# Direct Manipulation and SVG
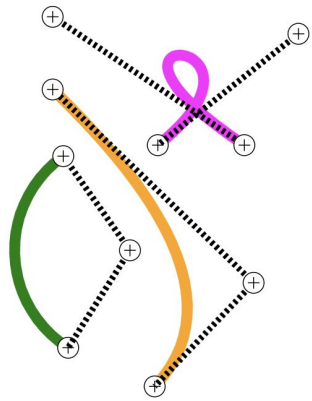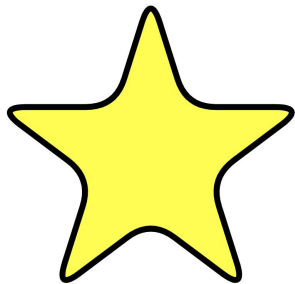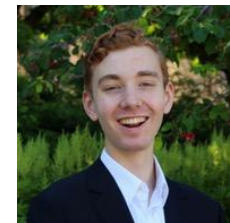## Creating and Adjusting Graphics Programmatically and Visually

Many vector graphics editors do not facilitate parametric or algorithmic design. On the other hand, many coding editors do not facilitate aesthetic design. We present a hybrid SVG editor that bridges between the two forms, supporting both indirect manipulation through code and direct manipulation through a mouse. Changes made in one interface are automatically reflected in the other.

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