SVG notes (Scalable vector graphics)

Path is a collection of the path segment objects. Basically a list

Contains lines, arcs, curves

The shape of the path element is defined by one attribute: d. The “d” attribute contains a series of commands and the parameters used by those commands. All drawing in the path is assigned to the “d” attribute.

Think you have a path for each shape?

Each of these is followed by coordinates. Will be on a new line for each command.

M = move to has an x,y coord doesn’t draw just moves

A = Arc command (a) relative (A) absolute parameters are RadiusX, RadiusY, x – axis -rotation, large arc flag(0,1 to draw big or small arc), Sweep flag

L – Line Command has x,y but will draw.(l) = relative (L) = absolute.

Fill = colour to be stroke = outline colour stroke – width

Quadratic Bezier Curves

Cubic Bezier curves

Z at the end draws a line back to starting point. Close Path

General SVG links:

<http://www.w3schools.com/graphics/svg_path.asp>

<https://developer.mozilla.org/en/docs/Web/SVG/Tutorial/Paths>

There are other attributes to an SVG file. These are just basic shapes like a rectangle, circle, ellipse, polygon etc.

<http://stackoverflow.com/questions/15857818/python-svg-parser>

<https://pypi.python.org/pypi/svgpathtools/>

documentation for svgReader2.py function used.