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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 redefined completely ROOT graphics.

This has been 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-think 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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