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Titolo	Beginning SVG : A Practical Introduction to SVG using Real-World Examples // by Alex Libby
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Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Part I: Getting Started -- 1. Introducing SVG -- 2. Adding SVG Content to a Page -- Part II: In More Detail -- 3. Working with Images and Text -- 4. Sizing SVG -- 5. Creating Filters -- 6. Animating Content -- 7. Optimizing SVG -- Part III: Putting SVG to Use -- 8. Creating SVG Charts -- 9. Incorporating SVG Libraries -- 10. Taking it Further.
Sommario/riassunto	Develop SVG functionality for use within websites quickly and natively, using basic tools such as HTML and CSS. This book is a project-oriented guide to creating and manipulating scalable vector graphics in the browser for websites or online applications, using little more than a text editor or free software, and the power of JavaScript. You'll use a starting toolset to incorporate into your existing workflow, develop future projects, and reduce any dependency on graphics applications for simple projects. This book is an excellent resource for getting acquainted with creating and manipulating SVG content. We live in an age where speed and simplicity are of the essence. Beginning SVG provides a perfect alternative when creating web-based projects that challenges the norm and encourages you to expand your resources and not resort to what "everyone else uses" (such as Illustrator). You'll discover that there is indeed a different way to achieve the same result. Stop thinking you must always resort to using graphics packages; there is always another way!

