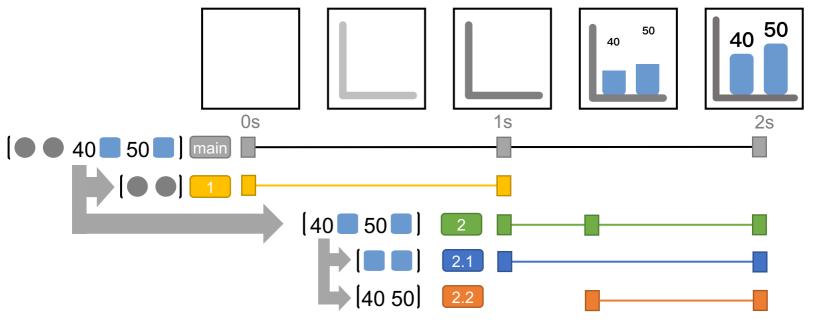


(A) Animation specs (BarMarkEnter is used as template)



(B) Animation hierarchy and timeline