

# Not all Web Icons Are Created Equal

Once upon a time in the dark  
ages of the web there was



# Too many requests!

- Let there be CSS Sprites!
- Many small images out of the HTML and into a single background image.



```
.icons-alarm, .icons-bike, .icons-camera {  
background-image: url('http://i.imgur.com/06XvkWW.png');  
background-repeat: no-repeat;  
height: 64px;  
}  
  
.icons-alarm {  
width: 60px;  
background-position: 0 0;  
}  
  
.icons-bike {  
width: 112px;  
background-position: -72px 0;  
}  
  
.icons-camera {  
width: 84px;  
background-position: -192px 0;  
}
```



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```

# Back to the Future!

```

```

# Then... Symbol Fonts Came!

```
<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.5.0/css/font-awesome.min.css" rel="stylesheet" />
```

```
<i class="fa fa-thumbs-up"></i>
```

```
.fa-thumbs-up:before {
```

```
    font-family: FontAwesome;
```

```
    content: "\f095";
```

```
}
```

(hiding in the private Unicode space)

<i class="material-icons">face</i>

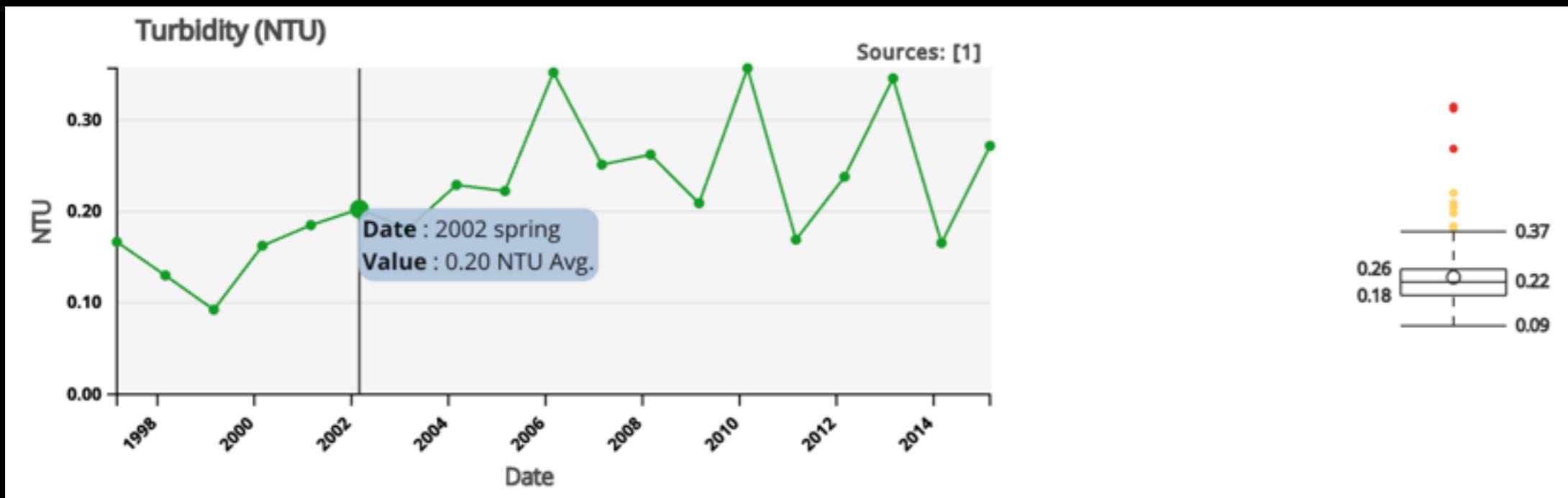
ligaments

# Now it's the era of the SVG Icon

```
<svg>  
  
  <path id="#myIcon" d="..."></path>  
  
</svg>  
  
#myIcon {  
  
  fill: blue;  
  
}  
  
#myIcon:hover {  
  
  fill: red;  
  
}
```

# SVG support in Web Browsers is getting better and better

**Most visualizations libraries spit out SVG  
(for example D3.js)**



# Behold the... Inline SVG

```
<svg>
  <defs>
    <symbol id="icon-1">
      <path id="#myIcon" d="..."></path>
    </symbol>
  </defs>
</svg>
```

```
<svg class="icon icon-1">
  <use xlink:href="#icon-1"></use>
</svg>
```

```
<svg class="icon icon-2">
  <use xlink:href="#icon-2"></use>
</svg>
```

You can even load them from external file!

<https://icomoon.io/>

# Links

- <https://web-crunch.com/should-i-use-svg-icon-fonts-or-images/>
- <https://icomoon.io/>
- <https://google.github.io/material-design-icons/#using-the-icons-in-html>
- <https://alistapart.com/article/the-era-of-symbol-fonts>