

SVG Pattern Syntax Cheat Sheet

Quick reference for the SVG <pattern> element and attributes

The <pattern> element

Defines a repeating tile. Key attributes: id, width, height, patternUnits, patternContentUnits, patternTransform.

patternUnits values

userSpaceOnUse: uses absolute SVG coordinates. objectBoundingBox: uses 0-1 fractions relative to filled element.

Essential child elements

Use `<rect>`, `<circle>`, `<img>`, and `<use>` inside the pattern. All standard SVG shapes work.

Embedding as CSS

`background-image: url("data:image/svg+xml;base64,"); background-color: #fallback;`

Useful patternTransform values

`rotate(45)` -- diagonal grid. `translate(x,y)` -- offset tile. `scale(2)` -- double tile size without changing coordinates.

Tile size guidelines

10-20px: fine grain texture. 30-60px: standard pattern. 80-200px: bold graphic repeat.

SVG namespace

Always include `xmlns="http://www.w3.org/2000/svg"` on the root element when embedding as a data URI.

Minimal valid pattern SVG