

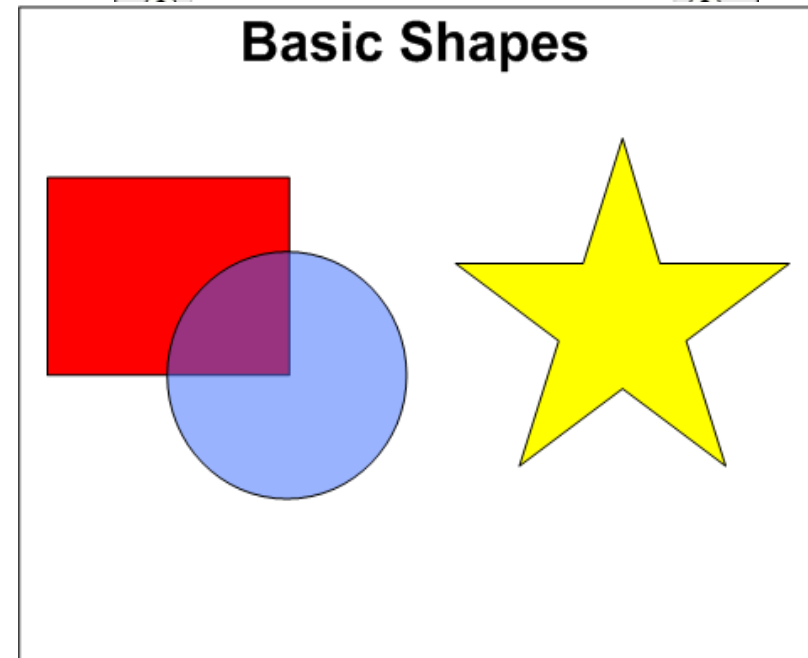
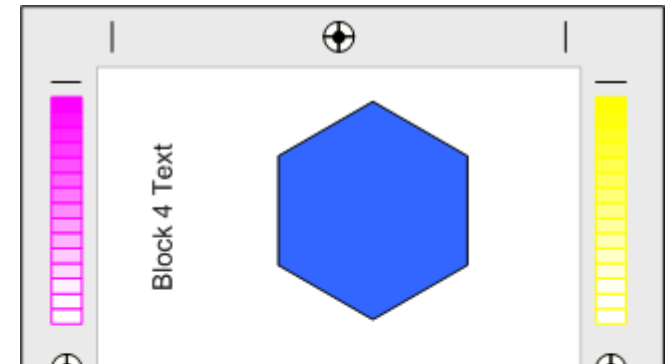
# Publishing and Printing with SVG

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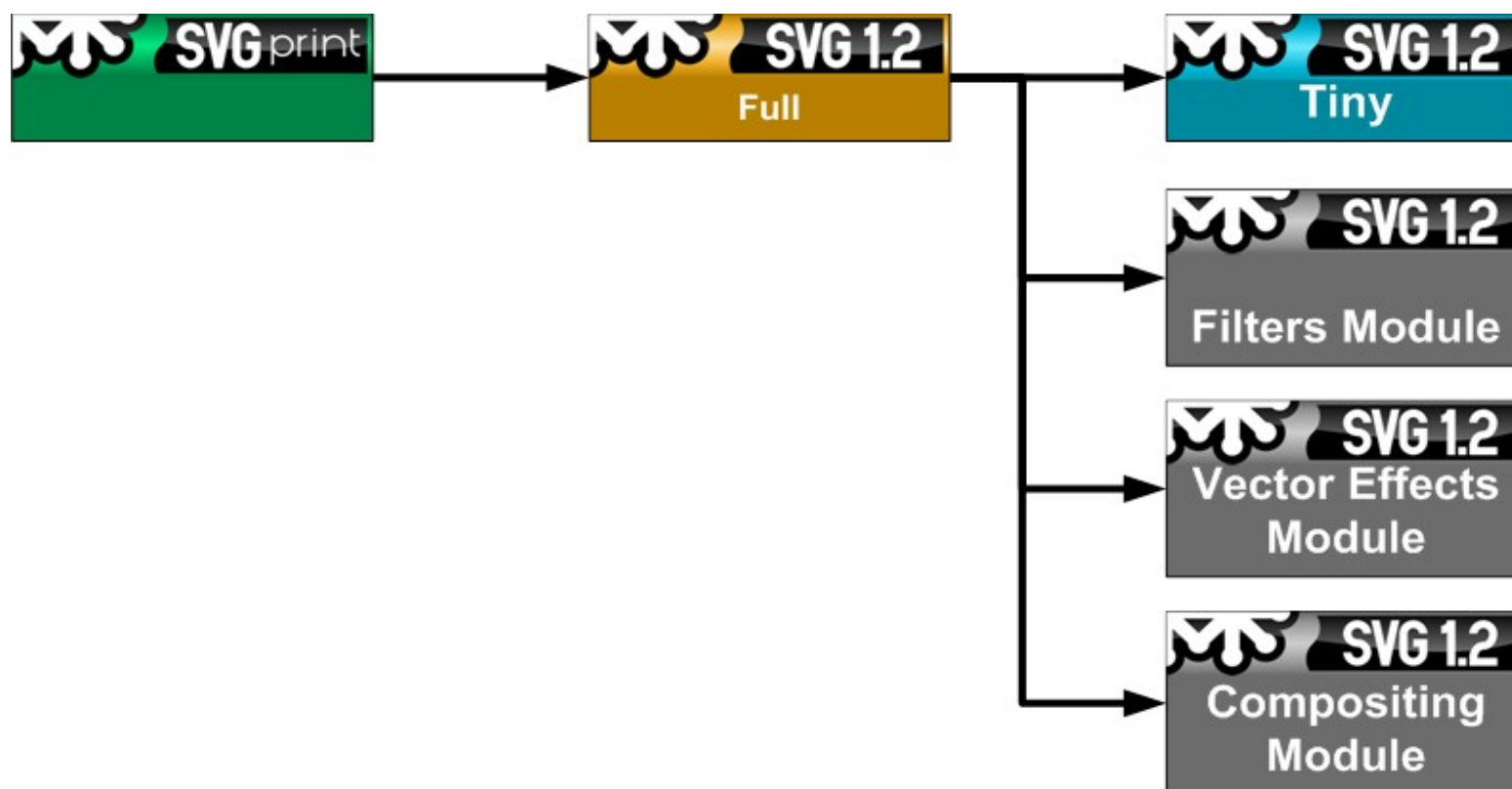
# Problems Faced in Printing

- Scenario 1:
  - Large printing company
  - Printing with specific kind of inks
  - Require advanced color management not present in SVG
- Scenario 2:
  - User wants to print SVG Tiny 1.2 content
  - Content on a web browser



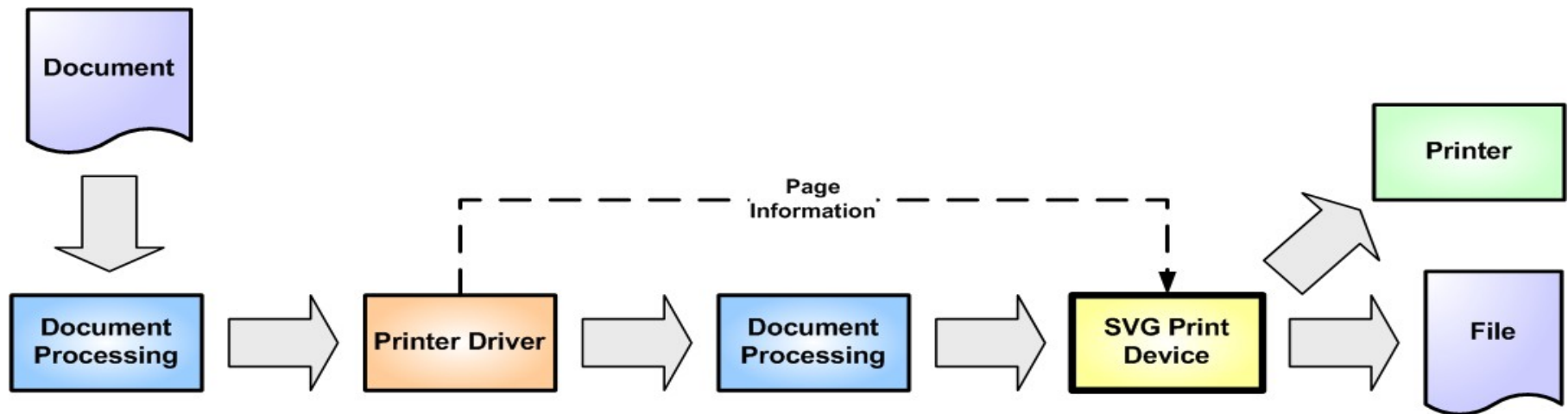
# SVG Print

- ⌘ Features: Basic pagination and Advanced color
- ⌘ Used in conjunction with other specs



# Print Workflow

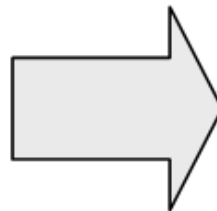
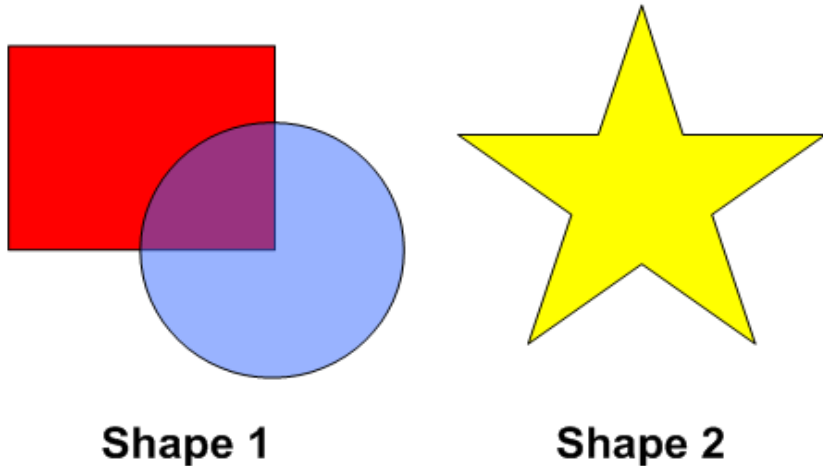
▣ Typical print workflow:



