

SVG Elements Quick Reference

Complete attribute reference for pattern-building elements

<circle cx cy r fill stroke>

Circle. cx/cy: center. r: radius. fill: colour. stroke: outline. fill-opacity: 0-1 transparency.

<rect x y width height rx ry>

Rectangle. x/y: top-left. width/height: dimensions. rx/ry: corner radius for rounded rectangles.

<line x1 y1 x2 y2 stroke stroke-width>

Straight line. Must have stroke to be visible (lines have no fill).

<polygon points>

Closed shape. points="x1,y1 x2,y2 x3,y3" -- auto-closes last point to first.

<path d>

M: moveto. L: lineto. C: cubic bezier. Q: quadratic. A: arc. Z: close. Lowercase = relative coords.

<use href x y>

Instantiates an element defined in . href="#id" references a symbol or shape.

<defs>

Container for reusable definitions. Pattern, gradient, symbol, filter go here. Not rendered directly.

<g transform>

Group elements. Apply shared transform, opacity, fill, or stroke to all children at once.

Common attributes

opacity: 0-1 overall. fill-opacity: 0-1 fill only. stroke-width: line thickness. stroke-linecap: butt|round|square.