

SVG Filter Primitives Reference

SVG Filters Deep Dive: Blur, Noise & More

About This Document

This reference accompanies the article: SVG Filters Deep Dive: Blur, Noise & More

Read the full article at: <https://svgeneration.com/docs/svg-filters-deep-dive>

Article Summary

Master SVG filter primitives to add professional texture, glow, grain and distortion effects to your patterns.

The SVG Filter Pipeline

SVG filters work like a signal processing pipeline. Each `<fe*>` (filter effect) primitive takes one or more inputs, applies a transformation, and outputs a result that the next primitive can use. The final primitive's output is rendered to screen. Inputs can be named (via the `result` attribute) or implicitly chained.

`feGaussianBlur`: Softening

`<feGaussianBlur>` applies a Gaussian blur. The `stdDeviation` attribute controls the radius - values above 20 are very slow on large elements. Use small values (0.53) for anti-aliasing effects, medium values (515) for glow effects, and large values only for offline pre-rendering. The `edgeMode="wrap"` attribute ensures the blur doesn't create transparent edges on tiling patterns.

Code example:

Free Resources

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