BarMarkEnter.ani.json

```
1  {
2    "name": "BarMarkEnter",
3    "targetType": "BarMark",
4    "params": { "direction": "bottom" },
5    "main": {
6      "sync": [
7        {
8          "ref": "Wipe",
9          "target": ".Bar",
10         "from": "$direction",
11         "duration": 1.5
12       },
13       {
14         "ref": "ZoomIn",
15         "target": ".BarLabel",
16         "offset": 0.5
17       }
18     ]
19   }
20 }
```

main

1

2

Define parameters

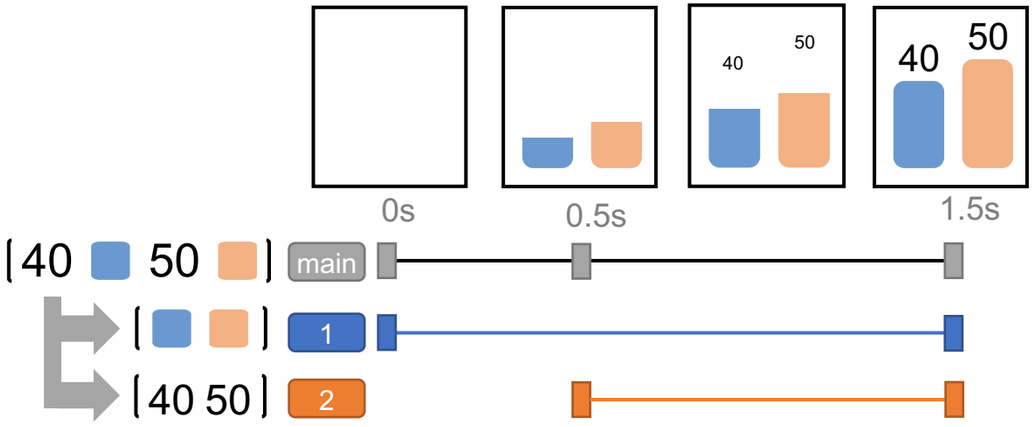
Set effect parameters

Assign **effect**

Specify **target**

Set **timing** parameters

(A) Animation spec



(B) Animation hierarchy and timeline

Type	Attribute	Example(s)	Default
Target	target	".Bar" / [{"filter": ".Bar"}] / "$strParam"	[]
	groupBy	"@data.value" / "$strParam"	
Timing	duration	1.0 / "$numParam"	1
	offset		0
	stagger		0
	yoyo	true / {"repeat": 1, "delay": 0.2} / "$boolParam"	false
	start	"after prev" / "$strParam"	"with prev"
Effect	sync	[{"ref": "Fade", "target": ".Bar"}] / ["$aniUnitParam"]	
	concat		
	child	{"ref": "Fade", "target": ".Bar"} / "$aniUnitParam"	
	foreach		
	ref	"Wipe" / "$strParam"	
	(other params)	"from": "bottom" / "paramName": "$param"	
Class	package	"gaia.common"	""
	import	"name" / [{"module": "name", "as": "alias"}]	[]
	name	"ClassName"	"Main"
	targetType	"BarMark"	"Any"
	params	{"numParam": 1, "strParam": {"type": "string"}}	{}
	main	{"ref": "Fade", ...} / {"sync": ...}	

(C) All keywords used in animation spec and examples