Scalable Vector Graphics (SVG) - A Hands-on Introduction
Practical Session 3 - Grouping and Transformations

Transformations and Templates

Build a house something like the one below.

Construct your house from:

- front of house
- roof
- chimney
- door
- four instances of a window shape using templates (<symbol> and <use> elements)
- text for the house name/number

To use symbols, you will need to include a namespace declaration in the SVG file, such as that below. (Note: this declaration is included in the template file, template.svg.)

```
<?xml version="1.0" standalone="no"?>
<svg width="...." height="...." xmlns:xlink="http://www.w3.org/1999/xlink" >
```

Use appropriate transformations to assemble the house from these components, then another transformation to place the completed house in the river scene.