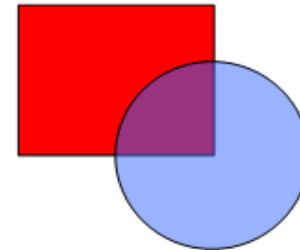
# Breaking SVG into Pages

- Use **pageSet** element for pagination
- The **page** element defines a page
  - Nested within a **pageSet** element

## Basic Shapes



## Basic Shapes



Shape 1

## Basic Shapes



Shape 2

# Breaking SVG into Pages

```
<svg width="100%" height="100%" viewBox="0 0 800 600"
  xmlns="http://www.w3.org/2000/SVG">

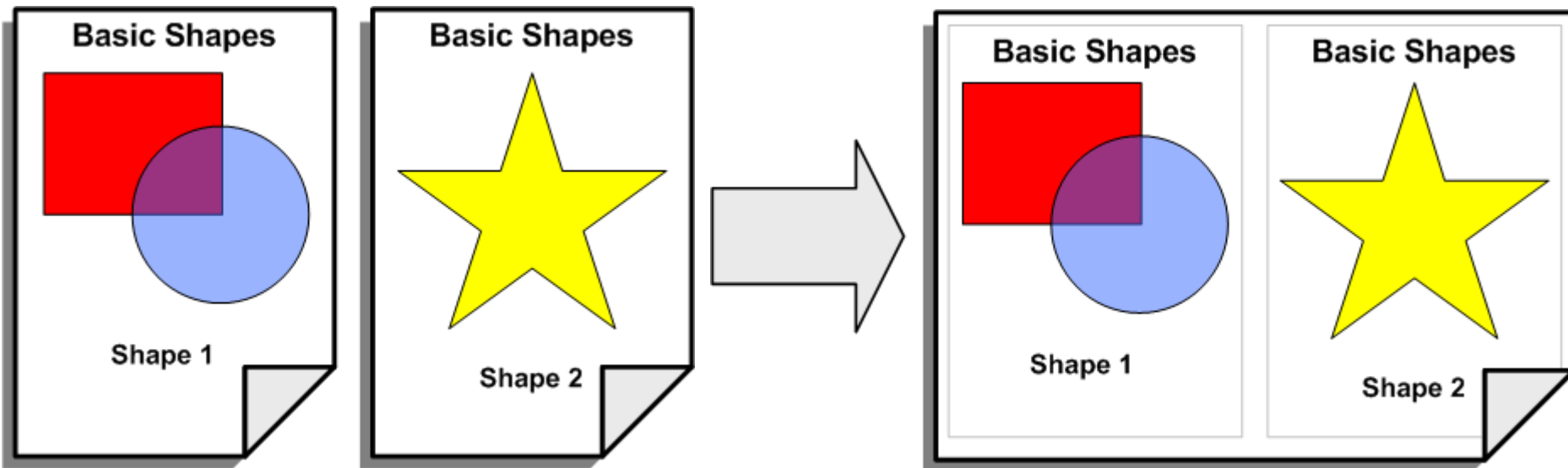
  <!-- No page adjustment settings applied to document -->
  <pageSet>
    <!-- First sheet of paper -->
    <page>
      <text x="10" y="10" font-size="14">Basic Shapes<text>
      <rect x="20" y="30" width="160" height="100" fill="red"
        stroke="black"/>
      <circle cx="180" cy="130" r="50" fill="blue" fill-opacity="0.5"
        stroke="black"/>
      <text x="50" y="270" font-size="10">Shape 1<text>
    </page>

    <!-- Second sheet of paper -->
    <page>
      <text x="10" y="10" font-size="14">Basic Shapes<text>
      <polygon fill="yellow" stroke="black" points="105,30 120,100
        200,100 135,150 150,200 105,135 50,200 75,150 10,100 90,100"/>
      <text x="50" y="280" font-size="10">Character 2<text>
    </page>
  </pageSet>

</svg>
```

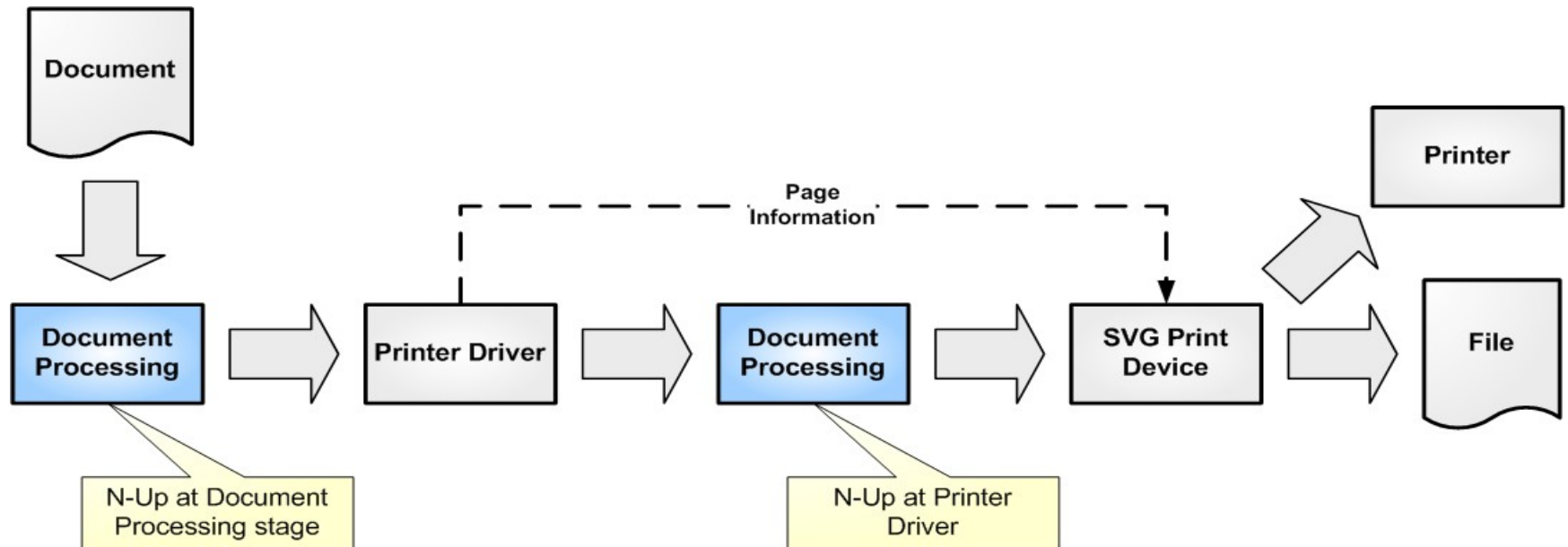
# N-Up printing

⌘ What if we want to do this?



# N-Up printing

- ⌘ How does N-Up printing work with SVG Print?
- ⌘ Can be performed in two places:
  - Before sending document to Printer Driver (Processing stage)
  - After sending document to Printer Driver (In Printer Driver)





# N-Up printing: Within Printer Driver

- N-Up settings from printer driver override SVG
- N number of page elements on 1 sheet of paper

```
<svg width="100%" height="100%" viewBox="0 0 1000 1000"  
  xmlns="http://www.w3.org/2000/SVG">
```

```
<pageSet>
```

```
<page>
```

```
<!-- Content for left side of first sheet of paper -->
```

```
</page>
```

```
<page>
```

```
<!-- Content for right side of first sheet of paper -->
```

```
</page>
```

```
<page>
```

```
<!-- Content for left side of second sheet of paper -->
```

```
</page>
```

```
<page>
```

```
<!-- Content for right side of second sheet of paper -->
```

```
</page>
```

```
</pageSet>
```

```
</svg>
```

1<sup>st</sup> Sheet  
of paper

2<sup>nd</sup> Sheet  
of paper

# N-Up printing: Before Printer Driver

- SVG is modified to apply N-Up settings
- 1 page element = 1 sheet of paper when printing

```
<svg width="100%" height="100%" viewBox="0 0 1000 1000"  
  xmlns="http://www.w3.org/2000/SVG">
```

```
<pageSet>
```

```
<page page-orientation="90">
```

```
<g transform="translate(0 0) scale(0.707)" >
```

```
<!-- Content for left side of first sheet of paper -->
```

```
</g>
```

```
<g transform="translate(700 0) scale(0.707)" >
```

```
<!-- Content for right side of first sheet of paper -->
```

```
</g>
```

```
</page>
```

1<sup>st</sup> Sheet  
of paper

```
<page page-orientation="90">
```

```
<!-- Content for second sheet of paper -->
```

```
</page>
```

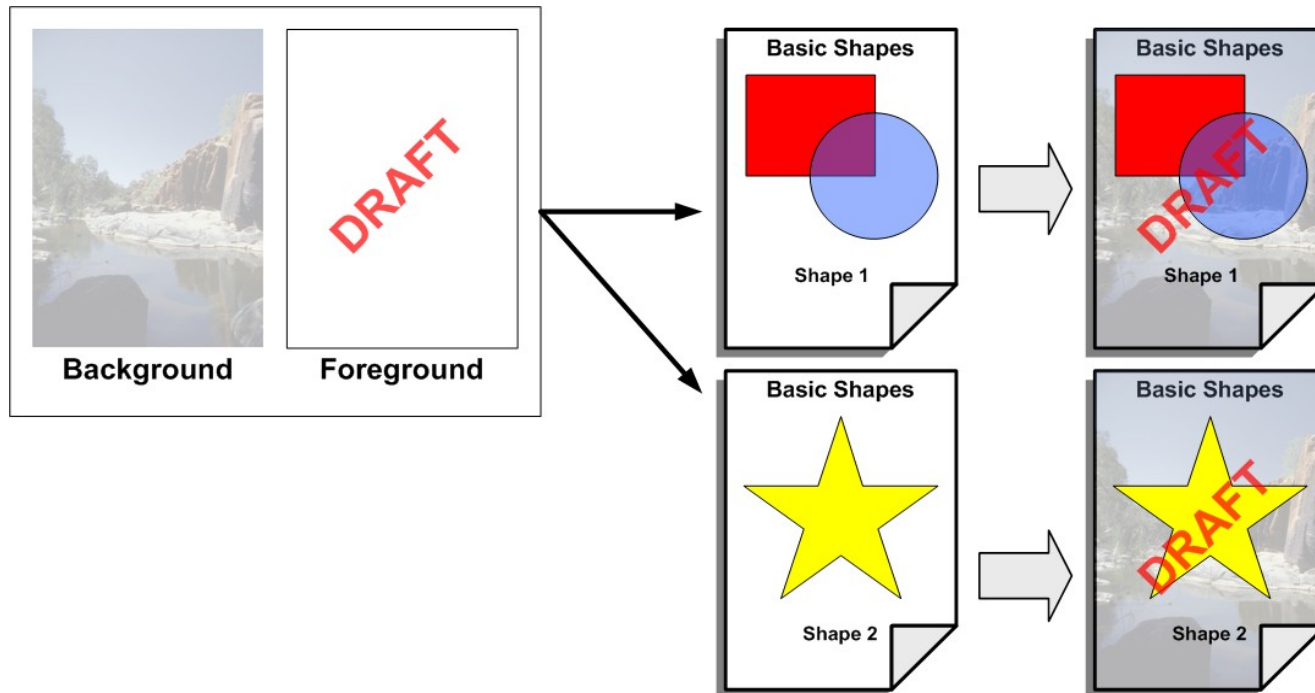
```
</pageSet>
```

```
</svg>
```

2<sup>nd</sup> Sheet of paper

# Master Pages

- What if we want content to appear in the background and/or in the foreground of our pages?
  - Could do it the repeat “manual” way
  - Could do it using Master Pages



