Developing an SVG Editor with Image Filtering Capability Using Batik

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Abstract – Scalable Vector Graphics (SVG) is a markup language for describing two-dimensional (2D) graphics in eXtensible Markup Language (XML). The ability to apply various filter effects to SVG graphics and container elements helps to maintain the semantic structure of a document, when images usually obscure the original semantics of the elements they replace. This project develops a robust editor for viewing, generating, and editing SVG documents (Fig. 1). It enables developers to import existing documents or create a new document from scratch, apply preexisting filters directly to elements, remove filters, and preview changes before committing to them. The editor is developed with Java using the Apache Batik SVG Toolkit.

Figure 1: A screenshot of the editor.