



SVG Cheatsheet

Refs

📄📄📄📄📄 [A Friendly Introduction to SVG](#)

📄📄📄📄📄 [HTML📄full cheatsheet^{\[1\]}](#)

SVG	HTML
<tags />	<shapes />
fill	background
stroke	border
opacity	opacity

SVG📄📄📄📄📄<symbole> <defs> <use>

SVG Shapes

```
<svg width="128" height="128" viewBox="0 0 100 100" xmlns="http://www.w3.org/2001/XMLSchema-NS">
  <rect x="10" y="10" width="50" height="50" rx="20" ry="20" />
  <circle cx="25" cy="75" r="20" />
  <ellipse cx="30" cy="30" rx="20" ry="25" />
  <line x1="10" y1="10" x2="80" y2="30" />
```

```
<polyline points="10,10 20,10 30,30 10,50 10,30" />
<polygon points="10,10 20,10 30,30 10,50 10,30" />
</svg>
```

SVG 📄📄

📄spin📄📄📄📄

```
<svg>
<style>
@keyframes grow {
from {
stroke-dasharray:
calc(var(--circumference) * 0.05),
var(--circumference);
}
to {
stroke-dasharray:
calc(var(--circumference) * 0.25),
var(--circumference);
}
}

@keyframes spin {
from {
stroke-dashoffset: 0;
}
to {
stroke-dashoffset:
calc(var(--circumference) * -0.95);
}
}

circle {
/*
Calculate the circumference in JS, and
apply it as a custom property:
*/
--circumference: 572px;

animation:
grow 1200ms infinite alternate paused,
spin 2400ms infinite alternate paused;
```

```
}  
  
</style>  
</svg>
```

Text

```
<text x="0" y="0">  
  Dimetrodon is  
<tspan dy="-30">not</tspan>  
  a dinosaur.  
</text>
```

Group

```
<g class="head">  
<!-- svg shapes -->  
</g>  
  
<symbol id="symbol-id" viewBox="0 0 256 256">  
<!-- svg shapes -->  
</symbol>  
  
<use xlink:href="#symbol-id" />  
  
<defs>  
<path id="arc" d="M100,160 Q128,190 156,160" />  
</defs>  
  
<defs>  
<linearGradient id="the-gradient">  
<stop offset="0%" stop-color="orange" />  
<stop offset="100%" stop-color="red" />  
</linearGradient>  
</defs>  
  
<circle fill="url(#the-gradient)" cx="100" cy="100" r="100" />
```

[^1]: <https://learntheweb.courses/topics/svg-cheat-sheet/>

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[Newer](#)

[Older](#)

2026-03-04
[JavaScript] Bad Parts

2025-07-22
HTTP series