



SVG Prep Checklist

A checklist to help you prepare design artwork for SVG, following the best practices from Sketch Master.

- Use a thoughtfully-sized Artboard
- Avoid bitmap images
- Use unique layer names (unless removing them with an optimizer)
- Ungroup all layers
- Consider flattening layers with flip or rotate transforms
- Reconstruct masks with Boolean operations, like Intersect
- Prefer Center borders to Inside or Outside
- Only use Convert to Outlines on borders if absolutely necessary (ex: to create a "single path" SVG)
- Merge multiple fills on the same layer
- Replace non-Normal blend modes with new filled shapes
- Consider replacing shadows with gradients when possible

- Export or Copy SVG Code on the Artboard—not layers or slices
- Optimize in SVGito svgito.com
- Optimize in SVGOMG jakearchibald.github.io/svgomg
- Include recommended declarations at the top of the SVG, if it will be used as an independent graphic
- If using multiple inline SVGs on a webpage, ensure that none of their elements have the same ID



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