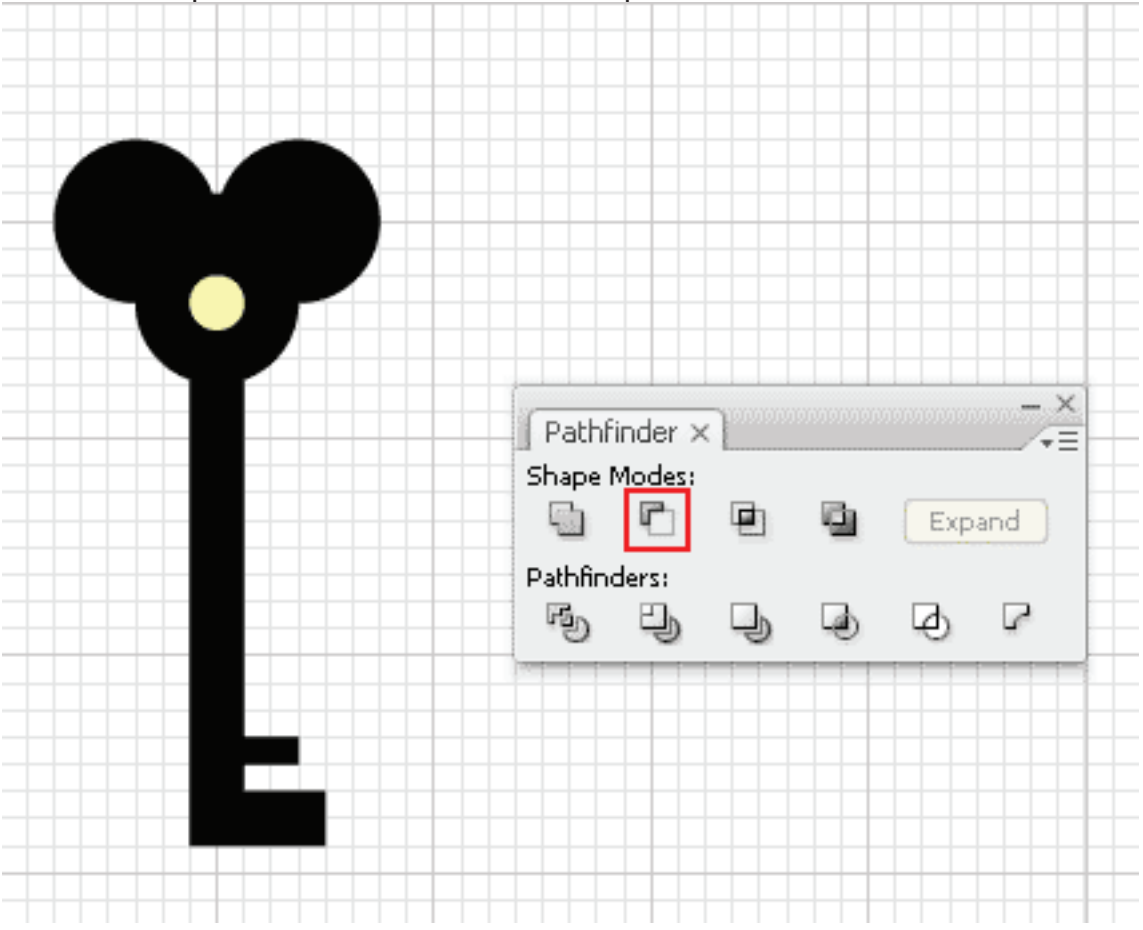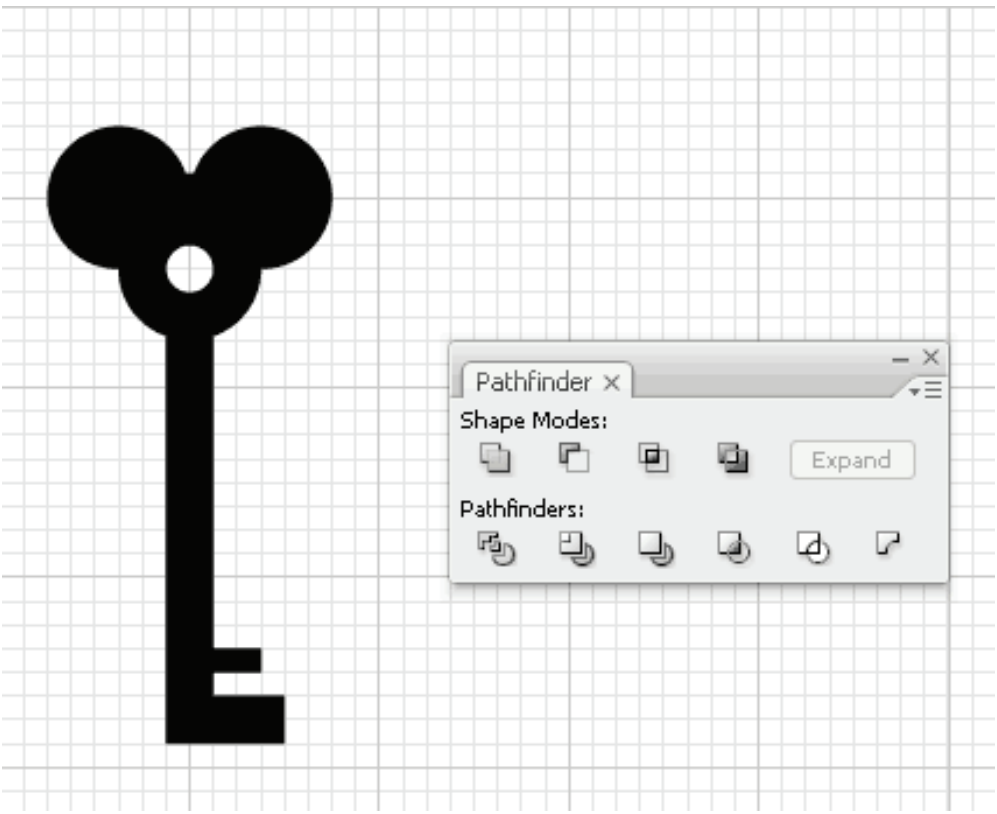Next we will swap it back to black fill again, draw a circle in the middle which we