

Pattern Creation Workflow Guide

Creating Custom SVG Patterns from Scratch

About This Document

This reference accompanies the article: Creating Custom SVG Patterns from Scratch

Read the full article at: <https://svgeneration.com/docs/creating-custom-patterns>

Article Summary

A step-by-step workflow for designing, refining, and exporting a production-ready SVG background pattern from zero.

Step 1: Define the Concept

Before writing a single line of SVG, sketch the pattern on paper. Decide: (1) What is the basic motif? (2) How does it repeat: simple translation, rotation, reflection? (3) What is the tile boundary? (4) What colours? A 5-minute sketch prevents hours of debugging. Photograph your sketch to reference while coding.

Step 2: Choose the Tile Size

The tile size determines how the pattern scales. Small tiles (1020px) create fine grain textures. Medium tiles (3060px) are the sweet spot for most patterns. Large tiles (8020px) create bold, graphic repeats. Choose a tile size that makes the geometry clean: e.g., a hexagonal pattern tile width is always a multiple of $\sqrt{3}$.

Step 3: Draw the Shapes

Use SVG shape primitives: `<circle>` for dots, `<rect>` for rectangles, `<line>` for straight lines, `<polyline>` and `<polygon>` for multi-point shapes, and `<path>` for curves and complex shapes. The `<path>` element's `d` attribute uses commands: M (move to), L (line to), C (cubic curve), A (arc), Z (close path).

Free Resources

Visit [SVGeneration.com](https://svgeneration.com) for 600 free SVG background patterns. No attribution required.

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