

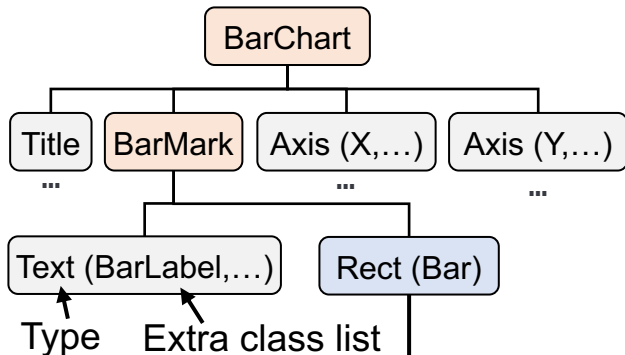


Target type spec



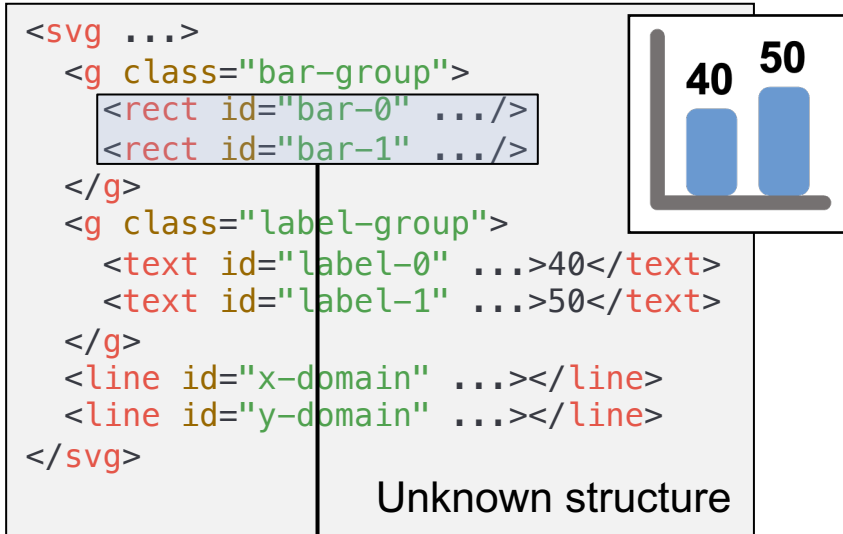
A

Target type tree

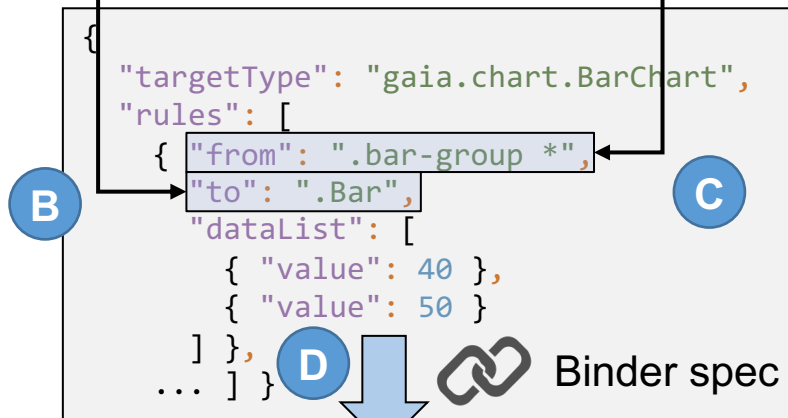


Selected type

Ancestors of selected type



Animated target and original SVG



Binder spec

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