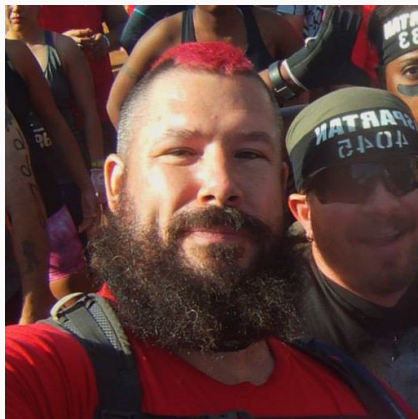






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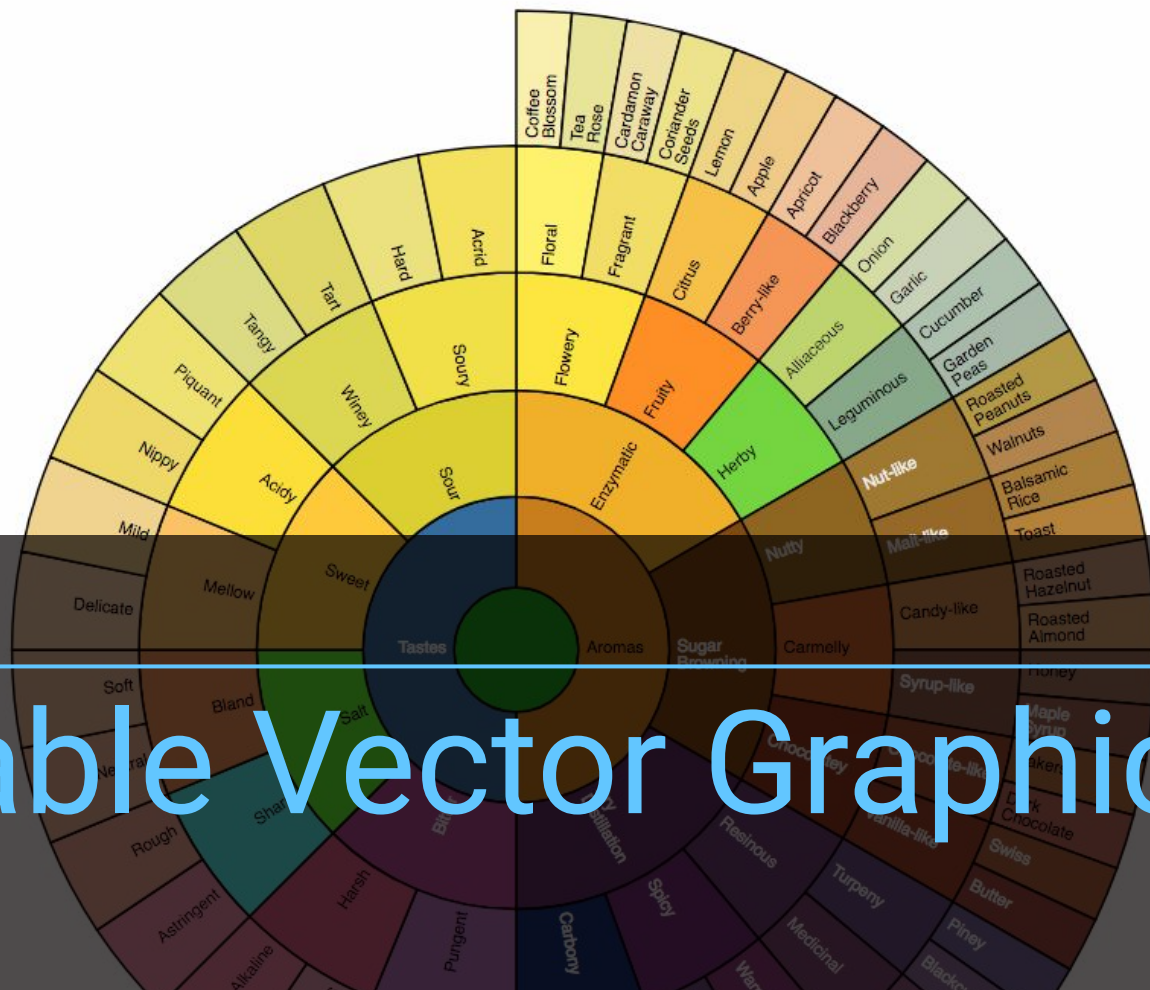
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Coffee Flavour Wheel



