

Shadows

Blurred shadows are true Gaussian blurs rendered into bitmaps at 300 dpi, drawn underneath content that stays vector and selectable. `text-shadow`, `box-shadow` (outer and inset) and `drop-shadow()` all follow the real shape: a drop-shadow of text or of a PNG with transparent corners is the glyph or image outline, not a rectangle. (docs/html-css-support.md#rasterized-effects)

1 — text-shadow

Hard

3px 3px 0 #9ab

Glow

0 0 6px #4af

Soft

2px 3px 5px rgba(0,0,0,.6)

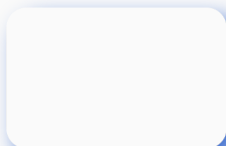


three layers, first on top

2 — box-shadow: a real Gaussian, knocked out under the box



0 4px 14px rgba(0,0,0,.45)



transparent box: no shadow shows through



inset 0 0 14px, rounded hole



spread + two layers

3 — filter: drop-shadow() follows the alpha shape

Silhouette

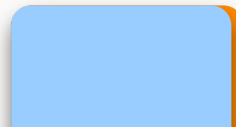
text: shadow is the glyph outline



PNG with transparent corners



inline SVG (not its bounding box)



two drop-shadows chained