

# SVG Job Interview Questions And Answers



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## SVG Interview Questions And Answers Guide.

### Question - 1:

Described AOL's 'art' format?

#### Ans:

AOL downloads are sometimes not compatible with other graphic formats.

\* The graphics are converted to .art file format. This format is not compatible with other browsers.

Following is the solution for this incompatibility:

1) Click on Members from AOL Menu Bar.

2) Select Preferences. Click on WWW.

3) Select the Web Graphics tab.

4) Uncheck the box for Use Compressed Graphics.

\* The files in Temporary Internet Files can be deleted for clearing the web cache.

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### Question - 2:

What is RIOT image optimization tool?

#### Ans:

RIOT - Radical Image Optimization Tool, an image optimizer for MS-Windows users, available as a standalone application.

\* It is available as an extension of IrfanView.

\* RIOT supports JPG, GIF and PNG files.

\* It has the ability for stripping out the image metadata for file bloat reduction.

\* An image can be edited like pan, zoom, rotate and flip built-in.

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### Question - 3:

Described lossless image optimization tool?

#### Ans:

\* PNGOUT is one of the lossless image optimization tools.

\* PNGOUT can run in the command line or in Windows Run dialog box.

\* The options available in PNGOUT are robust.

\* Image compression can be done easily and also customized.

\* PNGOUT supports image optimization for JPG, GIF and PNG format files.

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### Question - 4:

Define actions in Photoshop?

#### Ans:

\* Actions in Photoshop represents a series of recording steps applied by the designer.

\* Images / photos can enhance and enrich with a single click of a button.

\* Actions are identified by using .atn extension.

\* After loading the .atn file in the action palette, the folder can be selected and expanded by the user.

\* User clicks on play after highlighting the designated action from the folder.

\* The photo executes through a set of steps.

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### Question - 5:

Tell me why plug-in is required to view SVG files?

#### Ans:

\* The <embed> and <object> tags are embedded into HTML page.

\* The type attribute might be set to incompatible MIME type.



- \* The SVG MIME type is image/svg+xml.
- \* To identify the <embed> and <object> tags along with SVG, the SVG plug-in is needed.
- \* The plug-in need to be properly set. The SVG MIME type sometimes set as image/svg+xml. This will not recognize the <embed> and <object> tags.

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### Question - 6:

How you can convert bitmap data to vector data and back?

**Ans:**

- \* At times there would be a need to transform a bitmap into a vector image.
- \* Outlining is known as the process to convert bitmap data to vector graphics.
- \* Simplest way of converting bitmap image into vector image is to place the bit map image on the background of the canvas of any drawing application.
- \* Manually draw over the graphics on the canvas.
- \* The simple form of converting vector graphics into bitmap is to take a screen capture and save the image.
- \* Photoshop opens some vector files and rasterizing them to convert it into bitmap file.

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### Question - 7:

What are Bit-map Graphics?

**Ans:**

Bit-map Graphics:

- \* Bit-map images have pixels in a grid.
- \* Re-sizing the image reduces the quality.
- \* They are resolution dependent.
- \* They can be converted into other format easily.

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### Question - 8:

What are Vector Graphics?

**Ans:**

Vector Graphics:

- \* Vector Graphics are scalable.
- \* They are cartoon-like and resolution independent.
- \* They does not require background.
- \* They are inappropriate to generate photo-realistic images.

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### Question - 9:

Tell me why the flash animations are smaller in bits?

**Ans:**

- \* Flash files are smaller in size than animated GIFs, as they would not store every single frame of a specific animation.
- \* As Flash files use vector art, it needs only mathematical data, rather than raster art.
- \* Raster images, sounds and video that are added to Flash, increase the file size.
- \* Flash animations are to provide security vulnerability compared to raster images.
- \* Image quality in Flash is better than other animated images like GIF.
- \* All raster images are limited by their palette, while flash is not limited in that aspect.

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### Question - 10:

What is anti-aliasing In SVG?

**Ans:**

- \* Anti-aliasing allows the images to soften the sharp edges in order to appear less jagged when rendered.
- \* Anti-aliasing is performed by multi-sampling each pixel at multiple pixel locations and samples combining for generating a final pixel color, is done.
- \* The amount of anti-aliasing is increased by increasing the number of samples per pixel, to generate smooth edge.
- \* 4x and 2x multi-sampling needs 4 and 2 sample per pixel respectively.
- \* Use GraphicsAdapter in XNA Game Studio 3.1.

