

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 <feColorMatrix>	
xlink:href =	"iri" inherit any attributes of <filter> element iri that are not defined in this element	flood-opacity =	"value" 0 - 1		
color-interpolation-filters = "sRGB"		Lighting effects containers for light source elements		type =	"matrix saturate hueRotate luminanceToAlpha"
Common filter primitive attributes		lighting-color =	"color specification"	values =	"matrix values" "saturation value" "rotate degrees"
		surfaceScale =	"height 1"	<feComponentTransfer> container for <feFuncR>, <feFuncG>, <feFuncB>, and <feFuncA> elements.	
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	<feFuncX>	
"SourceAlpha"		specularExponent =	"exponent 1" (1 - 128)	type =	"identity table discrete linear"
"BackgroundImage BackgroundAlpha"	filtered object must be within a container element specifying enable-background="new"	light source elements		tableValues =	"intervals for table steps for discrete"
"FillPaint StrokePaint"	"filter-primitive-reference" specified by a previous result	<feDistantLight>	azimuth = elevation = "degrees 0"	slope =	"linear slope"
		<fePointLight>	x = y = z = "coordinate 0"	intercept =	"linear intercept"
		<feSpotLight>	x = y = z = "coordinate 0"	amplitude =	"gamma amplitude"
		pointsAtX =	"coordinate 0"	exponent =	"gamma exponent"
		pointsAtY =	"coordinate 0"	offset =	"gamma offset"
		pointsAtZ =	"coordinate 0"	<feConvolveMatrix>	
		specularExponent =	"focus control 1"		
		limitingConeAngle =	"degrees"	order =	"columns rows" "3 by 3"
Simpler filter primitives		Combining filter primitives		kernel =	"values"
				bias =	"offset value"
				<feTurbulence>	
				type =	"turbulence" "fractal noise"
				baseFrequency =	"x-frequency y-frequency" "frequency"
				numOctaves =	"integer"
				seed =	"number"

<feGaussianBlur>		<feMerge>	container for stacking
stdDeviation =	"blur spread 0"	<feMergeNode>	elements
	larger is blurrier	<feMergeNode>	
<feImage>		in =	"intermediate result"
xlink:href =	"image source"	<feBlend>	
preserveAspectRatio =	"align [meet slice] stretch"	in2 =	"second input"
	none xMidYMid meet	mode =	"normal multiply screen darken lighten"
<feMorphology>			
operator =	"erode dilate"	<feComposite>	
radius =	"x-radius y-radius 0"	in2 =	"second input"
	"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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