# Master Pages

- ⌘ Set reusable content using **masterPage** element
- ⌘ The **rendering-order** attribute sets type
  - Use "**over**" for Foreground Master Page
  - Use "**under**" for Background Master Page

# Master Pages

```
<svg width="100%" height="100%" viewBox="0 0 800 600"
  xmlns="http://www.w3.org/2000/SVG" xmlns:xlink="http://www.w3.org/1999/xlink">

  <pageSet>
    <masterPage rendering-order="under">
      <image x="0" y="0" width="100%" height="100%" xlink:href="background.png"/>
      <text x="10" y="10" font-size="14">Basic Shapes<text>
    </masterPage>

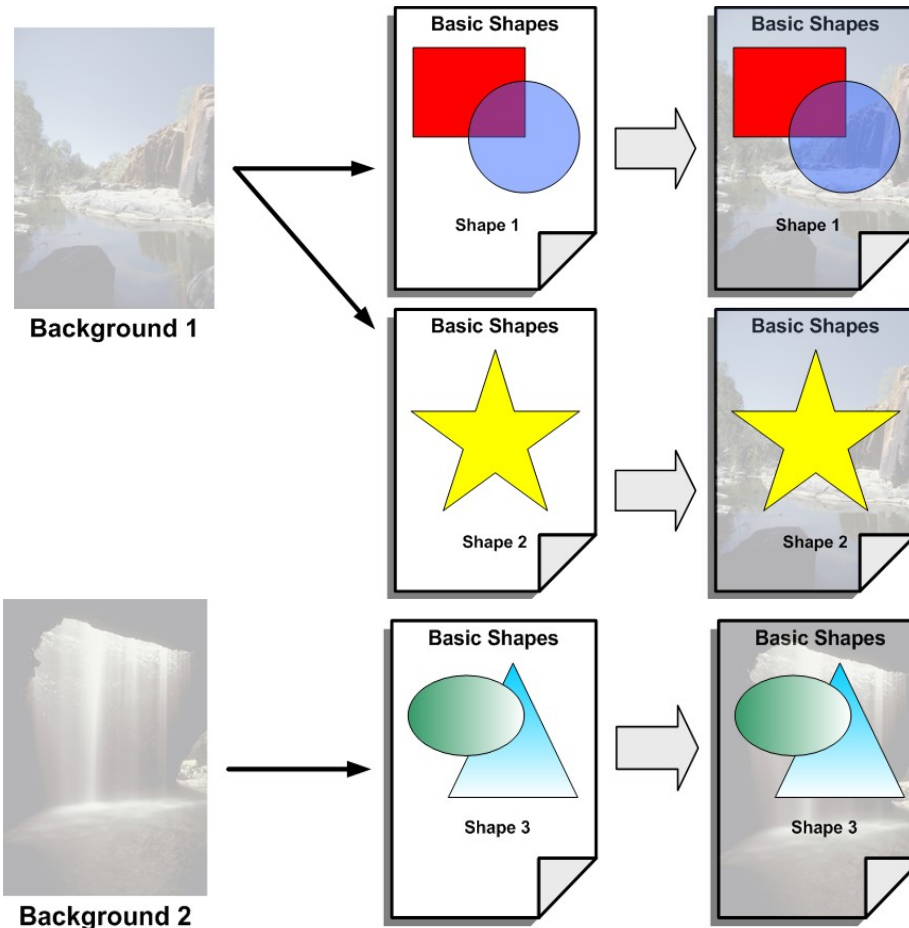
    <masterPage rendering-order="over">
      <g transform="rotate(-60)">
        <text x="10" y="150" fill="red" fill-opacity="0.3" font-size="30">
          DRAFT
        <text>
      </g>
    </masterPage>

    <page><!-- Content for first page --></page>

    <page><!-- Content for second page --></page>
  </pageSet>
</svg>
```

# Master Pages

- What if we want to change the background half way through?



# Master Pages

```
<?xml version="1.0" encoding="utf-8"?>
<svg width="100%" height="100%" viewBox="0 0 800 600"
  xmlns="http://www.w3.org/2000/SVG" xmlns:xlink="http://www.w3.org/1999/xlink">

  <pageSet>
    <masterPage>
      <image x="0" y="0" width="100%" height="100%"
        xlink:href="background.png"/>
      <text x="10" y="10" font-size="14">Basic Shapes<text>
    </masterPage>
    <page><!-- Content for Page 1 --></page>
    <page><!-- Content for Page 2 --></page>
    <masterPage>
      <image x="0" y="0" width="100%" height="100%"
        xlink:href="background2.png"/>
      <text x="10" y="10" font-size="14">Basic Shapes<text>
    </masterPage>
    <page><!-- Content for Page 3 --></page>
  </pageSet>
</svg>
```

**1<sup>st</sup> Background Master Page**

**Page 1**

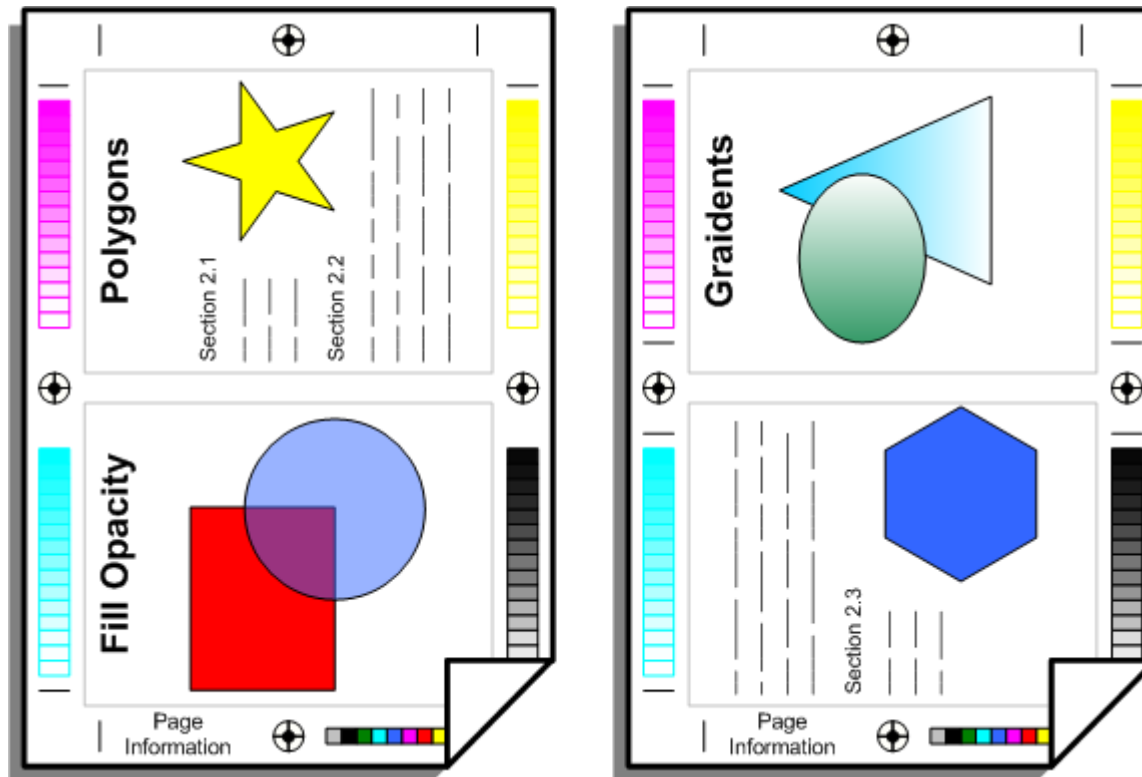
**Page 2**

**2<sup>nd</sup> Background Master Page**

**Page 3**

# Advanced Printing

■ How we do this?





