

Effects

Introduction

- ❖ Whenever we draw an object we can use effects in order to modify the way in which it is drawn.

The `BitmapEffect` Property

- ❖ The `BitmapEffect` property element can contain an effect object that influence the way the object is drawn.

The Blur Effect

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="gaga.MainWindow" Title="Simple Demo"
        Width="300" Height="300" FontSize="14">

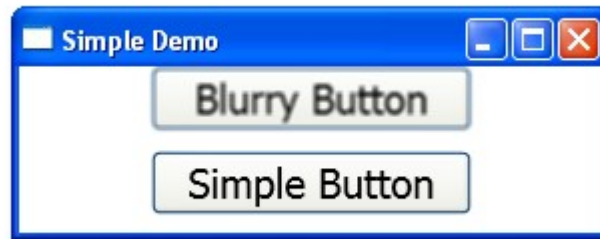
    <UniformGrid Rows="2" Columns="1">

        <StackPanel>
            <Button Width="160" FontSize="20">
                Blurry Button
                <Button.BitmapEffect>
                    <BlurBitmapEffect Radius="1" KernelType="Box" />
                </Button.BitmapEffect>
            </Button>
        </StackPanel>
        <StackPanel>
            <Button Width="160" FontSize="20">
                Simple Button
            </Button>
        </StackPanel>

    </UniformGrid>

</Window>
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The Blur Effect



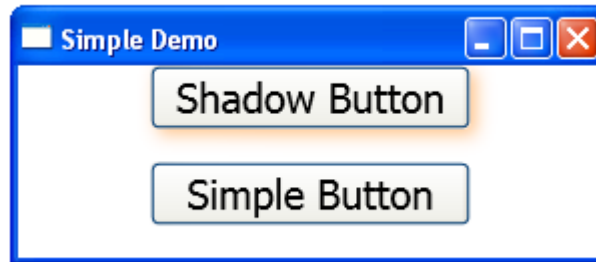
The Shadow Effect

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="gaga.MainWindow" Title="Simple Demo"
        Width="300" Height="300" FontSize="14">

    <UniformGrid Rows="2" Columns="1">
        <StackPanel>
            <Button Width="160" FontSize="20">
                Shadow Button
                <Button.BitmapEffect>
                    <DropShadowBitmapEffect Color="Bisque"/>
                </Button.BitmapEffect>
            </Button>
        </StackPanel>
        <StackPanel>
            <Button Width="160" FontSize="20">
                Simple Button
            </Button>
        </StackPanel>
    </UniformGrid>

</Window>
```

The Shadow Effect



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04/29/10

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The Shadow Effect

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