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New ROOT graphics language

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For two decades, ROOT brought its own graphics system abstraction based on a graphics model inspired by the popular graphics systems available at that time. (X11, OpenGL, Cocoa ...)

With the emergence of modern C++ and recent graphics systems based on client/server models, it was time to redefine completely ROOT graphics.

This has been done in the context of ROOT 7 which provides the new Graphics library using modern C++ serving JavaScript-based clients over the web.

This new approach re-thinks the High Energy Physics graphics language targeting the production of plots designed for usability with new graphics style and optimal defaults

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