will punch a new hole there. Select both shapes and select Subtract from shape area.
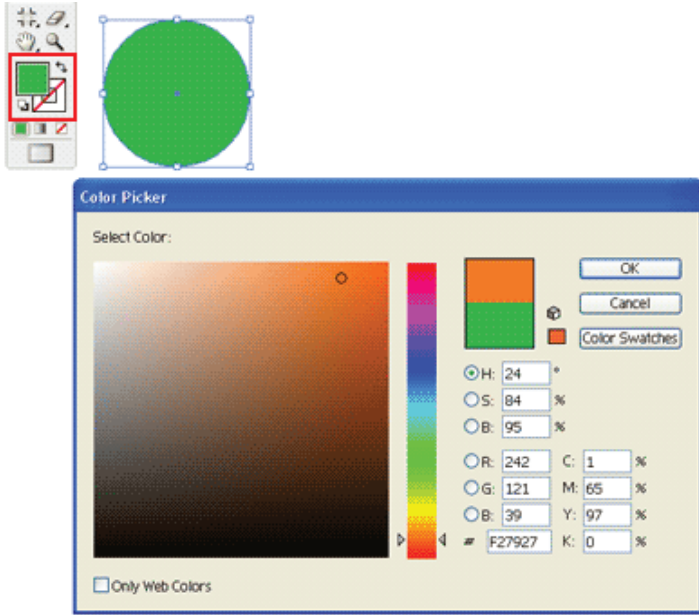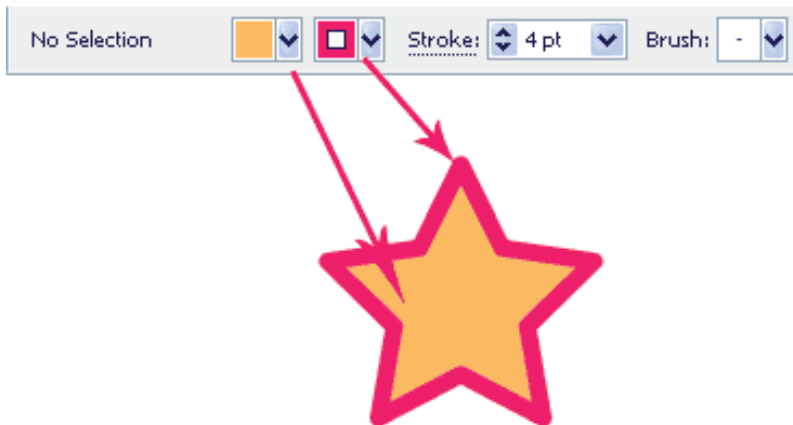

