

amic. Animations can be...
 ents in SVG content) or via scripting.
 possible by use of a supplemental scripting language which accesses
 which provides complete access to all elements, attributes and
 such as 'onmouseover' and 'onclick' can be assigned to any SVG
 tibility and leveraging of other Web standards, features like scripting
 ments simultaneously within the same Web page.
 content. For accessibility reasons, if there is an original source document
 semantics, it is recommended that the higher-level information be made
 g the original source document available, or making an alternative
 ormat which conveys the higher-level information, or by using SVG's
 l information within the SVG content. For suggested techniques in
 Accessibility.

VG 1.0 [SVG10]. See the Document Type Definition appendix for details on
 w profiling and composition with other XML languages.
 extension and Macintosh file type

age/svg+xml" (see XML Media Types [RFC3023]). The registration of this
 e W3C.

files have the extension ".svg" (all lowercase) on all platforms. It is
 pressed [RFC1952] SVG files have the extension ".svgz" (all lowercase) on all

3 files stored on Macintosh HFS file systems be given a file type of "svg " (all
 racter as the fourth letter). It is recommended that gzip-compressed SVG files
 file systems be given a file type of "svgz" (all lowercase).

http://bookworm.net
 ublic Identifier and System Identifier
 /G 1.1 namespace, public identifier and system identifier:
 0/svg
 /G 1.1:
 ID SVG 1.1/EN"
 the SVG 1.1 Recommendation:
 raphics/SVG/1.1/DTD/svg11.dtd
 xample document type declaration for an SVG document:
 ublic "-//W3C//DTD SVG 1.1/EN"
 w3.org/Graphics/SVG/1.1/DTD/svg11.dtd">
 ed in the System Identifier is a modularized DTD (i.e. its contents are spread over multiple
 is that a validator may have to fetch the multiple modules in order to validate. For that
 single flattened DTD available that corresponds to the SVG 1.1 modularized DTD. It can be
 ww.w3.org/Graphics/SVG/1.1/DTD/svg11-flat.dtd.

provided in this specification, the use of DTDs for validating XML documents is known to
 In particular, DTDs do not handle namespaces gracefully. It is not recommended that a
 laration be included in SVG documents.

ility with Other Standards Efforts
 es and integrates with other W3C specifications and standards efforts. By leveraging and
 to other standards, SVG becomes more powerful and makes it easier for users to learn how to
 SVG into their Web sites.

ing describes some of the ways in which SVG maintains compatibility with, leverages and
 C efforts: Extensible Markup Language (XML) 1.0

The filter...
 'height', 'result', 'width',
 filter primitive element
 A filter primitive element is one that can be used as a child...
 graph. The following elements are the filter primitive elements defined in...
 'feColorMatrix', 'feComponentTransfer', 'feComposite', 'feConvolveMatrix', 'feDiffuseLighting',
 'feDisplacementMap', 'feFlood', 'feGaussianBlur', 'feImage', 'feMerge', 'feMorphology',
 'feOffset', 'feSpecularLighting', 'feTile' and 'feTurbulence'.
 font
 A font represents an organized collection of glyphs in which the various glyph representations will share a
 common look or styling such that, when a string of characters is rendered together, the result is highly legible,
 conveys a particular artistic style and provides consistent inter-character alignment and spacing.

glyph
 A glyph represents a unit of rendered content within a font. Often, there is a one-to-one correspondence
 between characters to be drawn and corresponding glyphs (e.g., often, the character "A" is rendered using a
 single glyph), but other times multiple glyphs are used to render a single character (e.g., use of accents) or a
 single glyph can be used to render multiple characters (e.g., ligatures). Typically, a glyph is defined by one or
 more shapes such as a path, possibly with additional information such as rendering hints that help a font
 engine to produce legible text in small sizes.
 gradient element
 A gradient element is one that defines a gradient paint server. SVG 1.1 defines the following gradient
 elements: 'linearGradient' and 'radialGradient'.
 graphical event attribute
 A graphical event attribute is an event attribute that specifies script to run for a particular user interaction
 event. See Event attributes on graphics and container elements. The graphical event attributes are
 'onactivate', 'onclick', 'onfocusin', 'onfocusout', 'onload', 'onmousedown', 'onmousemove',
 'onmouseout', 'onmouseover' and 'onmouseup'.
 graphics element
 One of the element types that can cause graphics to be drawn onto the target canvas. Specifically: 'circle',
 'ellipse', 'image', 'line', 'path', 'polygon', 'polyline', 'rect', 'text' and 'use'.
 graphics referencing element
 A graphics element which uses a reference to a different document or element as the source of its graphical
 content. Specifically: 'image' and 'use'.
 hit-testing
 The process of determining whether a pointer intersects a given graphics element. Hit-testing is used in
 determining which element to dispatch a mouse event to, which might be done in response to the user moving
 the pointing device, or by changes in the position, shape and other attributes of elements in the document.
 Hit-testing is also known as hit detection or picking. See hit-testing and processing order for user interface
 events and the definition of the 'pointer-events' property.

