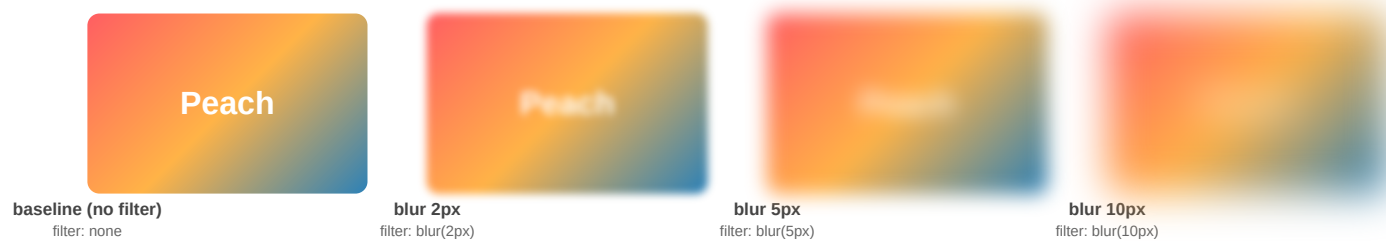


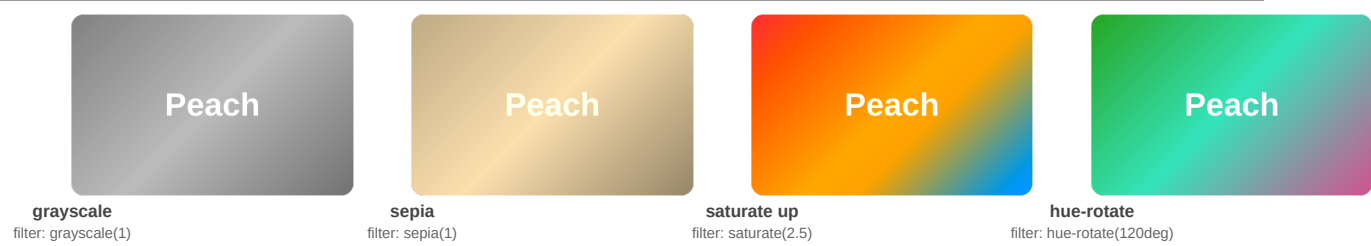
CSS filter: Rendered as a Bitmap

blur(), grayscale(), sepia(), saturate(), and hue-rotate() have no PDF equivalent - a blur needs per-pixel convolution and the colour functions mix channels - so an element carrying one is rendered into a bitmap at 300 dpi, filtered in the order written, and embedded at exactly its own size. Zoom in: the edges of the blur stay smooth, and the unfiltered swatch next to them stays vector. (docs/html-css-support.md#rasterized-effects)

1 — Blur



2 — Cross-channel colour functions



3 — Partial amounts and chains, applied in order

