**Scalable Vector Graphics**

Scalable Vector Graphics (SVG) is an XML-based vector image format for two-dimensional graphics with support for interactivity and animation. The SVG specification is an open standard developed by the World Wide Web Consortium (W3C) since 1999.

SVG images and their behaviors are defined in XML text files. This means that they can be searched, indexed, scripted, and compressed. As XML files, SVG images can be created and edited with any text editor, as well as with drawing software.

All major modern web browsers—including Mozilla Firefox, Internet Explorer, Google Chrome, Opera, Safari, and Microsoft Edge—have SVG rendering support.

SVG is used to define vector-based graphics for the Web. It also defines the graphics in XML format. Every element and every attribute in SVG files can be animated.

* Advantages of using SVG over other image formats (like JPEG and GIF) are: SVG images can be created and edited with any text editor
* SVG images can be searched, indexed, scripted, and compressed
* SVG images are scalable
* SVG images can be printed with high quality at any resolution
* SVG images are zoomable
* SVG graphics do NOT lose any quality if they are zoomed or resized
* SVG is an open standard
* SVG files are pure XML

The main competitor to SVG is Flash. The biggest advantage SVG has over Flash is the compliance with other standards (e.g. XSL and the DOM). Flash relies on proprietary technology that is not open source. SVG images can be created with any text editor, but it is often more convenient to create SVG images with a drawing program, like [Inkscape](http://inkscape.org/).