Blazon

- svg: d3.Selection
- shield: d3.Selection
- chargesLayer: d3.Selection
- specifications: Map<string, any>
- field: ETincture
- quarters?: Quarter[]
- charges?: ChargeRenderer[]

+ draw()
- instantiateCharges(charges: ICharge[]): ChargeRenderer[]
- instantiateQuarters(quarters: IBlazon[]): Quarter[]
- populateSVGSelectors(svg: d3.Selection)
- clearShield()