

SVG Essentials (O'Reilly XML)



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Scalable Vector Graphics - or SVG - is the XML-based graphics standard from the W3C that enables Web documents to be smaller, faster and more interactive. This book goes through the ins and outs of SVG, beginning with basics needed to create simple line drawings and then moving through more complicated features like filters, transformations, and integration with Java, Perl, and XSLT. Unlike GIFs, JPEGs or PNGs (which are bitmapped), SVG images are both resolution- and device-independent, so that they can scale up or down to fit proportionally into any size display or any Internet device - from PDAs to large office monitors and high-resolution printers. Smaller than bitmapped files and faster to download, SVG images can be rendered with different CSS styles for each environment. They work well across a range of available bandwidths. SVG makes it possible for designers to escape the constant need to update graphics by hand or use custom code to generate bitmap images. And while SVG was created with the Web in mind, the language has a variety of other uses. SVG simplifies tasks like: creating Web sites whose graphics reflect the content of the page; changing automatically if the content changes; generating graphs and charts from information stored in a wide variety of sources; exchanging detailed drawings, from architectural plans to CAD layouts to project management diagrams; creating diagrams that users can explore by zooming in and panning around; generating bitmap images for use in older browsers using simple automatable templates; managing graphics that support multiple languages or translations; and creating complex animation. By focusing sharply on the markup at the foundation of SVG, the book offers a solid base on which to create custom tools. Explanations of key technical tools - like XML, matrix math, and scripting - are included as appendices, along with a reference to the SVG vocabulary.

作者介绍:

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标签

SVG

O'Reilly

Web开发

矢量图形

2D

评论

扫了前面4章，大概知道这个是啥东西...后面的12章...妈呀，以后有机会再看啦....BTW，d3.js把svg的很多特性都表现出来了，一定要去看看...

入门SVG的一本好书， 同时也是一本很好的速查手册。

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书评

1. 重用图形时，可以使用 transform, translate.
本质就是进行一个坐标变换。use重用图形定义模板 2. 处理坐标时，可以使用 viewBox, 使用自定义单位。 3.
文档结构，g。g中定义的属性，对子节点全部生效。desc，title添加描述信息Male human

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最近在研究raphael库，所以想先了解一下SVG的基本知识，无非就是想知道SVG有什么属性，有哪些变化，以及如何与JS一起用。
找遍了WEB，只能找到基本SVG的书，而这一本是最入门最初级的。
我看的是英文原版，两个星期在地铁上看完了
了，对SVG有了初步的了解，raphael库估计能...

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