

SVG <filter>: a multi-primitive graph

The classic drop-shadow-via-primitives idiom: `feFlood + feComposite("in")` builds a solid shadow shape from the source's own alpha, `feOffset` displaces it, and `feMerge` layers it under the original. Each step names its own result (`flood`, `shadowColor`, `offsetShadow`) so a later primitive - including `feMergeNode`'s own "in" - can look it up directly, not just chain to the immediately-previous step. ([docs/supported-svg-features.md#filters](#))



unfiltered star



`feFlood + feComposite(in) + feOffset + feMerge`