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### Question - 11:

List the different movie formats?

**Ans:**

Following are some of the movie formats with file extensions and their description:

- 1) .3mm - 3D Movie Maker Movie
- 2) .aep - After Effects Project
- 3) .amv - Anime Music Video File
- 4) .asx - Microsoft ASF Redirector File
- 5) .avb - Avid Bin File
- 6) .gvp - Google Video Poiner
- 7) .lsf - Streaming Media Format
- 8) .m4e - MPEG-4 Video Format



- 9) .mjp - MJPEG Video File.
- 10) .rm - Real Media File
- 11) .siv - Sonic Imaging Video File

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### Question - 12:

Define VRML?

**Ans:**

VRML - Virtual Reality Modeling Language to describe 3D image sequences.

- \* A sequence of visual images into Web settings are build, with which a web user can interact with 3D scene.
- \* VRML viewer should be plugged-in for a browser to view VRML file.
- \* Blaxxun's CC Pro, Platinum's Cosmo Player, WebFx, WorldView and Fountain are the VRML viewers for MS Windows platform.
- \* Whirlwind and Voyager are the VRML viewers for Apple's Mac.

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### Question - 13:

Define VML?

**Ans:**

- \* Vector Markup Language supports vector graphic information markup.
- \* The contents are composed of described paths using connected lines and curves.
- \* VMS uses CSS Level 2 to determine the layout of the vector graphics.
- \* The workflow for rendering VML is similar to that of HTML rendering.
- \* The VML workflow generates the locations with related information for vector paths and related objects.
- \* Followed by these operations, the bit map objects are rendered using the native operating system functionality.

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### Question - 14:

What are Gradients in SVG?

**Ans:**

Smooth transition from color to color is known as gradient.

- \* Same element can be applied with several color transitions.
- \* The types of gradients are:
  - 1) Linear Gradients: Vertical, horizontal and angular gradients are known as Linear Gradients.
  - \* The tag <linearGradient> within <defs> tag is used to define linear gradients.
  - \* Linear Gradients effects from left to right or right to left or in diagonal directions of the object
  - 2) Radial Gradients: The gradients with one color to another color is known as Radial Gradients.
  - \* Radial Gradients affects the middle part of the image.

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### Question - 15:

What are filters in SVG?

**Ans:**

- \* Filters in SVG are used to add special effects to shapes, images and text.
- \* There are several parameters in SVG filters.
- \* Certain filters are used for drawing objects.
- \* Filter Tools allow Javascript / PHP to choose pictures on local disk and modify the images.
- \* Certain filters are feColorMatrix, feComponentTransfer, feComposite, feGaussianBlur etc.
- \* The filter primitives feSpecularLighting and feDiffuseLighting are used with feComposite for creating lighted drawing.
- \* The filter primitives feImage, feFlood and feOffset are used for creating input for other filters.
- \* To create cloud patterns, feTurbulence with feColorMatrix is used.
- \* The filters feGaussianBlur, feOffset, feSpecularLighting and feComposite are used for creating 3D light effect.

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### Question - 16:

How to create a circle with the use of <circle> tag?

**Ans:**

The <circle> tag is used for creating circles.

The tag requires the x and y coordinates as center point of the circle and radius of the circle.

Following is the example to draw a circle:

```
<?xml version="1.0" standalone="no"?>
<!DOCTYPE svg PUBLIC "-//W3C//DTD SVG 1.1//EN"
"http://www.w3.org/Graphics/SVG/1.1/DTD/svg11.dtd">
<svg width="100%" height="100%" version="1.1"
xmlns="http://www.w3.org/2000/svg">
<circle cx="200" cy="100" r="50" stroke="black"
stroke-width="2" fill="blue"/>
</svg>
```

The circle's center point is at (200,100) coordinate and the radius is 50.

The 'stroke' attribute draws the border of the circle with 2 as width.

The circle is filled with blue, as the 'fill' attribute is assigned with color blue.



