

solid fill

```
fill=yellow
```

left-right, 2 colors

```
left color=red, right
color=yellow
```

bottom-top, 2 colors

```
bottom color=red, top
color=yellow
```

angled, 2 colors

```
bottom color=red, top
color=yellow, shading
angle=30
```

bilinear interpolation, 4 colors

```
upper left = red!50, upper
right=green!50, lower left
= blue!50, lower right =
yellow!50
```

(*)

left-right, 3 colors

```
left color=blue!50, right
color=green!70, middle
color=cyan!20
```

bottom-top, 3 colors

```
bottom color=blue!50, top
color=green!70, middle
color=cyan!20
```

angled, 3 colors

```
bottom color=blue!50, top
color=green!70, middle
color=cyan!20, shading
angle=30
```

wheel

```
shading=color wheel
```

(*)

wheel, white center

```
shading=color wheel white
center
```

(*)

wheel, black center

```
shading=color wheel black
center
```

(*)

wheel, semi-opaque

```
shading=color wheel black
center, fill opacity=0.3
```

(*)

radial

```
inner color=red, outer
color=yellow
```

ball shading

```
ball color=red
```

- Shading of boxes marked with (*) requires the *shadings* library — load it with `\usetikzlibrary{shadings}`
- In 3-color shadings, the 'middle color' option must be specified after the other two colors.