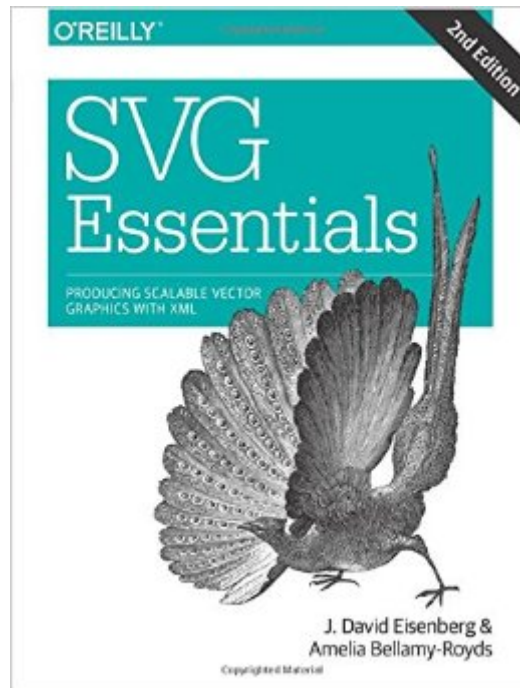


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# SVG Essentials



## Synopsis

Learn the essentials of Scalable Vector Graphics, the mark-up language used by most vector drawing programs and interactive web graphics tools. SVG Essentials takes you through SVG's capabilities, beginning with simple line drawings and moving through complicated features such as filters, transformations, gradients, and patterns. This thoroughly updated edition includes expanded coverage of animation, interactive graphics, and scripting SVG. Interactive examples online make it easy for you to experiment with SVG features in your web browser. Geared toward experienced designers, this book also includes appendices that explain basic concepts such as XML markup and CSS styling, so even if you have no web design experience, you can start learning SVG. Create and style graphics to match your web design in a way that looks great when printed or displayed on high-resolution screens. Make your charts and decorative headings accessible to search engines and assistive technologies. Add artistic effects to your graphics, text, and photographs using SVG masks, filters, and transformations. Animate graphics with SVG markup, or add interactivity with CSS and JavaScript. Create SVG from existing vector data or XML data, using programming languages and XSLT.

## Book Information

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## Customer Reviews

The book is a good introduction SVG, but some important foundational concepts are not covered. I found this surprising, because O'Reilly books tend to be very good. The first part of the book is great, describing the basic tags for circles, rectangles, and paths, as well as attributes and styles.

But the complicated issue with the ViewPort vs the ViewBox is not explained well, so the discussion of transformation for translate, scale, and rotate aren't clear either. For a beginner the discussion is unnecessarily complex. The beginner doesn't really need to understand the transformation of the grid in order to rotate a graphic. I found the second half of the book somewhat more troublesome and unclear. For instance, certain code examples are only partially presented. Only when you look at the actual online example do you see how much code is missing. The biggest problem for me are the chapters on JavaScript and working with the interactivity and the DOM in the last part of the book. Nowhere does the author mention that SVG embedded in HTML is a document in its own right and that it is in a different namespace from HTML. Yes, if you are an advanced Web developer you might know this, but I'm an intermediate developer. This means that an SVG embedded in HTML has its own DOM and accessing that DOM for manipulating and creating node elements requires special SVG commands. There are reference sheets in the book listing some of the commands, but the conceptual foundation for why you would use these commands is not explained. So even though there are 6 chapters on interactivity and coding, I didn't come away with a clear understanding of coding SVG beyond links and hovers. Unfortunately, there are NOT a lot of good books on JavaScript coding for SVG, or even good online Web tutorials, especially for a intermediate like myself -- this lack may explain why SVG is not more widely used.

This book is the best SVG reference aimed at web developers and designers.

A wonderful book on the basics of svg drawing

Just what I was looking for.

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