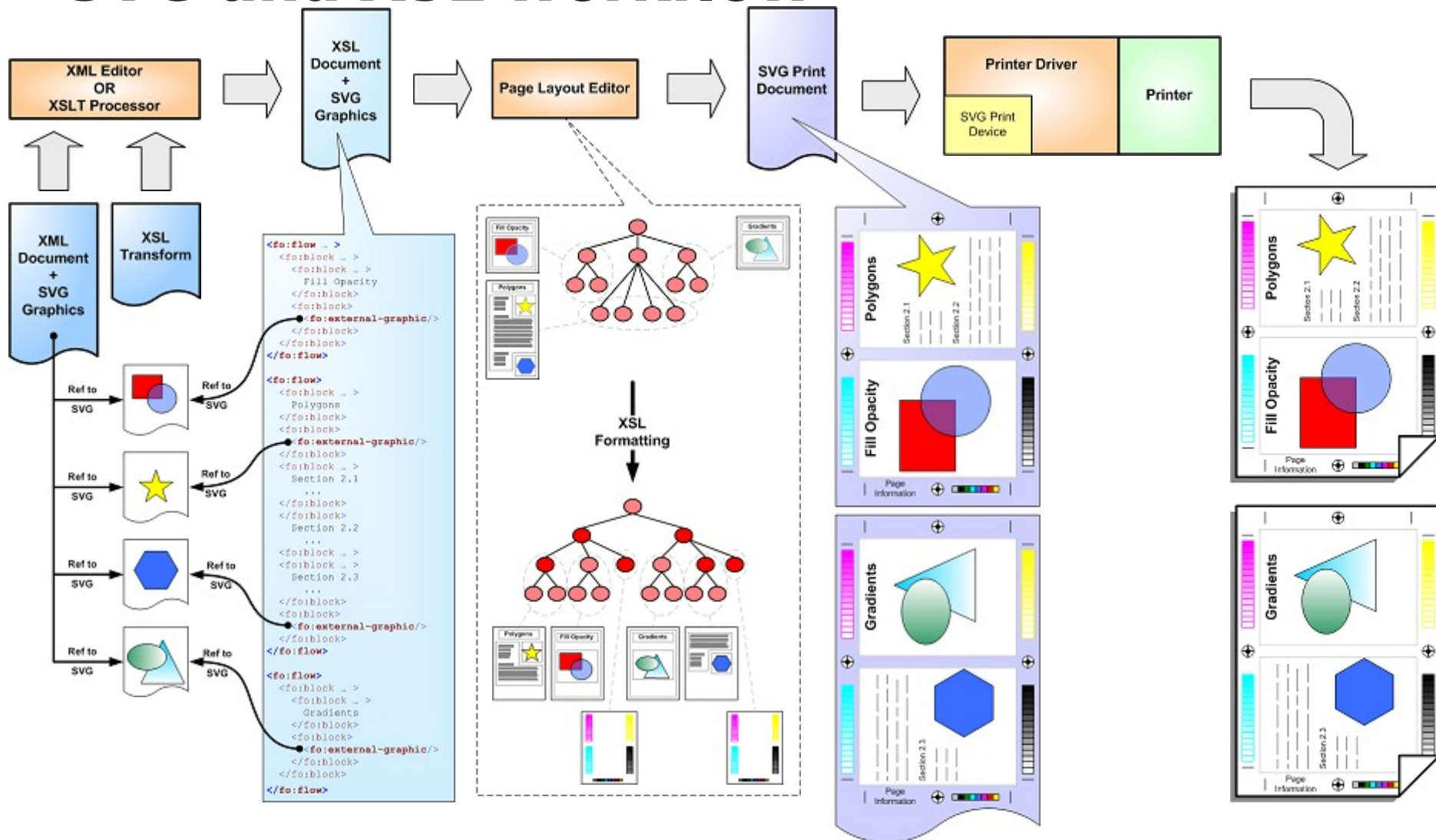
# Page Description Languages

- ⌘ SVG Print provides basic pagination
- ⌘ Page Description Languages (PDLs) specify the layout of a page
  - CSS, PDF
- ⌘ SVG Print is **deliberately not** a complete PDL in itself
  - Use a separate PDL to define page layout

# SVG and XSL

- ⌘ XSL and XSLT can provide page layout for XML documents
- ⌘ XSL – Extensible Stylesheet Language W3C
  - Formatting of XML data for physical medium output
  - Can reference external graphics e.g. SVG
- ⌘ XSLT – XSL Transform W3C
  - Convert XML data to another format
  - Can rearrange XML data
- ⌘ **Combining SVG with XSL can be powerful**

# SVG and XSL workflow

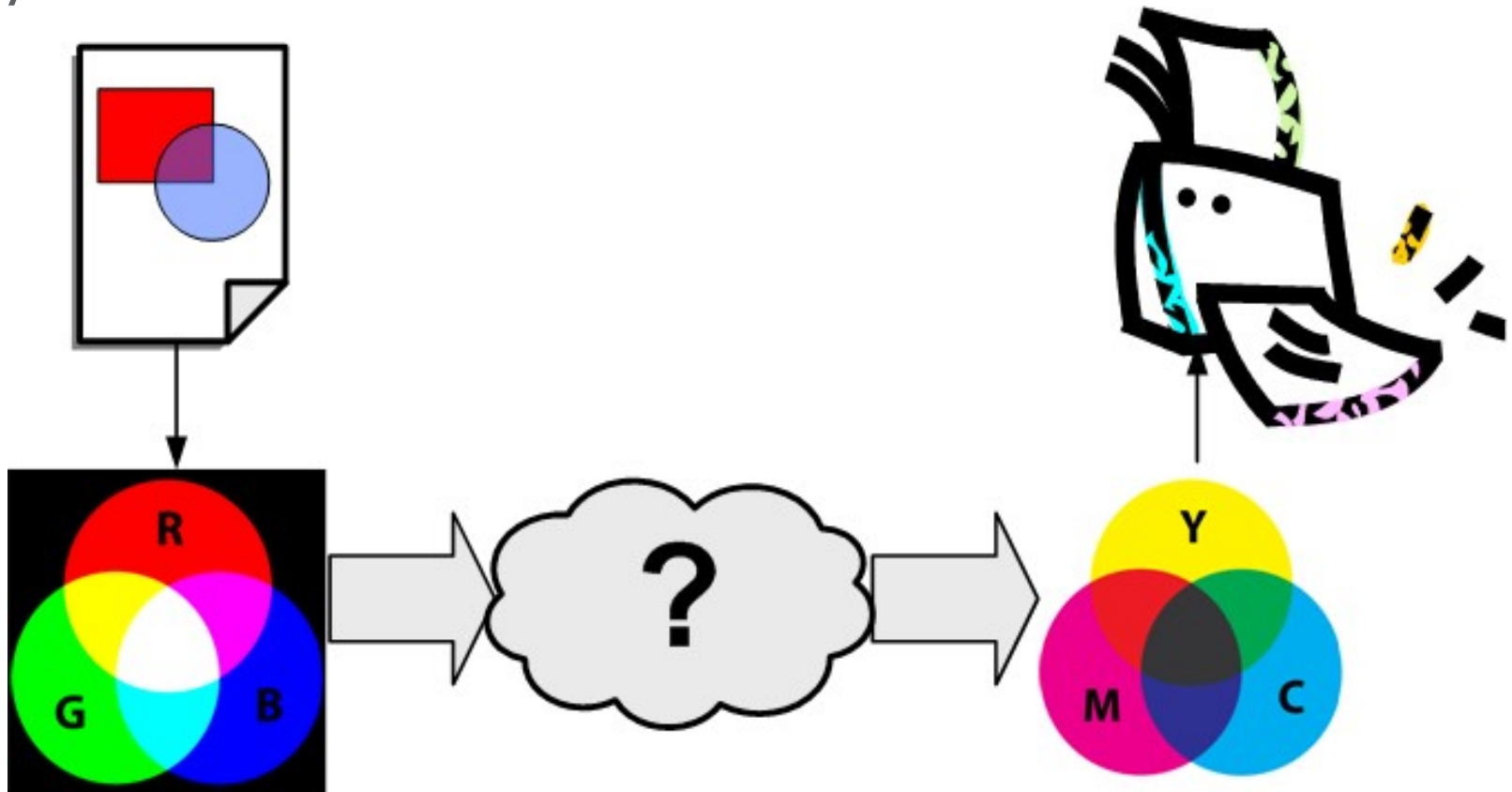


# SVG and XSL workflow

- ❑ SVG Print documents are created as part of the workflow
- ❑ SVG + XSL High end workflow useful for XML documents
  - E.g. DocBook files
- ❑ Page Layout Editor requires a plug-in or native SVG Print support

# Preserving Color in Print

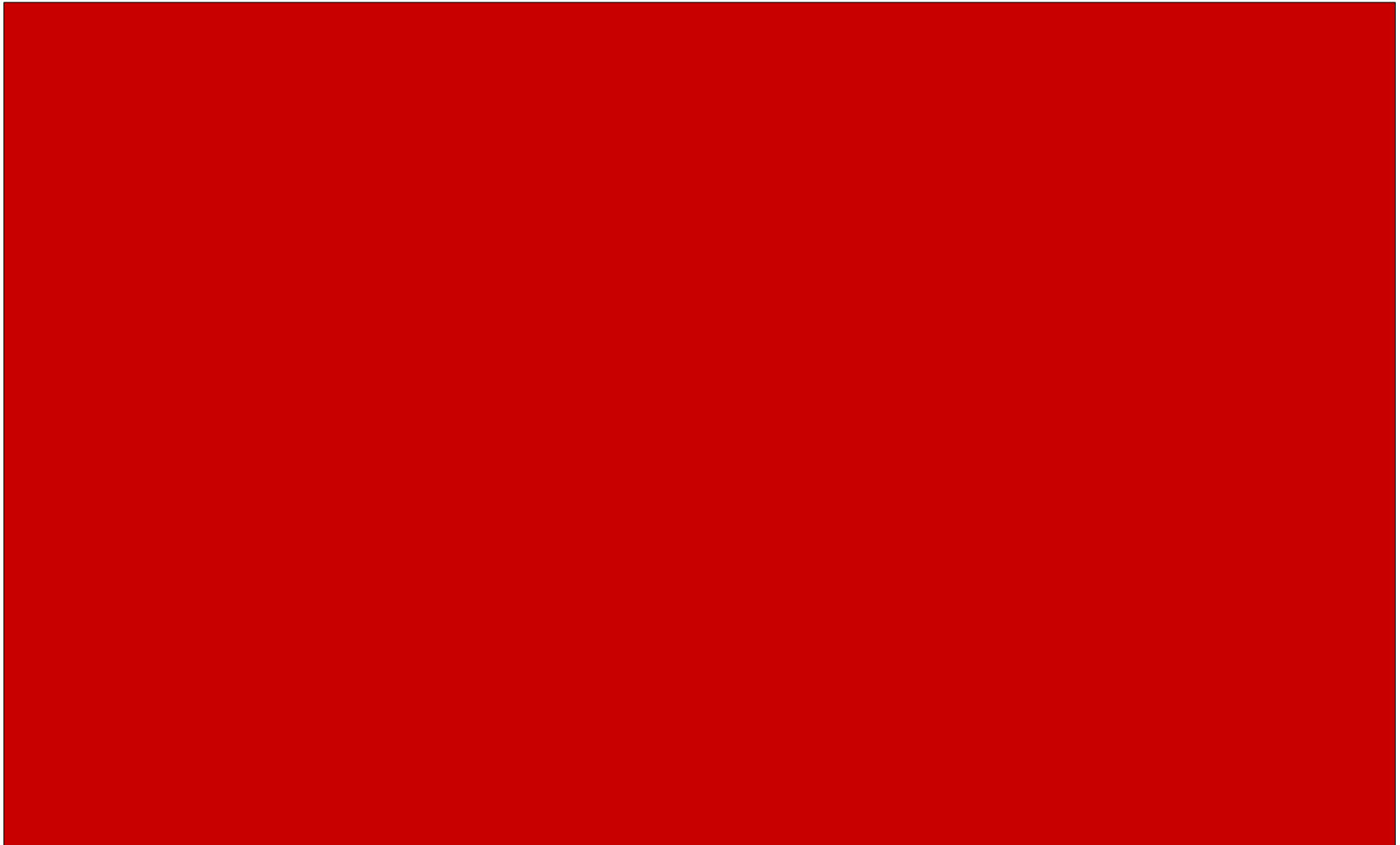
- How do guarantee the printer produces the same colors you see?



