

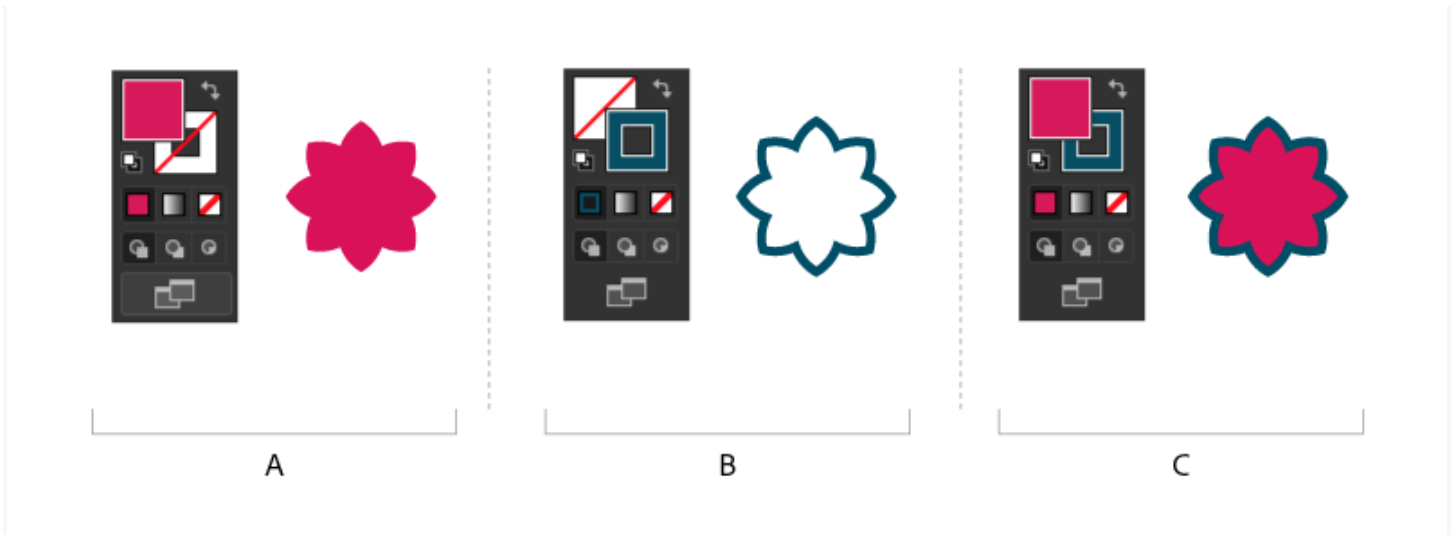
About fills and strokes

A *fill* is a color, pattern, or gradient inside an object. You can apply fills to open and closed objects and to faces of Live Paint groups.

A *stroke* can be the visible outline of an object, a path, or the edge of a Live Paint group. You can control the width and color of a stroke. You can also create dashed strokes using Path options, and paint stylized strokes using brushes.

Note: When working with Live Paint groups, you can apply a brush to an edge only if you add a stroke to the group using the Appearance panel.

The current fill and stroke colors appear in the Tools panel, the Control panel, and the Properties panel.



A. An object with a fill color **B.** An object with a stroke color **C.** An object with a fill color and stroke color

Fill and Stroke controls

Controls for setting the fill and stroke are available in the Properties panel, the Tools panel, the Control panel, and the Color panel.

Use any of the following controls in the Tools panel to specify color:

Fill button		Double-click to select a fill color using the Color Picker.
Stroke button		Double-click to select a stroke color using the Color Picker.
Swap Fill And Stroke button		Click to swap colors between the fill and stroke.
Default Fill And Stroke button		Click to return to the default color settings (white fill and black stroke).
Color button		Click to apply the last-selected solid color to an object with a gradient fill or no stroke or fill.
Gradient button		Click to change the currently selected fill to the last-selected gradient.
None button		Click to remove the selected object's fill or stroke.

You can also specify color and stroke for a selected object by using the following controls in the Properties panel and the Control panel:

Fill color

Click to open the Swatches panel or Shift-click to open an alternate color mode panel, and choose a color.

Stroke color

Click to open the Swatches panel or Shift-click to open an alternate color mode panel, and choose a color.

Stroke panel



Click the word Stroke to open the Stroke panel and specify options.

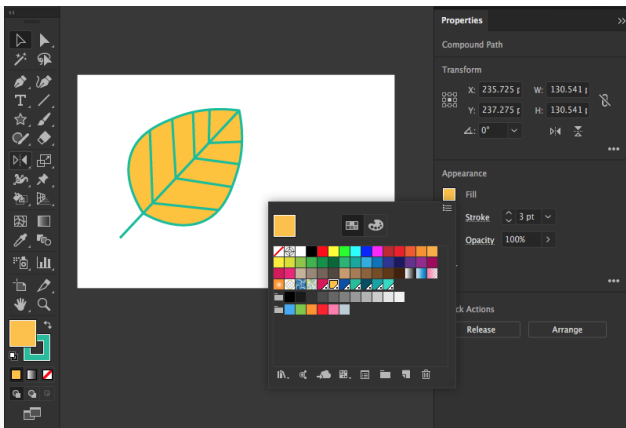
Stroke weight

Choose a stroke weight from the pop-up menu.


Apply a fill color

You can apply one color, pattern, or gradient to an entire object, or you can use Live Paint groups and apply different colors to different faces within the object.

1. Select the object using the Selection tool () or the Direct Selection tool ().
2. Click the Fill box in the Tools panel, the Properties panel, or the Color panel to indicate that you want to apply a fill rather than a stroke.



Apply a fill color using the Tools panel or the Properties panel.

3. Select a fill color by doing one of the following:
 - Click a color in the Control panel, Color panel, Swatches panel, Gradient panel, or a swatch library.
 - Double-click the Fill box and select a color from the Color Picker.
 - Select the Eyedropper tool and Alt-click (Windows) or Option-click (Mac OS) an object to apply the current attributes, including the current fill and stroke.
 - Click the None button  to remove the object's current fill.