

The <filter> element attributes		Utility filters		Combining filter primitives (cont)	
id =	"name"	<feTile>	tiles the in layer	scale =	"displacement 0"
filterUnits =	"userSpaceOnUse" "objectBoundingBox"	<feOffset>		xChannelSelector =	"R G B A"
primitiveUnits =	"userSpaceOnUse" "objectBoundingBox"	dx = dy =	"x offset" "y offset" "0"	yChannelSelector =	"R G B A"
x = y =	"coordinate -10%"	<feFlood>		in2 =	"second input"
width = height =	"length 120%"	flood-color =	"color specification"	More filter primitives	
xlink:href =	"iri" inherit any attributes of <filter> element iri that are not defined in this element	flood-opacity =	"value" 0 - 1	<feColorMatrix>	
color-interpolation-filters = "sRGB"		Lighting effects		type = "matrix" "saturation" "hueRotate" "luminanceToAlpha"	
Common filter primitive attributes		containers for light source elements		values = "matrix values" "saturation value" "rotate degrees"	
result =	"filter-primitive-reference"	<feDiffuseLighting>		diffuseConstant = "factor 1" must be nonnegative	
in =	"SourceGraphic" default for first filter primitive	<feSpecularLighting>		specularConstant = "factor 1" must be nonnegative	
	"SourceAlpha"	light source elements		specularExponent = "exponent 1" (1 - 128)	
	"BackgroundImage BackgroundAlpha"	<feDistantLight>		tableValues = "intervals for table steps for discrete"	
	filtered object must be within a container element specifying enable-background="new"	azimuth = elevation =		slope = "linear slope"	
	"FillPaint StrokePaint"	<fePointLight>		intercept = "linear intercept"	
	"filter-primitive-reference" specified by a previous result	x = y = z =		amplitude = "gamma amplitude"	
	default input for non-first filter primitives is the output from the previous filter primitive	<feSpotLight>		exponent = "gamma exponent"	
Simpler filter primitives		x = y = z =		offset = "gamma offset"	
		pointsAtX =		<feConvolveMatrix>	
		pointsAtY =		order = "columns rows" "3 by 3"	
		pointsAtZ =		kernel = "values"	
		specularExponent =		bias = "offset value"	
		limitingConeAngle =		<feTurbulence>	
		Combining filter primitives		type = "turbulence" "fractal noise"	
				baseFrequency = "x-frequency y-frequency" "frequency"	
				numOctaves = "integer"	
				seed = "number"	

<feGaussianBlur>		<feMerge>	container for stacking
stdDeviation =	"blur spread 0" larger is blurrier	<feMergeNode>	elements
<feImage>		in =	"intermediate result"
xlink:href =	"image source"	<feBlend>	
preserveAspectRatio =	"align [meet slice] none xMidYMid meet"	in2 =	"second input"
<feMorphology>		mode =	"normal multiply screen darken lighten"
operator =	"erode dilate"	<feComposite>	
radius =	"x-radius y-radius" "radius 0"	operator =	"over in out atop xor arithmetic"
		attributes used with " arithmetic "	
		k1 =	"factor for in1 × in2 0"
		k2 =	"factor for in1 0"
		k3 =	"factor for in2 0"
		k4 =	"additive offset 0"
<feDisplacementMap>			



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Not published yet.
 Last updated 12th March, 2017.
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