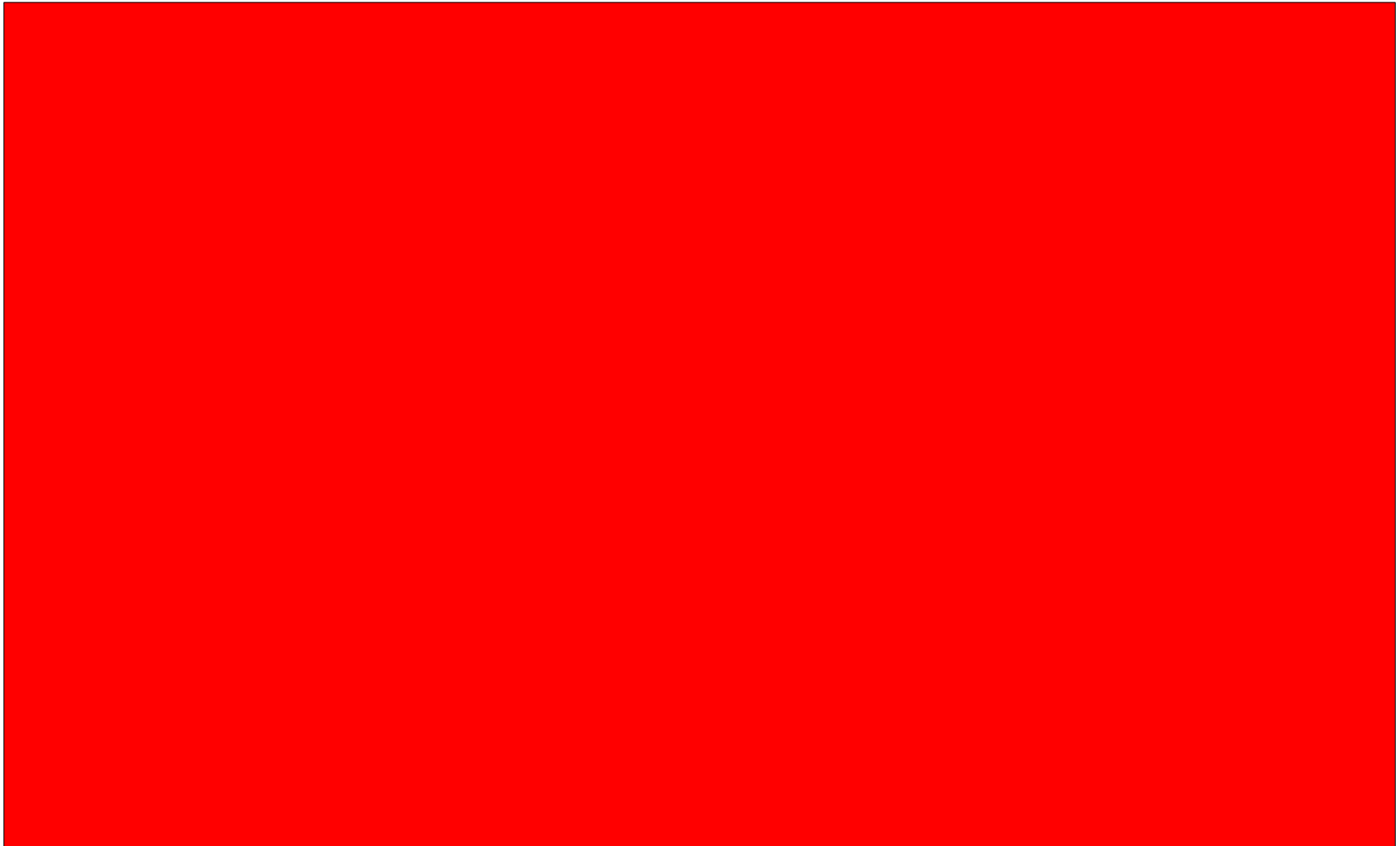
# Color Definitions

- ❑ Color Space defined by
  - Color Model
  - Gamut
- ❑ Color Model
  - Abstract mathematical model (e.g. function, look up table)
  - Allows colors to be defined as a vector
- ❑ Gamut
  - The boundary of colors definable in the Color Space



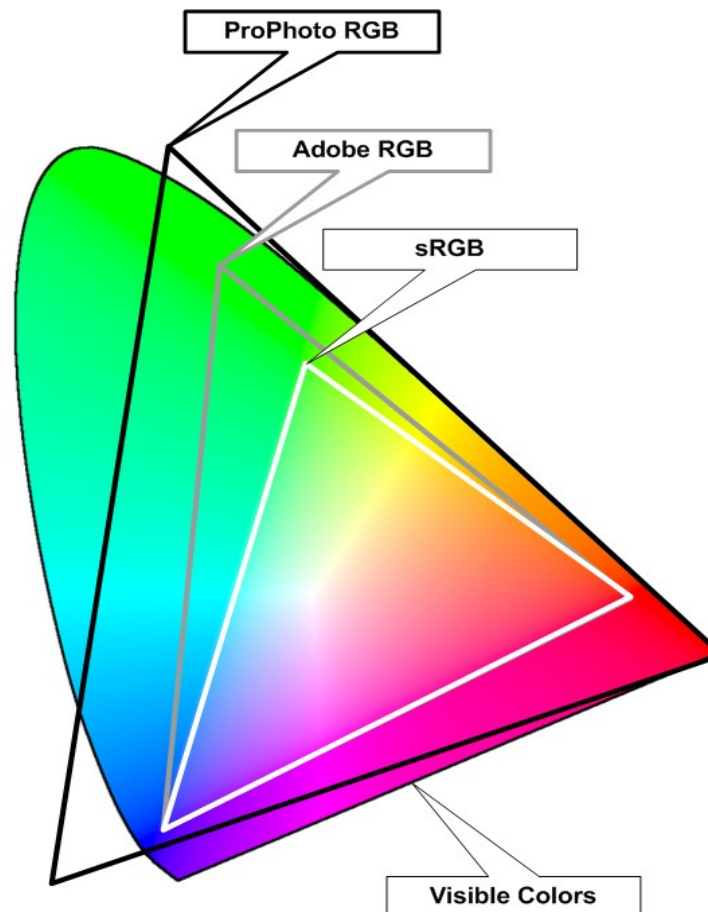






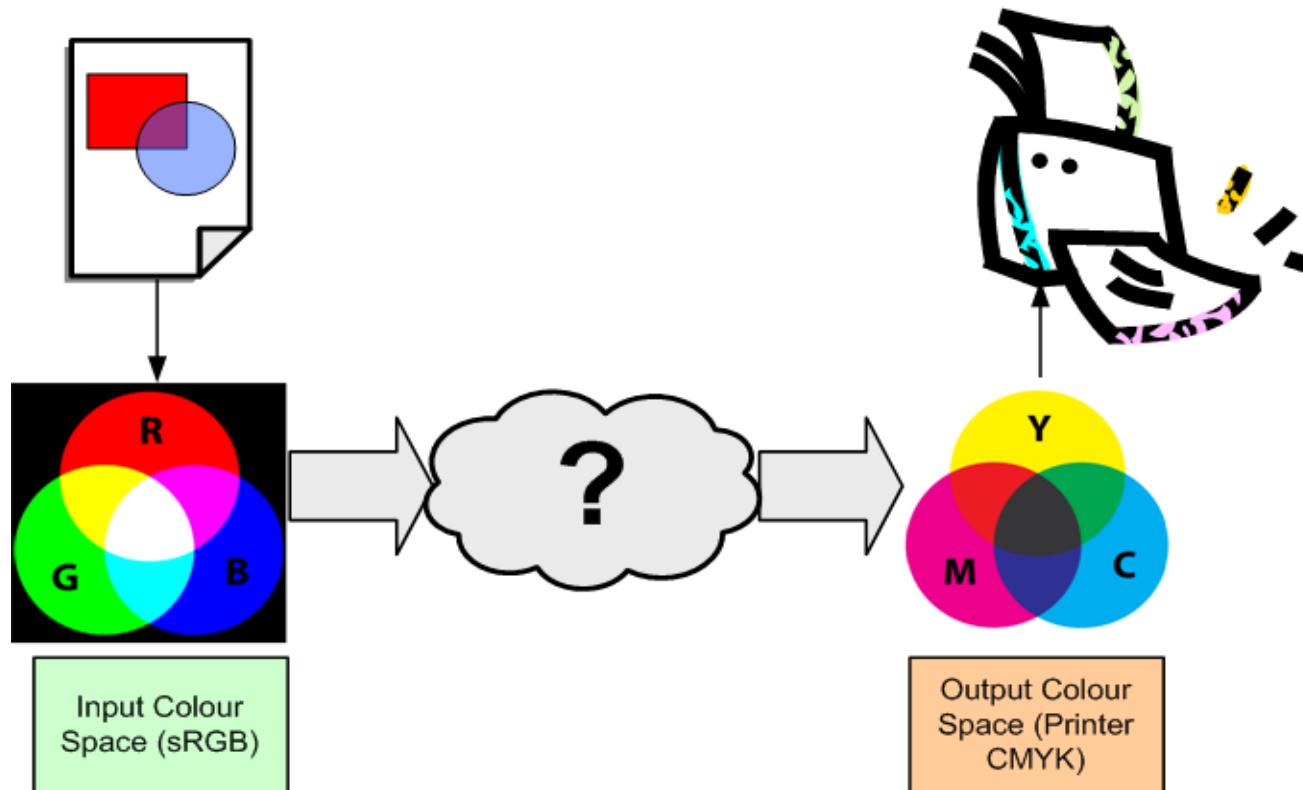
# Color Spaces

- What does it mean to say a color is in RGB?