Introduction to

Scalable Vector Graphics

- SVG offers a way to do full resolution graphical elements, no matter what size screen, what zoom level, or what resolution your user's device has.
- Think “responsive” images

- XML defined 2d graphics rendered in the browser

```
<svg id="svgelem" height="200" xmlns="http://www.w3.org/2000/svg">  
  <circle id="redcircle" cx="50" cy="50" r="50" fill="red" />  
</svg>
```

HTML5 SVG Circle



```
<svg id="svgelem" height="200" xmlns="http://www.w3.org/2000/svg">  
  <rect id="redrect" width="300" height="100" fill="red" />  
</svg>
```

HTML5 SVG Rectangle



```
<svg id="svgelem" height="200" xmlns="http://www.w3.org/2000/svg">  
  <polygon points="100,10 40,180 190,60 10,60 160,180" fill="red"/>  
</svg>
```

HTML5 SVG Star



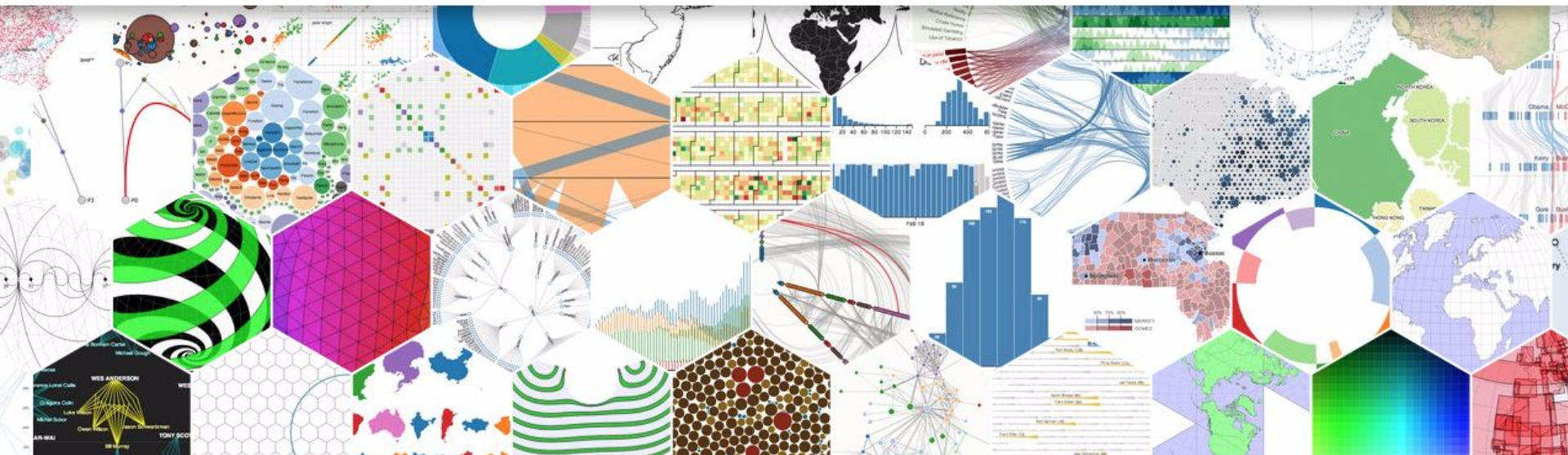
Learn all about SVG here: <https://developer.mozilla.org/en-US/docs/Web/SVG/Tutorial>

D3.js is javascript plus html css and

<https://www.jasondavies.com/coffee-wheel/>

[Overview](#)
[Examples](#)
[Documentation](#)
[Source](#)

Fork me on GitHub



<http://editor.method.ac/>

<http://vectorpaint.yaks.co.nz/>

Many more...