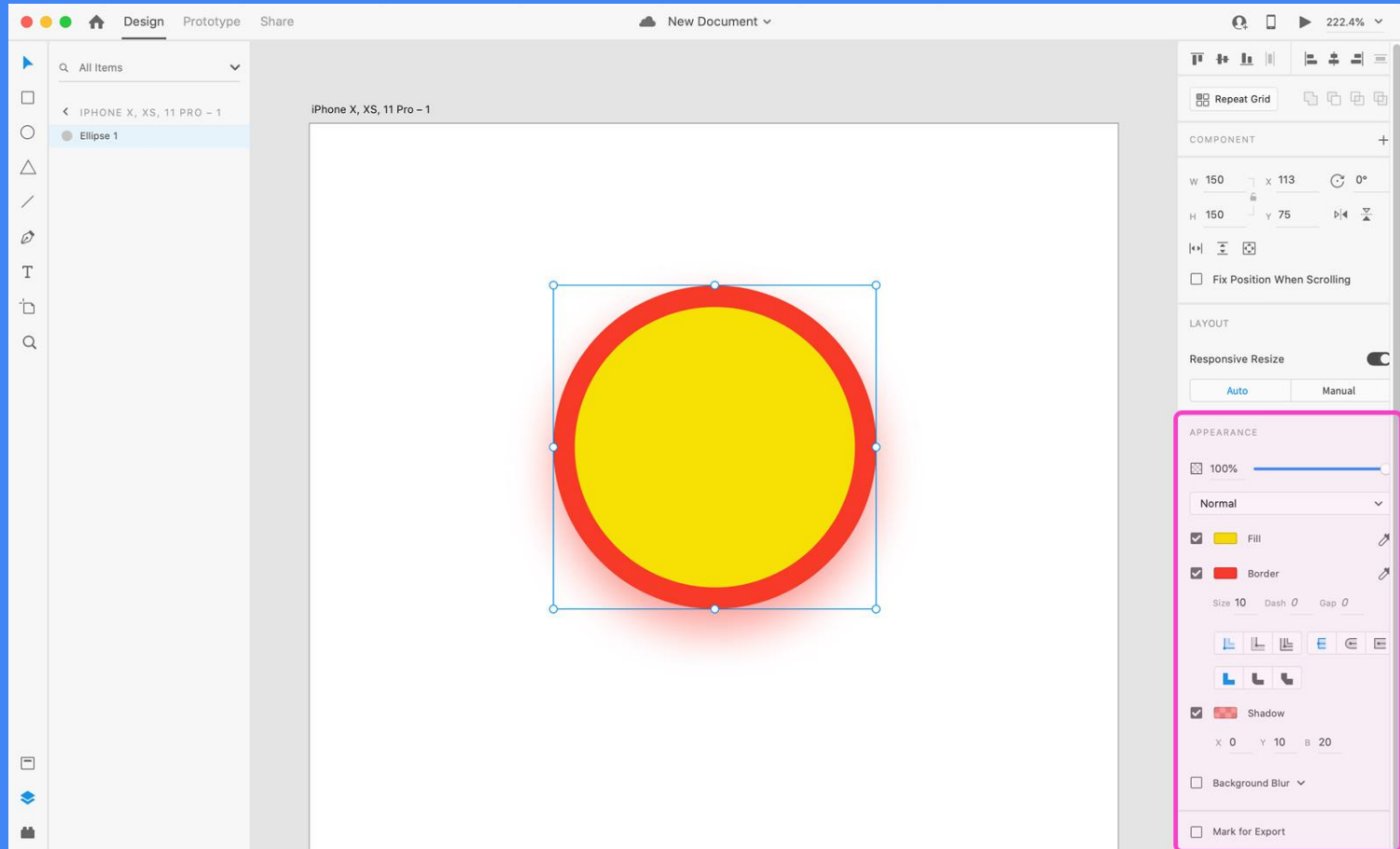


Lesson: Object Styling



When an object is selected, you will be able to change all its styling options from the property inspector, under the **“Appearance”** section:



Opacity slider

It controls the transparency of a selected object.

100% is the default value, which means fully visible.

At 0%, the object is completely invisible.

Blend Modes

Blend modes control how an object will blend with the content underneath it.

Change the settings for the selected object using the drop-down menu from the Property inspector.

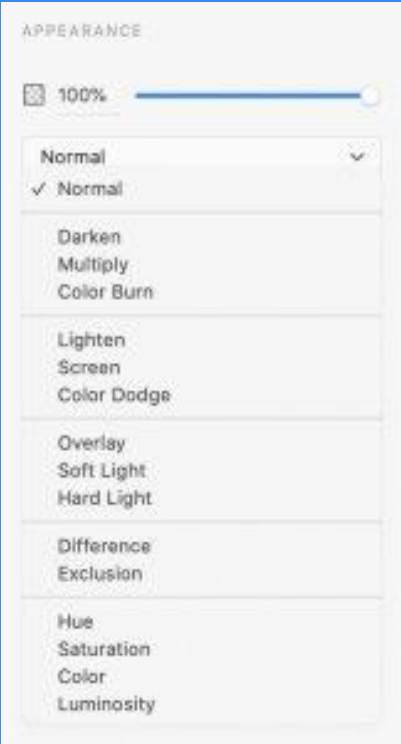
You have fifteen different blend modes to choose from.

Fill

It controls the color of a selected object.

By clicking on the little color rectangle, the color picker will popup (more on this in the next chapter).

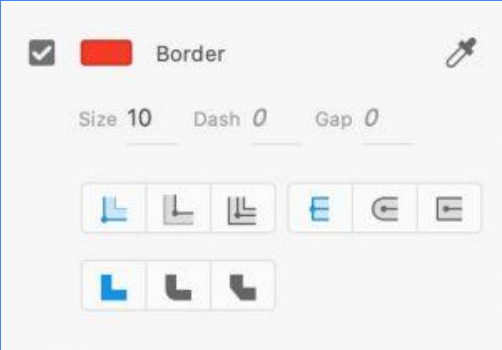
Next to it, there's an eyedropper icon. When clicked on, you will be able to pick a color from the entire Adobe XD's canvas and interface. This color will become the new fill color of your selected object.



Border

It controls the border properties of a selected object.

You can change the border color, set the alignment and its thickness. You can also pick an existing color with the eyedropper icon or you can select one of the cap (butt, round, projecting) and join (miter, round, bevel) border settings.



Shadow

It controls the shadow properties of a selected object.

- By setting the x and y values, you will define where the shadow will be cast (left, right, top or bottom).
- The B value controls the blur of the shadow.
- You can also change the shadow's color and opacity by using the color picker.