# Color Translation

- Input Color Space is Color Space of Document
- Output Color Space is Color Space of Printer



# Color Translation

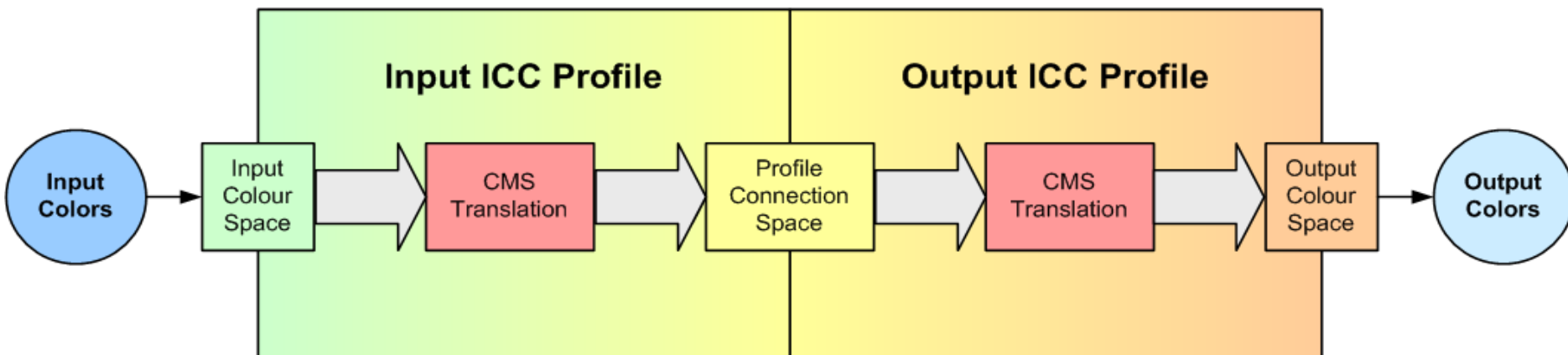
- ⌘ How do you translate color from Input to Output color space?
  - Mapping directly between devices is not practical
  - Number Input Devices x Number Output Devices
  - Need a common color space to connect Input and Output color spaces
- ⌘ If...
  - Every input color space has a mapping to a commonly defined color space, and
  - Every output color space has a mapping from a commonly defined color space
- ⌘ Then all devices could work together!

# Color Translation

- ⌘ The common profile space is called a **Profile Connection Space**
  
- ⌘ An **ICC Profile** defines mappings
  - From Input Color Space to Profile Connection Space
  - From Profile Connection Space to Output Color Space

# Color Translation

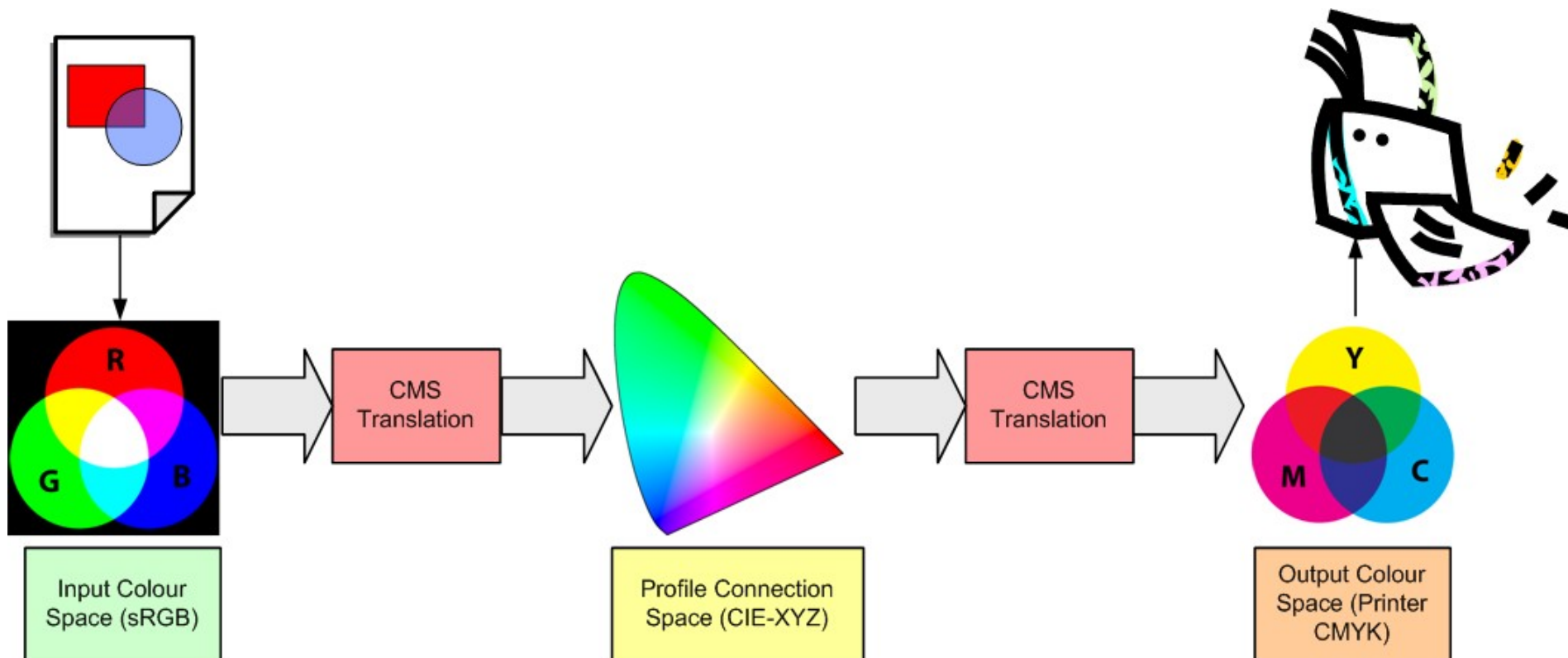
- A Color Management System performs the translation
- General steps when translating a color:



# Color Translation

## ■ Back to original problem

- Steps to translate a color between a document and printer



# ICC Color

- In SVG by default colors are assumed to be sRGB
- SVG Print allows input colors to be defined in other color spaces
  - Use **color-profile** element to define an input color profile
  - Use **"icc-color"** and **"icc-named-color"** values to specify fill color



# ICC Color

```
<?xml version="1.0" encoding="utf-8"?>
<svg width="100%" height="100%" viewBox="0 0 800 600"
  xmlns="http://www.w3.org/2000/SVG"
  xmlns:xlink="http://www.w3.org/1999/xlink">

  <defs>
    <color-profile name="labProfile" xlink:href="lab.icc" />

    <color-profile name="namedColorProfile"
      xlink:href="namedColor.icc" />
  </defs>

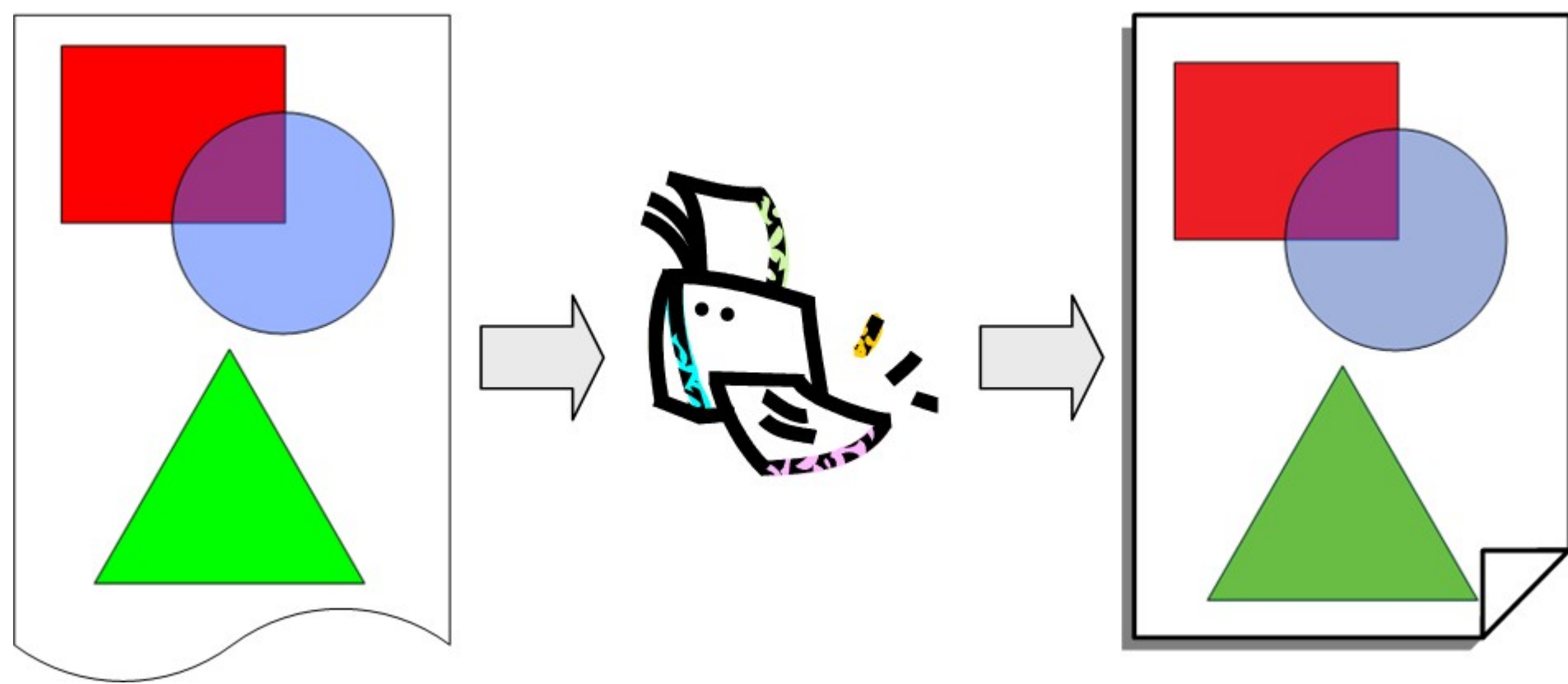
  <rect width="100" height="100" x="40" y="40"
    fill="red, icc-color(labProfile, 0.85, 0.1, 0.1)" />

  <rect width="100" height="100" x="70" y="70"
    fill="yellow,
      icc-named-color(namedColorProfile, company_color)" />
</svg>
```

