

# Color Stop Reference Guide

SVG Gradients: Linear, Radial & Mesh

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## About This Document

This reference accompanies the article: SVG Gradients: Linear, Radial & Mesh

Read the full article at: <https://svgeneration.com/docs/svg-gradients-complete-guide>

## Article Summary

Master every type of SVG gradient from simple two-stop linears to complex multi-stop radials and experimental mesh gradients.

## gradientUnits: Two Coordinate Systems

`gradientUnits="objectBoundingBox"` (default) means coordinates are relative to the filled shape (01). `gradientUnits="userSpaceOnUse"` uses absolute SVG coordinates. For pattern fills, `userSpaceOnUse` is preferred because it doesn't change based on the element being filled the gradient stays consistent across the tiled pattern.

## Repeating Gradients: gradientSpreadMethod

The `spreadMethod` attribute controls what happens outside the gradient bounds. `pad` (default) extends the last stop colour. `repeat` tiles the gradient. `reflect` mirrors and tiles perfect for stripe patterns with smooth transitions. Combine `reflect` with a 2-stop gradient to create seamless stripe patterns with zero seam.

## Combining Gradients with Patterns

The most powerful technique: use a gradient as the fill or stroke of shapes inside a pattern. This creates patterns where individual shapes have their own gradient shading like polka dots that are each 3D-shaded spheres, or bricks with individual depth.

## Free Resources

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

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