



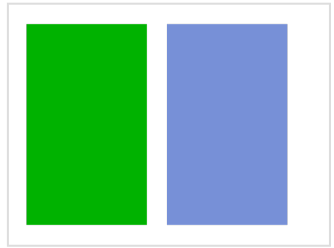
blur 4



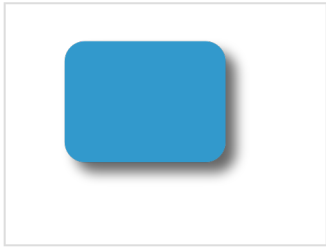
blur x-only



saturate .2



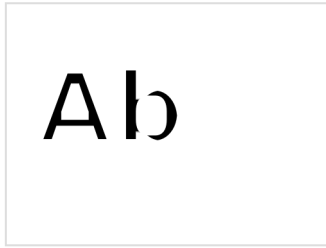
hueRotate 120



feDropShadow



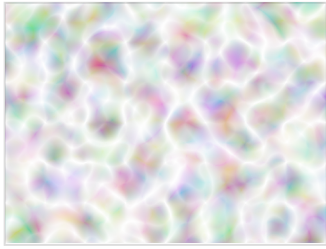
dilate 3



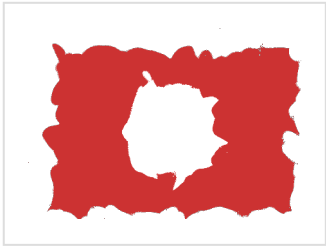
erode 2



fractalNoise



turbulence



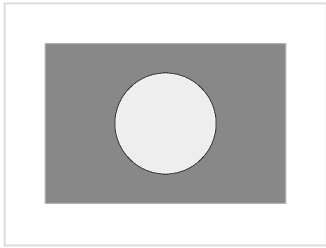
displacement



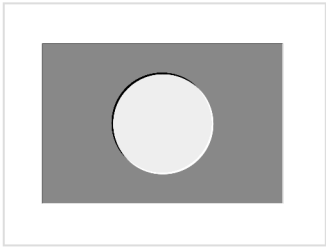
diffuse light



specular point



sharpen



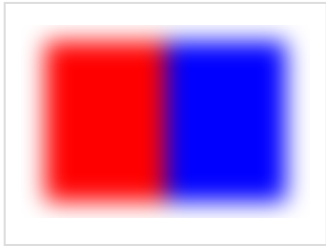
emboss



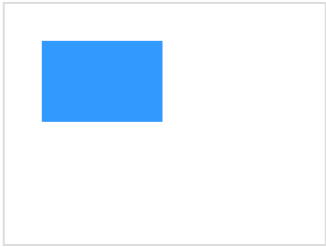
transfer fns



blur linearRGB



blur sRGB



subregion flood



feTile