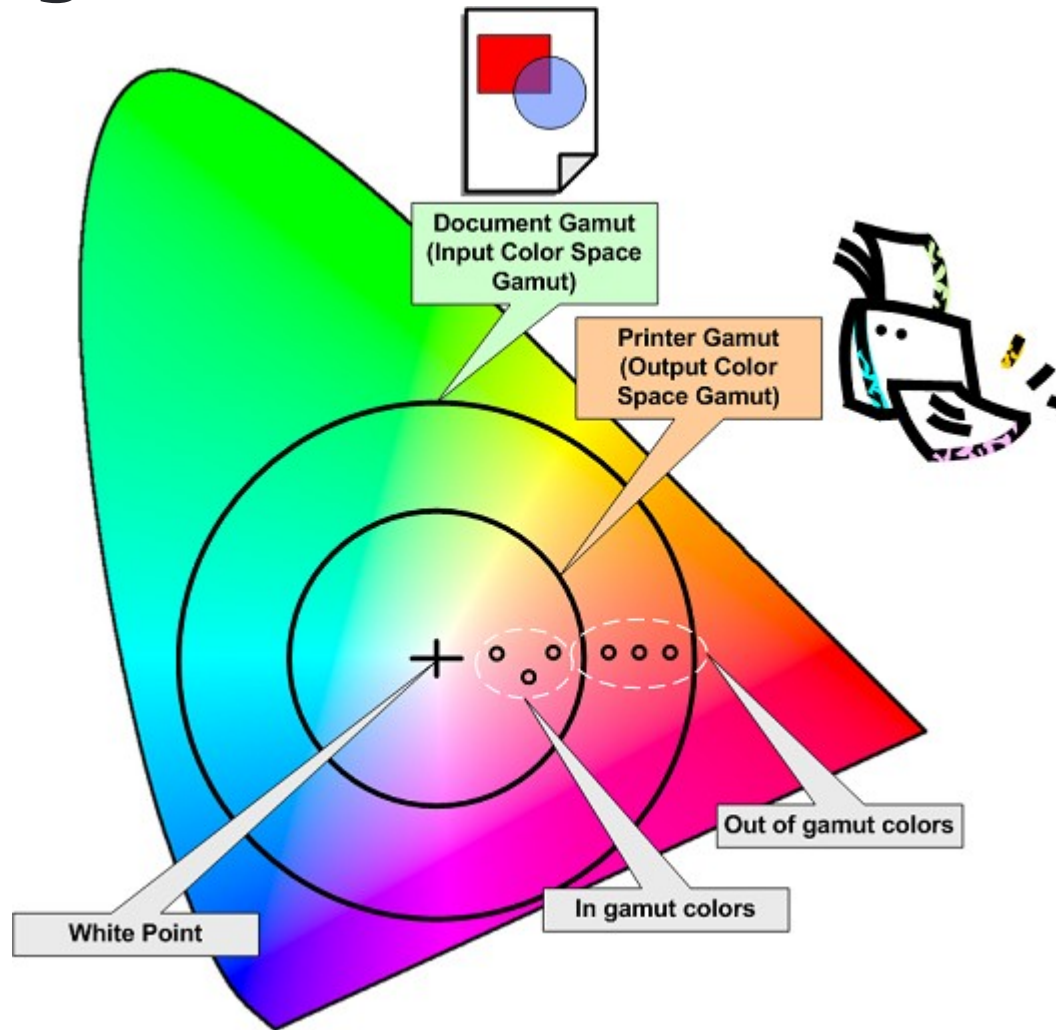
# ICC Color

- ⌘ The “**icc-color**” value allows colors to be used from a standard ICC Profile
- ⌘ The “**icc-named-color**” value allows an input name
- ⌘ Named colors are more versatile
  - Can reproduce color directly (no translation)
  - Colour can be simulated if unavailable

# Printing out of gamut colors



# Rendering Intents

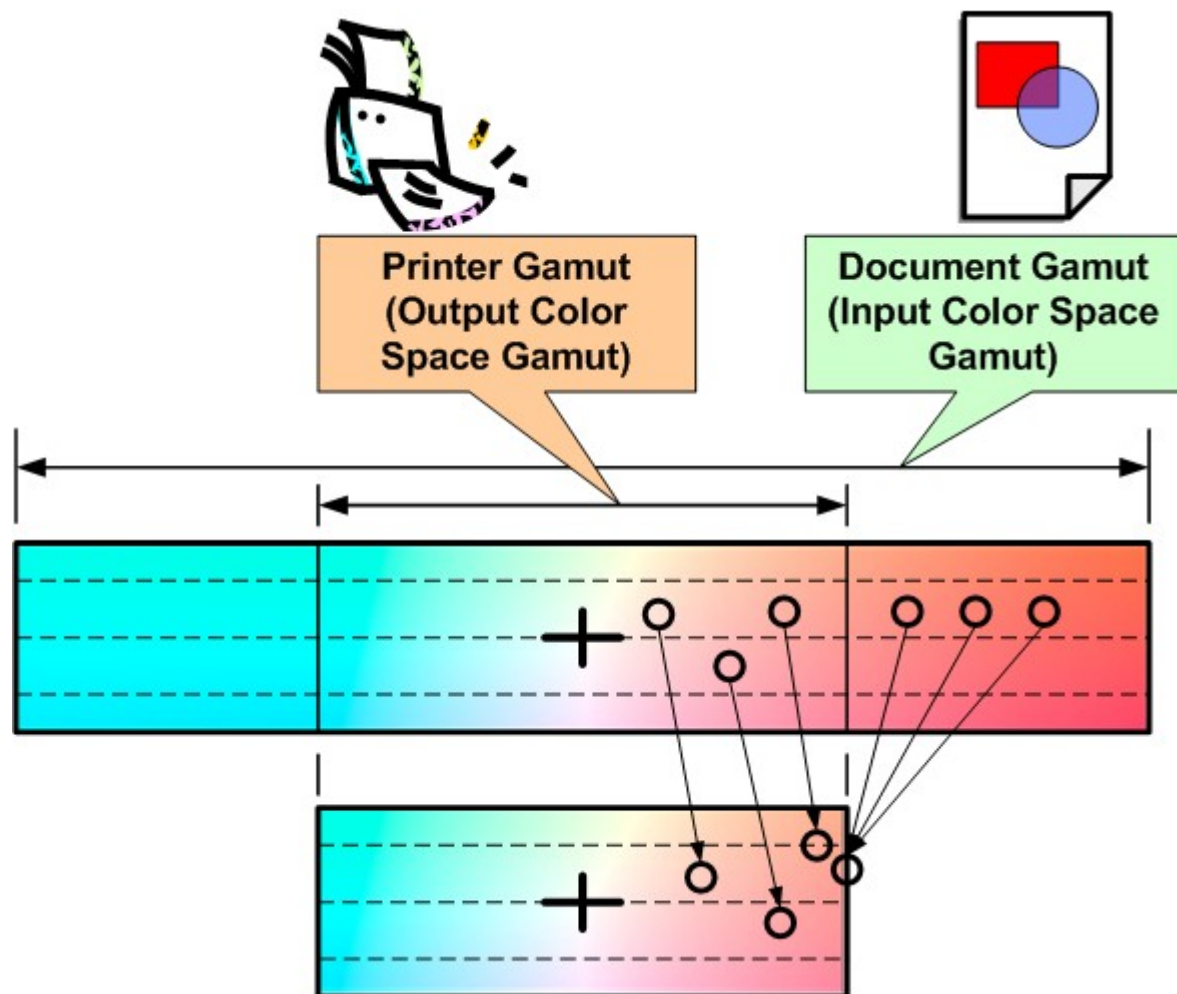


# Rendering out of Gamut Colors

- ⌘ "icc-color" and "icc-named-color" values need to be translated to the output color space
- ⌘ Use rendering intent to control how color is translated
  - Specify **rendering-intent** on **color-profile** element
- ⌘ Values for **rendering-intent** are
  - "auto" (Default value)
  - "saturation"
  - "perceptual"
  - "relative-colorimetric"
  - "absolute-colorimetric"