Here is the final illustration.

Filling Color Using Swatches

To fill an object, open up your Swatches Palette. Select your object and pick any color from the swatches.
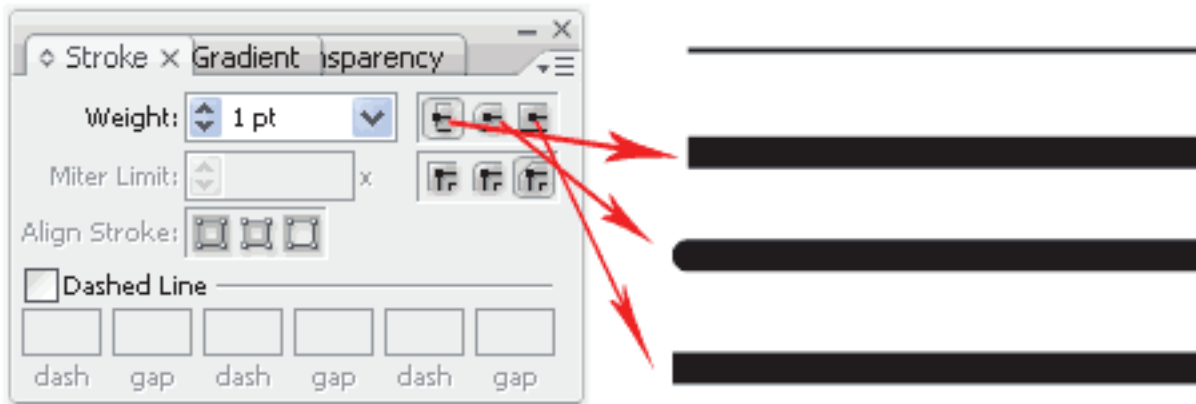

## Changing Fill and Stroke Using Control Palette

Stroke Caps

The Stroke Caps determine the start and end points of a stroke. This applies to open paths only. You can choose between a Butt, Round, or Projecting cap.
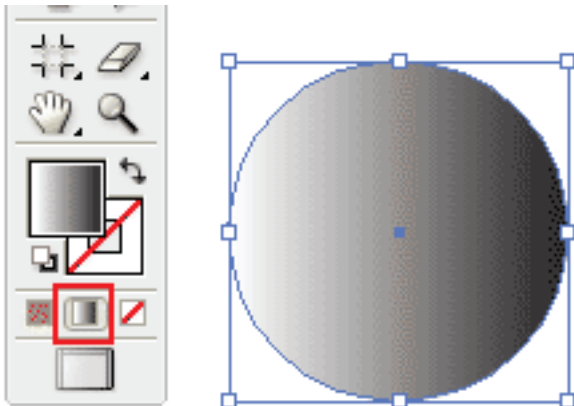
Miter Limit