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### Question - 17:

How you can specify a border to a rectangle?

**Ans:**

Following is the code snippet for drawing a rectangle:

```
<?xml version="1.0" standalone="no"?>
<!DOCTYPE svg PUBLIC "-//W3C//DTD SVG 1.1//EN"
"http://www.w3.org/Graphics/SVG/1.1/DTD/svg11.dtd">
<svg width="100%" height="100%" version="1.1"
xmlns="http://www.w3.org/2000/svg">
<rect width="400" height="200" />
</svg>
```

The style attribute is specified in the <rect> tag to specify the border color. This is illustrated in the following code snippet:

```
<rect width="400" height="200" style="fill:rgb(0,0,255);stroke-width:1;
stroke:rgb(0,0,0)"/>
```

The property 'fill' defines the color to fill the rectangle.

The property 'stroke-width' defines the width of the border of the rectangle.

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### Question - 18:

How you can perform embed SVG in HTML?

**Ans:**

\* SVG files are embedded into HTML documents by using <embed>, <object> and <iframe> tags.

\* The <embed> tag is supported for all major browsers.

\* The <embed> tag supports scripting.

\* Adobe SVG view recommends to use the EMBED tag while embedding in HTML page.

\* Note that the tag name is capitalized.

Following is an example for <embed> tag:

```
<embed src="rectangle.svg" height="100" width="300" type="image/svg+xml" pluginspage="http://www.adobe.com/svg/viewer/install/" >
```

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### Question - 19:

List the example for SVG file?

**Ans:**

Following code snippet is an example that draws a circle.

\* SVG code always starts with <svg> tag.

```
<?xml version="1.0" standalone="no"?>
```

```
<!DOCTYPE svg PUBLIC "-//W3C//DTD SVG 1.1//EN"
```

```
"http://www.w3.org/Graphics/SVG/1.1/DTD/svg11.dtd">
```

```
<svg width="100%" height="100%" version="1.1"
```

```
xmlns="http://www.w3.org/2000/svg">
```

```
<circle cx="200" cy="100" r="50" stroke="blue" stroke-width="2" fill="yellow"/>
```

```
</svg>
```

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### Question - 20:

List the advantages of SVG?

**Ans:**

\* SVG files can be handled by various tools.

\* SVG files are smaller and more compressible than other formats like JPEG, GIF.

\* SVG images produce high quality prints irrespective of resolution.

\* SVG images are zoomable, without degradation.

\* Text can be selected in SVG images.

\* Text in SVG images is searchable.

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### Question - 21:

Why to use SVG?

**Ans:**

\* It is high-end 2D graphics using XML tags.

\* It uses XML as plain vanilla text.

\* SVG images are scalable.

\* CSS can be applied to SVG.

\* It is a W3C recommendation standard.

\* Exclusive technology to handle exclusively vector graphics.

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### Question - 22:

What are the SVG Gradients?

**Ans:**

A gradient is a smooth transition from one color to another. In addition, several color transitions can be applied to the same element.

There are two main types of gradients in SVG:

- \* Linear Gradients
- \* Radial Gradients

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**Question - 23:**

What are available filters in SVG?

**Ans:**

The available filters in SVG are:

- \* feBlend
- \* feColorMatrix
- \* feComponentTransfer
- \* feComposite
- \* feConvolveMatrix
- \* feDiffuseLighting
- \* feDisplacementMap
- \* feFlood
- \* feGaussianBlur
- \* feImage
- \* feMerge
- \* feMorphology
- \* feOffset
- \* feSpecularLighting
- \* feTile
- \* feTurbulence
- \* feDistantLight
- \* fePointLight
- \* feSpotLight

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**Question - 24:**

What are predefined shapes in SVG?

**Ans:**

SVG has some predefined shape elements that can be used and manipulated by developers:

- \* Rectangle <rect>
- \* Circle <circle>
- \* Ellipse <ellipse>
- \* Line <line>
- \* Polyline <polyline>
- \* Polygon <polygon>
- \* Path <path>

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**Question - 25:**

What are the predefined shapes in SVG?

