

<feGaussianBlur>	<feMerge>	container for stacking
stdDeviation =	"blur spread 0"	<feMergeNode> elements
	larger is blurrier	<feMergeNode>
<feImage>	in =	"intermediate result"
xlink:href =	"image source"<feBlend>	
preserveAspectRatio =	"align [meet slice] =	"second input"
	none xMidYMid meet	
	mode =	"normal multiply
	"	screen darken lighte
<feMorphology>		n"
operator =	"erode dilate"<feComposite>	
radius =	"x-radius y-radius"	"second input"
	"radius 0"	
	operator =	"over in out atop
		xor arithmetic"
	attributes used with " arithmetic"	
k1 =	"factor for in1 × in2 0"	
k2 =	"factor for in1 0"	
k3 =	"factor for in2 0"	
k4 =	"additive offset 0"	
	<feDisplacementMap>	



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