## Cheatography

## SVG Filters Cheat Sheet by beccam via cheatography.com/33170/cs/11085/

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color-interpolation-f: Common filter primitive attribu- result = "filter-pri in = "SourceGrap default for first "SourceAlph "Background Alpha" filtered object m a container elea enable-back "FillPaint   "filter-pri specfied by a p default input for primitives is the the previous filt			"height  <b>1</b> "	Varues	"saturation values
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result = "filter-pri in = "SourceGrap default for first "SourceAlph "Background Alpha" filtered object m a container ele enable-back "FillPaint   "filter-pri specfied by a p default input for primitives is the the previous filt		diffuseConstant =	"factor  <b>1</b> "	<fecomponenttran:< td=""><td>sfer&gt;</td></fecomponenttran:<>	sfer>
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"Background Alpha" filtered object m a container eler enable-back "FillPaint   "filter-pri specfied by a p default input for primitives is the the previous filt	t filter primitive	specularExponent =	"exponent   1" (2	11	discrete linea
Alpha" filtered object m a container elec enable-back "FillPaint   "filter-pri specfied by a p default input for primitives is the the previous filt	na"	light source elements		tableValues =	"intervals for
filtered object m a container elec enable-back "FillPaint   "filter-pri specfied by a p default input for primitives is the the previous filt	"BackgroundImage Backgrou Alpha"				steps for discre
a container ele enable-back "FillPaint   "filter-pri specfied by a p default input for primitives is the the previous filt			o "degrees  <b>0</b> "	slope =	"linear slope"
enable-back "FillPaint   "filter-pri specfied by a p default input for primitives is the the previous filt		n =		intercept =	"linear intercep
"FillPaint   " <i>filter-pri</i> specfied by a p default input fo primitives is the the previous filt	a container element specifying enable-background="new"			amplitude =	"gamma amplitude
" <i>filter-pri</i> specfied by a p default input for primitives is the the previous filt	-	x =   y =   z =	"coordinate  <b>0</b> '	1	
specfied by a p default input for primitives is the the previous filt	•	<fespotlight></fespotlight>		exponent =	"gamma exponent"
default input for primitives is the the previous filt		x =  y  =  z  =	"coordinate  <b>0</b> '	offset =	"gamma offset"
primitives is the the previous filt	•			<feconvolvematri:< td=""><td>x&gt;</td></feconvolvematri:<>	x>
the previous filt		pointsAtX = pointsAtY =	"coordinate  <b>0</b> '	order =	"columns rows"
		pointsAtZ =			"3 by 3"
Simpler filter primitives		specularExponent =	focus control	kernel =	"values"
				bias =	"offset value"
		limitingConeAngle	= "degrees"	<feturbulence></feturbulence>	
		Combining filter primitiv	es	type =	"turbulence"   '
				baseFrequency =	"x-frequency y-
				baseFrequency =	"frequency"
				numOctaves =	"integer"
				seed =	"number"

<fegaussianblur></fegaussianblur>		<femerge></femerge>	container for stacking		
stdDeviation =	"blur spread	0"	<femergenode> elements</femergenode>		
	larger is blurrier	<femergenode></femergenode>			
<feimage></feimage>		in =	"intermediate result"		
<pre>xlink:href =</pre>	"image source	e" <feblend></feblend>			
<pre>preserveAspectRatio =</pre>	"align[meet	sliim2e]=	"second input"		
	none   <b>xMidYMid</b>	mode =	"normal multiply		
<femorphology></femorphology>			screen darken lighte n"		
operator =	"erode dilate" <fecomposite></fecomposite>				
radius =	"x-radius y-r "radius <b> 0</b> "	adnihs=	"second input"		
		operator =	"over in out atop		
			<pre>xor arithmetic"</pre>		
		attributes used with " ari thm eti c"			
		k1 =	"factor for in1 × in2		
			0 "		
		k2 =	"factor for inl 0"		
		k3 =	"factor for in2 0"		
		k4 =	"additive offset 0"		
		<fedisplace< td=""><td>mentMap&gt;</td></fedisplace<>	mentMap>		



By beccam

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## Not published yet.

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