

Some notes about slides on filters

- Slide 1:
 - filterRes parameter, effect on picture, pixelization
- Slide 2:
 - filterRes; move a circle on picture and choose size of pixel
- Slide 3:
 - sourceGraphic and sourceAlpha on SVG, feTurbulence and JPEG picture
- Slide 4:
 - filterUnits: userSpaceOnUse in pixels, cm or inches; objectBoundingBox in percentage
- Slide 5:
 - feColorMatrix: change RGB; saturate (0 give black and white) hueRotate, luminanceToAlpha
- Slide 6:
 - with luminanceToAlpha and lighting on it, then feComposite with original picture
- Slide 7:
 - feComponentTransfer: change brightness with linear on RGB
- Slide 8:
 - volcano animation on R channel with feComponentTransfer
- Slide 9:
 - fade-in out using alpha channel on feComponentTransfer and effect with feDisplacementMap with radial gradient as grid
- Slide 10:
 - lighting: animation with feSpotLight and animate on coordinates
- Slide 11:
 - examples for values for surfaceScale
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 - examples of 3d effects on gradients with stop-opacity=0 with feDiffuseLighting and feDistantLight
- Slide 13:
 - same effects on patterns
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 - same effects on tiling of plane
- Slide 15:
 - feTurbulence examples
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 - with feColorMatrix to change colors
- Slide 17:
 - with feComponentTransfer
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 - animations on feTurbulence with animate on seed or baseFrequency
- Slide 19:
 - add feDiffuseLighting to get 3d effects
- Slide 20:
 - examples for mode parameter in feBlend
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 - examples for operator in feComposite
- Slide 22:
 - examples of erode and dilate in feMorphology on SVG and JPEG picture
- Slide 23:
 - animation: focussing a picture with feMorphology
- Slide 24:
 - animation: progressive drawing of a gradient with feMorphology
- Slide 25:
 - examples of effects on JPEG picture with feDisplacementMap with different grids

Slide 26:

animation fade SVG picture with feDisplacementMap and radial gradient as grid

Slide 27:

animation fade SVG picture with feDisplacementMap and radial gradient as grid

Slide 28:

animation fade SVG picture with feDisplacementMap and feTurbulence as grid

Slide 29:

animation focussing SVG objects with feDisplacementMap and radial gradient as grid

Slide 30:

animation fade JPEG with feDisplacementMap and concentrics circles as grid

Slide 31:

animation focussing SVG objects with feOffset

Slide 32:

animation progressive drawing of radial gradient with 3d effect, animate on stop-opacity

Slide 33:

animation on feTurbulence and feDiffuseLighting, animate on surfaceScale

Slide 34:

tool to modify parameters for 3D effects using feGaussianBlur on sourceAlpha, feOffset, feSpecularLighting with fePointLight and feComposite.

Slide 35:

tool to combine any filter primitive

Pictures to load with prompt:

bandes.svg – damier.svg – losanges.svg – pattern.svg – raies.svg – ronds.svg – tile.svg

radial1.svg – radial2.svg – radial3.svg – radial4.svg – bateau.jpg

Example 1:

feTurbulence – feDiffuseLighting on turbulence – feComposite – add feFlood and feComposite

Example 2:

On objects SVG as background, feMorphology (dilate) on sourceAlpha, feDiffuseLighting on this, feComposite for objects in hollow.

Example 3:

On jpeg picture, see effect of feColorMatrix

luminanceToAlpha on same picture with lighting give effects in feComposite or feBlend

Example 4:

On jpeg picture, see effect of feComponentTransfer (change brightness)

Example 5:

On picture, effect with feDisplacementMap and radial gradient as grid