

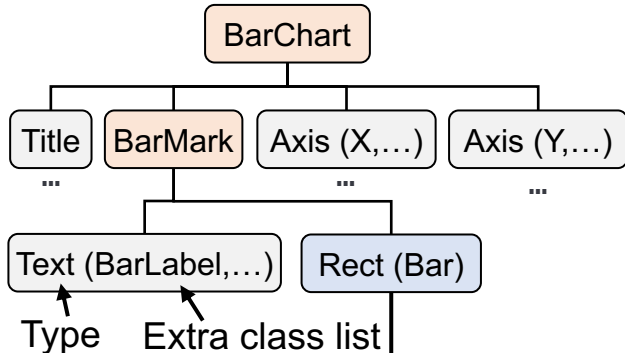


Target type spec



A

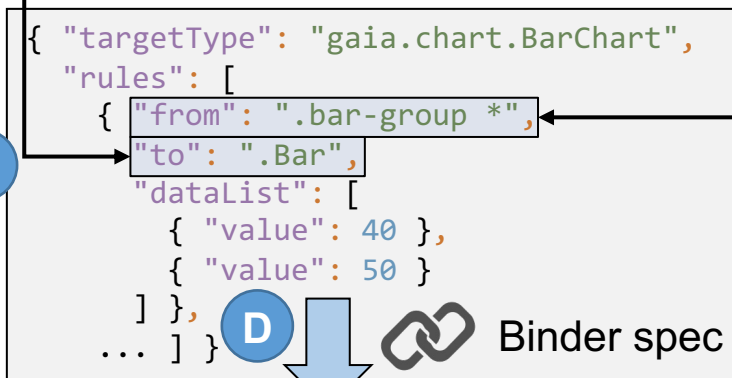
Target type tree



Selected type

Ancestors of selected type

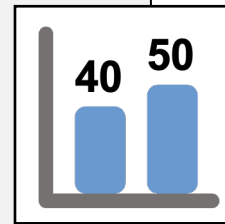
B



```
<svg ...>
<line id="x-domain" ...></line>
<line id="y-domain" ...></line>
<g class="label-group">
  <text id="label-0" ...>40</text>
  <text id="label-1" ...>50</text>
</g>
<g class="bar-group">
  <rect id="bar-0" .../>
  <rect id="bar-1" .../>
</g>
</svg>
```

Unknown structure

Animated target



Original SVG

C

Generate **class list**

Add or copy **id**

according to target type tree

Bind **data**

```
<rect id="bar-0" class="Rect Bar BarMark BarChart" value="40"></rect>
<rect id="bar-1" class="Rect Bar BarMark BarChart" value="50"></rect>
...
```

Unified virtual target model