

#Javascript

#SVG

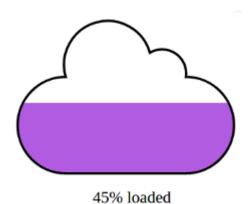
#AI

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How to partially color fill an SVG path

29 SEPTEMBER 2015 on SVG

Recently I wanted to create a fancy preloader for an app. An **SVG shape** that gradually fills up with a solid color as the app loaded its content. kinda like a progress bar, except the shape is a cloud, like this one:



Sounds pretty simple right? Well actually, it's not. there is no clear cut way to only **fill part of an SVG shape**. The W3 standard fill method can only fill the entire shape, so I had to find a

workaround.

After playing around with a few options for a while, I found a nifty solution. First, I filled the shape with a **linear gradient**, composed of **purple #B05BE0** on one end, and **transparent** on the other.



The HTML

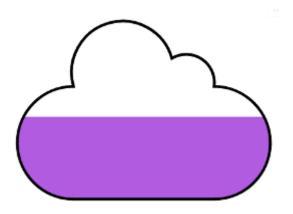
The CSS

```
.cloud {
    stroke: black;
    stroke-width:1;
    fill:url(#grad);
}

.color-transparent {
    stop-color:transparent;
    stop-opacity:1
}

.color-purple {
    stop-color:#B05BE0;
    stop-opacity:1
}
```

Then I set the gradient offset to 1% to remove the blur effect in the area where the two colors meet.



```
<stop offset="1%" class="color-transparent" />
<stop offset="1%" class="color-purple" />
```

Then with good Ol' JavaScript I was able to change the Y position of the gradient color from (100% to 0%) to create the illusion of the shape filling up from the bottom as the content loaded.

The Javascript

```
function setProgress (percentage) {
  document.getElementById('grad').setAttribute('y1', (100 -
}
```

If you find this useful head over to the <u>IsFiddle example</u> to play around with the code.