The stroke's Miter Limit specifies the appearance for the joins in a shape. Notice how the joins look after we applied different miter settings to the stars.
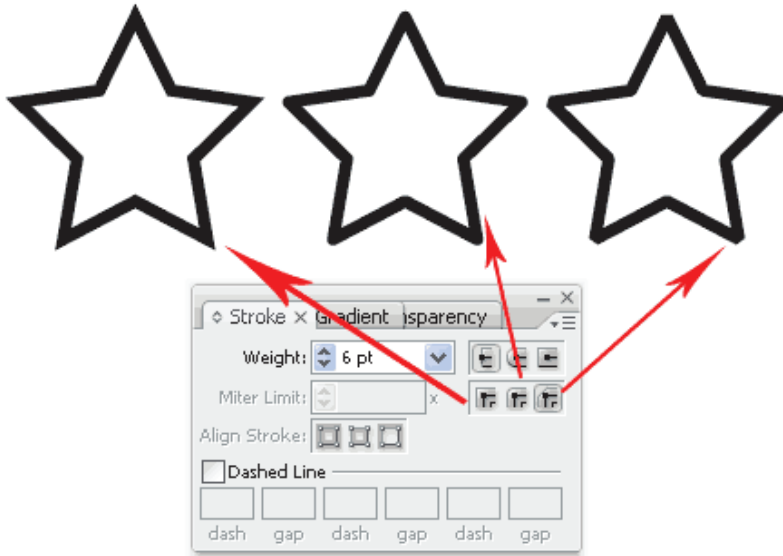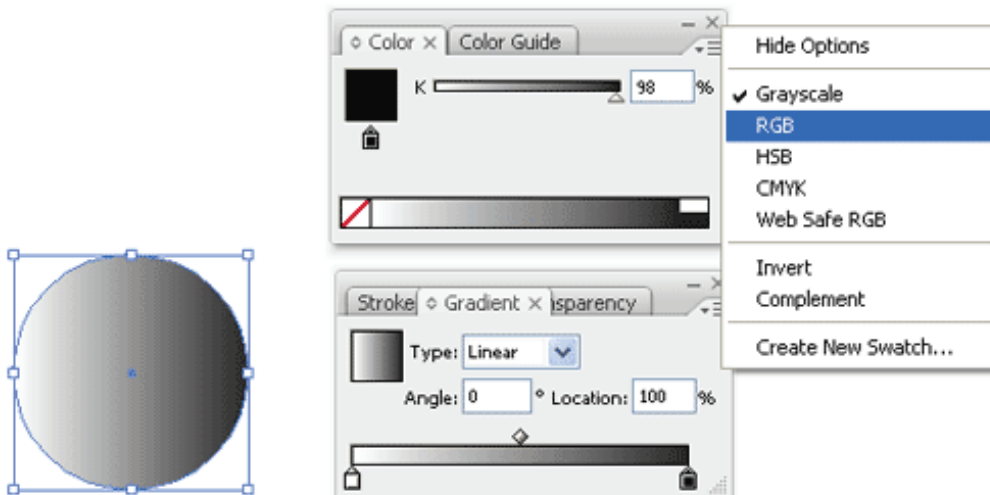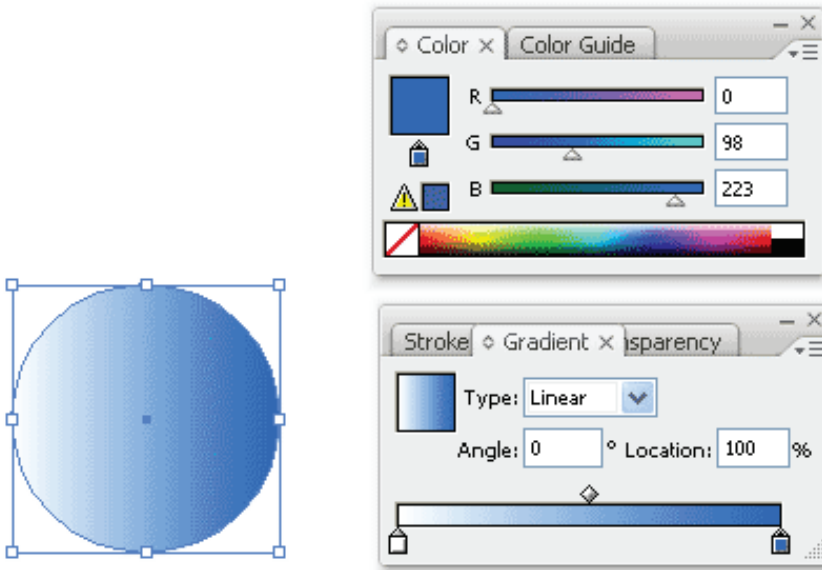
Applying Gradient to Objects