**Ans:**

SVG has some predefined shape elements that can be used and manipulated by developers:

- \* Rectangle <rect>
- \* Circle <circle>
- \* Ellipse <ellipse>
- \* Line <line>
- \* Polyline <polyline>
- \* Polygon <polygon>
- \* Path <path>

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**Question - 26:**

Is there any way for the creator of an SVG document to specify text that will (a) be rendered with the precise metrics intended and (b) will render correctly on all conforming SVG implementations?

**Ans:**

This was one of the requirements from the SVG Requirements document. Somehow or other this will be possible.

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**Question - 27:**

How does one specify a precise font in any other way than by downloading? In particular, how would an SVG document specify the difference between Adobe Times (in Type1 format, say), and Monotype Times (in TrueType format, say)?

**Ans:**

You can provide a 'hint' about what type format a given font is, but I'm not sure that all implementations will do what you want and (for example) only use the Type1 font.



I think Web fonts are the way to go if you want to ensure that the correct font is used. System fonts have their place, too, but probably should be avoided if you have precise text needs.

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### Question - 28:

If yes, and the font is in Type1 format, and if the font is specified by download, how does the SVG renderer find the corresponding .afm (font metrics) file?

#### Ans:

Don't think current W3C standards such as CSS address this issue directly and I'm not aware of any relevant de facto standards. Adobe is aware of the desire to port Type1 Web fonts and is working through solutions. Stay tuned.

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### Question - 29:

If a font contains kerning and ligature info, does an SVG renderer apply these transformations?

#### Ans:

My best guess is that the answer will be 'yes' but I'm still doing my homework. I believe an SVG processor, just like a CSS processor, should take advantage of any intelligence built into a font.

Note that SVG will provide an 'altglyph' facility so that authoring products can precisely control which glyphs are used and thus override any automatic font features.

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### Question - 30:

Does an SVG implementation ever do line-breaking of text?

#### Ans:

It doesn't look like SVG will do any line-breaking. If you want line-breaking of text, then embed some XHTML or other CSS-formatted or XSL-formatted XML within <foreignobject>.

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### Question - 31:

Explore the possibilities of SVG?

#### Ans:

Scalable Vector Graphics (SVG) is a text-based graphics language that describes images with vector shapes, text, and embedded raster graphics.

SVG files are compact and provide high-quality graphics on the Web, in print, and on resource-limited handheld devices. In addition, SVG supports scripting and animation, so is ideal for interactive, data-driven, personalized graphics.

SVG is a royalty-free vendor-neutral open standard developed under the W3C (World Wide Web Consortium) Process.

Adobe has taken a leadership role in the development of the SVG specification and continues to ensure that its authoring tools are SVG compatible.

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### Question - 32:

What can we do with this SVG library?

#### Ans:

One pic is more than 1000 words, so have a look at this examples by clicking on the pictures. Make sure, you use Internet Explorer or have installed a SVG plugin for your browser. For a first impression, how easy it is to display 3D objects using this library, have a look at the source code of the respective html files. The file svgvml3d.js is the core of the library and must always be included. If you want to use a 3D chart, then the file boundingbox.js must be included. Additionally, you can define your own classes for specific 3D objects. The objects, which are defined in the files platonic.js and colorbox3d.js are only used in their specific context. Have a look at those 2 files, to see how you can define your own objects for the use with this library.

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### Question - 33:

What is SVG-VML-3D ?

#### Ans:

SVG-VML-3D is a free JavaScript library which can be used to draw and manipulate 3D objects in html pages by using SVG or VML. The JavaScript code which has to be typed into the html page to define the Scene (3D Objects, Viewer Position, Light, ...) is the same for SVG and VML. If the browser is IE, then automatically VML will be used, otherwise SVG will be used.

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### Question - 34:

What is SVG and what is VML ?

#### Ans:

SVG (Scalable Vector Graphics) is a format which is recommended by the W3C for the description of vector graphics, especially for the use in Web pages. In order to view a page with included SVG objects, you must install a plugin for your web browser. You can get one for free from <http://www.adobe.com/svg/>. There are plugins available for many web browsers.

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### Question - 35:

What is SVG?





**Ans:**

Scalable Vector Graphics (SVG) is a new graphics file format and Web development language based on XML. SVG enables Web developers and designers to create dynamically generated, high-quality graphics from real-time data with precise structural and visual control.

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