IRI reference
 An IRI reference is an Internationalized Resource Identifier with an optional fragment identifier, as defined in
 Internationalized Resource Identifiers [RFC3987]. An IRI reference serves as a reference to a resource or
 (with a fragment identifier) to a secondary resource. See References and the 'defs' element.
 light source element
 A light source element is one that can specify light source information for an 'feDiffuseLighting' or
 'feSpecularLighting' element. The following light source elements are defined in SVG 1.1: 'feDistantLight',
 'fePointLight' and 'feSpotLight'.
 local IRI reference
 An Internationalized Resource Identifier [RFC3987] that does not include an <absoluteIRI> or <relativeIRI>
 and thus represents a reference to an element within the current document. See References and the 'defs'
 element.
 mask
 A container element which can contain graphics elements or other container elements which define a set of
 graphics that is to be used as a semi-transparent mask for compositing foreground objects into the current
 background. See Masks.
 non-local IRI reference
 An Internationalized Resource Identifier [RFC3987] that includes an <absoluteIRI> or <relativeIRI> and thus
 (usually) represents a reference to a different document or an element within a different document. See
 References and the 'defs' element.
 outermost svg element
 The furthest 'svg' ancestor element that remains in the current SVG document fragment.

paint
 A paint represents a way of putting color values onto the canvas. A paint might consist of both color values
 and associated alpha values which control the blending of colors against already existing color values on the
 canvas. SVG supports three types of built-in paint: color, gradients and patterns.

property
 An attribute which specifies a value for a given property for that element. See
 Properties. A property is specified on any element, not all properties will apply to
 all elements. A property states to what set of elements it

The...
 a stand-alone SVG...
 an 'svg' element is a descendant of...
 each 'svg' element. (One SVG document fragment is...
 SVG user agent
 An SVG user agent is a user agent that is able to retrieve and rende
 SVG viewport
 The viewport within the SVG canvas which defines the rectangular
 rendered. See the discussion of the SVG viewport in the chapter c

text content element
 A text content element is an SVG element that causes a text stri
 Units.
 1.1 text content elements are the following: 'altGlyph', 'te
 text content child element
 A text content child element is a text content element that i
 element. In SVG 1.1, the text content child elements are th
 'tspan'

text content block element
 A text content block element is a text content element th
 and which may optionally contain certain child text cont
 transformation
 A modification of the current transformation matrix (C
 form of a set of simple transformations specifications (C
 more transformation matrices. See Coordinate system
 transformation matrix
 Transformation matrices define the mathematical ma
 3x3 matrix using the equation [x' y' 1] = [x y 1] * ma
 Coordinate system transformations.

user agent
 The general definition of a user agent is an applicat
 graphics, sounds, video, images, and other content
 handle some types of content. For instance, a brow
 or video. User agents include graphical desktop b
 and assistive technologies such as screen readers,
 and voice input software.

A "user agent" may or may not have the ability
 agent" retrieves and renders SVG content.

user coordinate system
 In general, a coordinate system defines locati
 coordinate system is the coordinate system th
 coordinates and lengths are located and comp
 coordinate system and Coordinate system tra
 user space
 A synonym for user coordinate system.

viewport
 A coordinate value or length expressed in
 coordinate system. Thus, 10 user units rep
 viewport
 A rectangular region within the current c
 discussion of the SVG viewport in the c

viewport coordinate system
 In general, a coordinate system defines
 coordinate system is the coordinate sys
 processing the optional 'viewBox' attr
 within a parent document which uses
 have the same orientation and lengths
 viewport and Establishing a new viewpo
 viewport space
 A synonym for viewport coordinate sys
 viewport units
 A coordinate value or length expressed
 viewport coordinate system. Thus, 10
 system.

the seven a