To apply gradient to your object, go to the Tool Palette and set it to Gradient Fill.
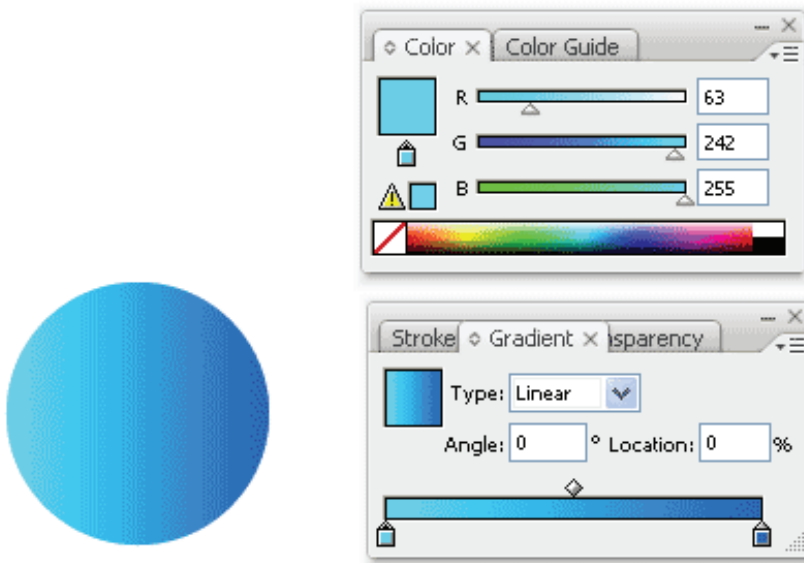
Open up your Gradient and Color Palette. By default it is a Grayscale gradient. Click Options icon at the corner and change it to RGB mode.
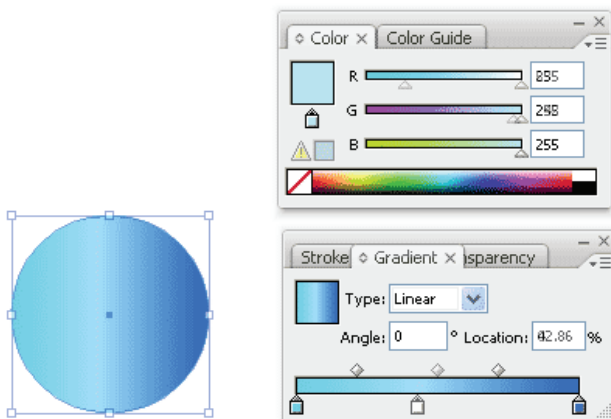
After we switched to RGB there will be slider and a color chart to pick the color. Choose a dark blue for it.

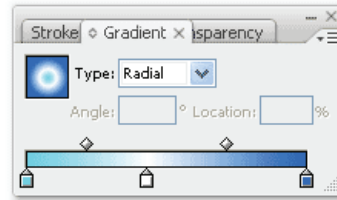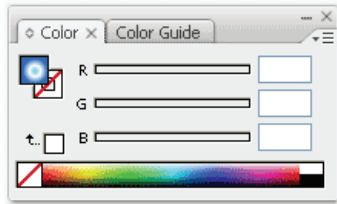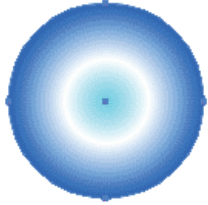Do the same for the start point, change it to RGB and choose a light blue.

To add a new gradient stop to the gradient, click right below the gradient ramp to create a new stop. Change it to white color. To remove it, you can drag the stop out of the Palette.

Radial Gradient
To set it to radial gradient, Choose Radial instead of Linear.

Pattern Fill
To create seamless pattern fill, we can choose the pattern fill from the Swatches.