I see

bool SvgDraw::ExcludeClipOp(const Rect& r)

Removes the r from current painting clip - means anything you draw inside r will not be drawn.

bool SvgDraw::IntersectClipOp(const Rect& r)

Painting clip will be intersection of current and r.

Rect SvgDraw::GetClipOp() const

You should return minal bounding rect for current clip. Anyway, returning Rect(-INT_MAX, -INT_MAX, INT_MAX, INT_MAX) is OK as well.

The rest can wait. However, the real question: Does SVG embed fonts? IMO, it should, just like PDF. In PdfDraw, 95% of code is dealing with this

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