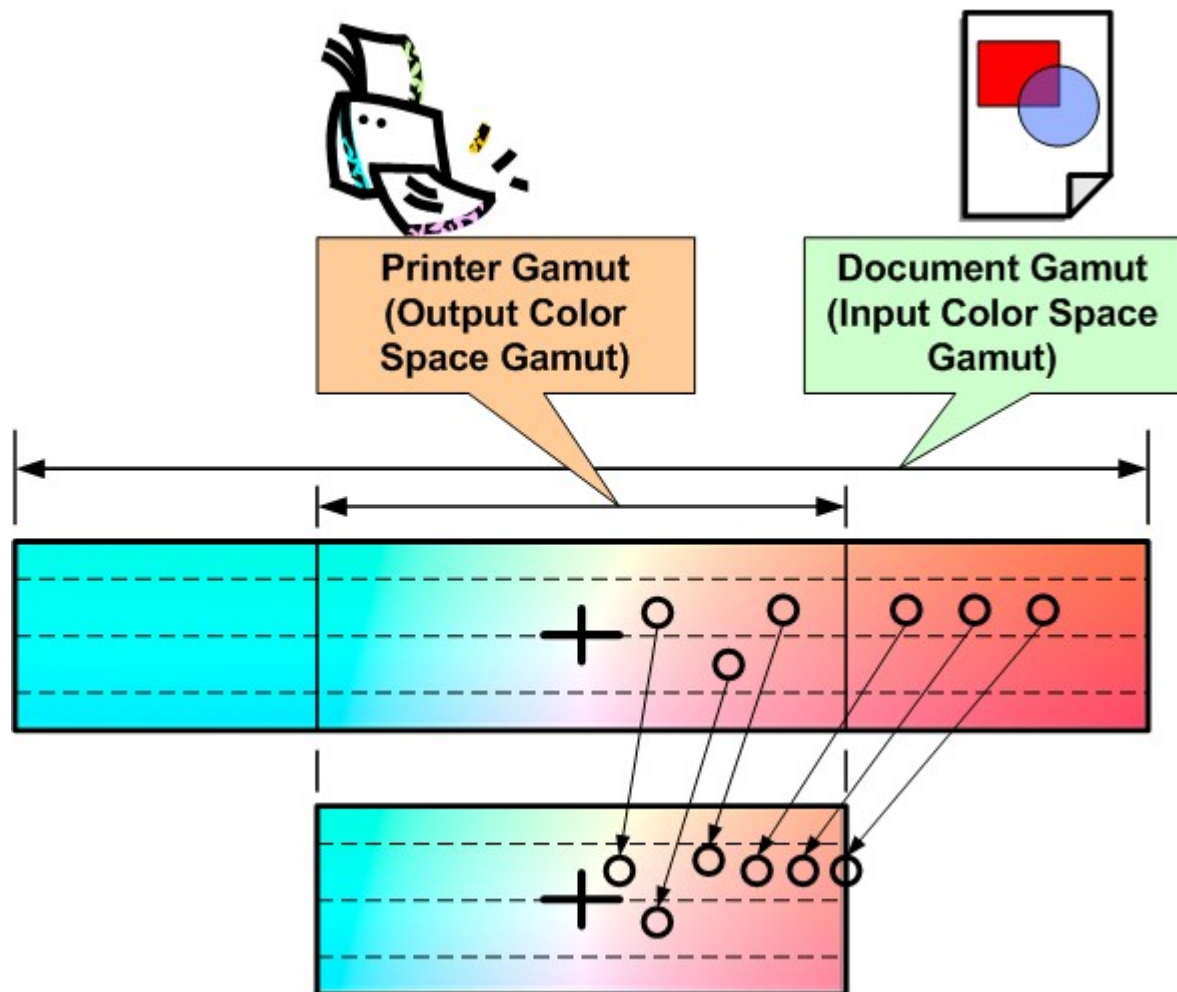
# Rendering Intents - Saturation

- ❑ Colors move to edge of gamut
- ❑ Saturates color
- ❑ Uses
  - Graphics
  - Artwork
  - Improving weak images



# Rendering Intents - Perceptual

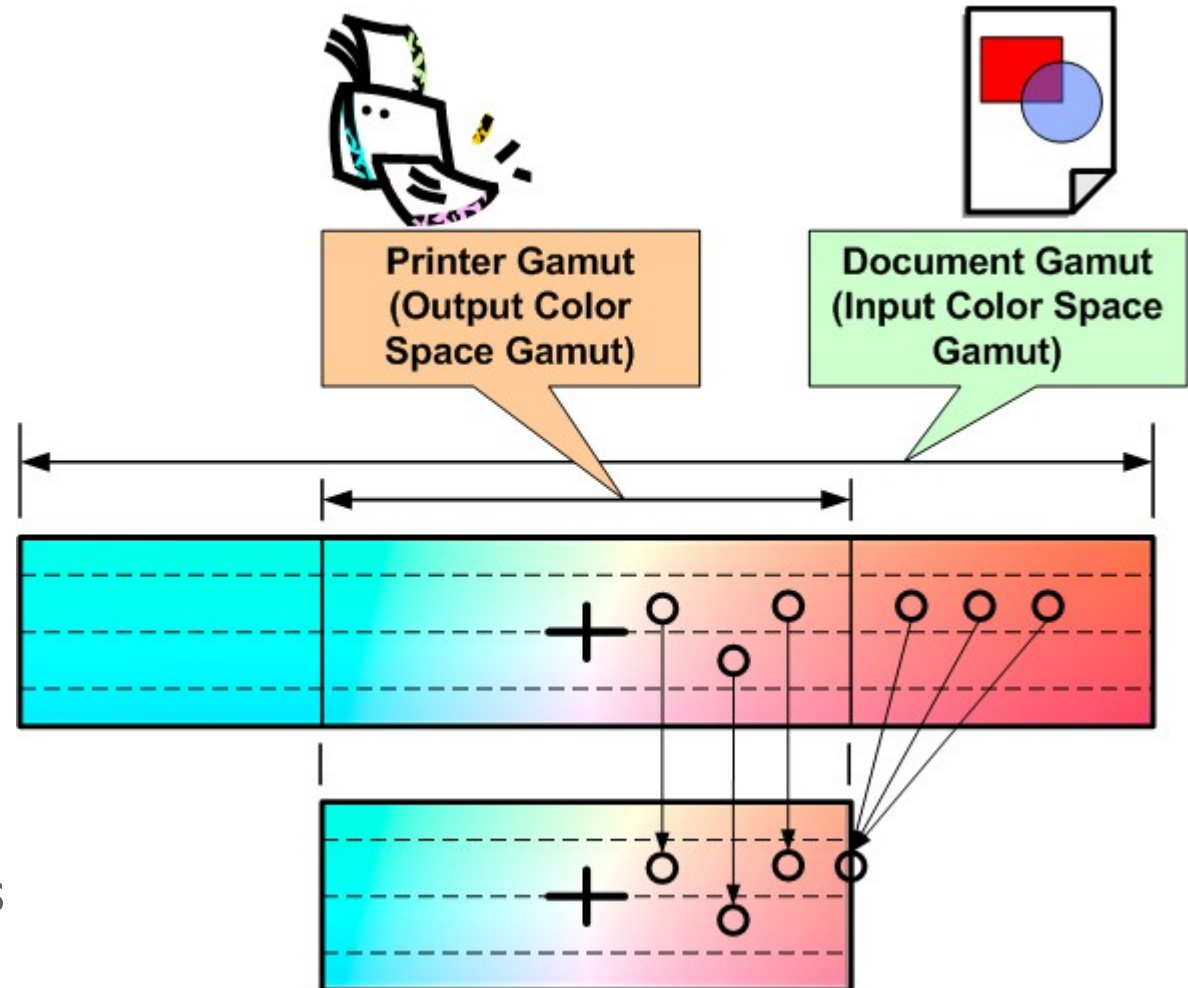
- Colors maintain relative distance when translated
- Uses
  - Natural images
  - Every day printing





# Rendering Intents - Colorimetric

- ❑ Colors inside the gamut are preserved
- ❑ Colors outside gamut are translated to nearest match
- ❑ Uses
  - Translation between like color spaces
  - Preserving color of a logo





# Rendering Intents - Colorimetric

## ▣ Relative Colorimetric

- White point is mapped from input color space to output color space
- Good for final print reproduction

## ▣ Absolute Colorimetric

- Uses white point of input color space
- Good for print preview

# Device Color

- ⌘ SVG Print allows Device Color input
- ⌘ Data specified is only meaningful to the output device
- ⌘ No ICC Profile describing input color
  - Unable to transform color if not recognized
  - Fallback color is used

# Device Color

- ❑ Use **deviceColor** element to specify data about color
  - Element is namespace specific
- ❑ Use "**device-color**" values to specify fill color

# Device Color

```
<svg width="100%" height="100%" viewBox="0 0 800 600"
  xmlns="http://www.w3.org/2000/SVG"
  xmlns:xlink="http://www.w3.org/1999/xlink"
  xmlns:spot="http://www.example.com/ink/spot" >

  <defs>
    <deviceColor name="processInks"
      xmlns:hexachrome="http://www.example.com/ink/hexachrome"
      hexachrome:valueCount="6"
      hexachrome:value="Cyan, Magenta, Yellow, Black, Orange,
        Green" />

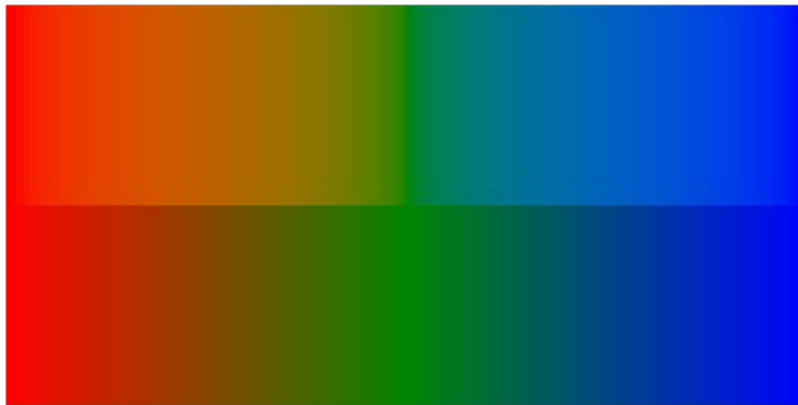
    <color-profile name="cmykProfile" xlink:href="cmyk.icc" />
  </defs>

  <rect width="100" height="100" x="100" y="0" fill="steelblue,
    icc-color(cmykProfile, 0.8, 0.17, 0.1, 0.2),
      device-color(processInks, 70, 20, 10, 10, 0, 10)" />
</svg>
```

# Fallback Color

- ❑ Should specify sRGB fallback color if “**icc-color**” or “**icc-named-color**” values used
- ❑ May not be able to load ICC Profile or translate color
  - If no fallback specified in this case, painting will not occur
- ❑ Should specify ICC and sRGB fallback color if “**device-color**” value used
  - If unavailable could be better simulated with an ICC color

# Color Interpolation



interpolation-color set  
to linearRGB

interpolation-color set  
to sRGB color space

# Color Interpolation

- ⌘ Specifies the Color Space to composite or interpolate in
  - Can give a more visually appealing result
- ⌘ Values for **color-interpolation** are
  - **"auto"**
  - **"sRGB"** (Default value)
  - **"linearRGB"**
  - **"CIE-Lab"**
  - **"CIE-LCHab"**

# Color Interpolation

- ⌘ Use **color-interpolation** property on
  - Group element
  - Gradient element
  
- ⌘ Colors will be composited/interpolated in **color-interpolation** space
  - Colors in alternative color spaces will be translated to color interpolation space
  - Resultant is converted back to parent color space



# Color Interpolation

```
<svg xmlns="http://www.w3.org/2000/SVG"
      width="100%" height="100%" viewBox="0 0 800 600">

  <defs>
    <!-- Gradient will be interpolated in linearRGB -->
    <linearGradient id="linearRGBGradient" color-interpolation="linearRGB"
      gradientUnits="objectBoundingBox">

      <stop offset="0.1" stop-color="red"/>
      <stop offset="0.9" stop-color="green"/>
    </linearGradient>
  </defs>

  <rect width="100" height="100" x="10" y="10" fill="blue" />

  <g color-interpolation="linearRGB">
    <!-- Objects in group composited in linearRGB -->
  </g>

  <!-- Fill is linearRGB Gradient-->
  <rect fill="url(#linearRGBGradient)"
    width="200" height="50" x="10" y="200"/>
</svg>
```

# Conclusion

- ⌘ What does SVG Print offer?
- ⌘ The two most requested features:
  - Support for high quality color printing
  - Pagination