

SVG Drawing Reference Sheet

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.

Code example:

Step 4: Ensure Seamless Tiling

Test tiling by temporarily wrapping your SVG in a `<pattern>` element and applying it to a large rectangle. Zoom out in the browser to see 20+ tiles at once. Fix any misaligned edges by mirroring shapes that cross boundaries. Any shape touching the edge must re-enter from the opposite edge at the exact same position.

Step 5: Optimize the SVG

Remove unnecessary whitespace, round coordinates to 1 decimal place, eliminate unused attributes, and merge any shapes that can be combined into a single `<path>`. Run the SVG through SVGO: `npx svgo --multipass input.svg -o output.svg`. A well-optimized 60px tile pattern should be under 300 bytes.

Free Resources

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

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