

Storyboard: https://miro.com/app/board/uXjVLTxf7HU=

Sequence Breakdown:

1. Opening Scene - Forest with Trees and Grass:

- The background consists of swaying trees and swaying grass, providing a natural setting.
 - Static Objects: A few rocks are scattered across the ground.
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2. Rayman's Punches:

- Rayman enters the scene and approaches two rocks.
 - Action: Rayman punches the first rock, which cracks slightly, then quickly punches the second rock, causing it to break apart.
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3. Steve's Entrance:

- Minecraft Steve walks into the scene, holding a Mario Mushroom.
 - Action: Steve slides the Mushroom toward Rayman.
 - Rayman immediately grows bigger, using squash and stretch as he expands.
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4. Rayman's Super Punch:

- Now larger, Rayman approaches a third rock.
 - Action: He punches the rock with more force, causing it to break and reveal a spinning Question Mark Item Box inside.
 - The Question Mark Item Box begins spinning rapidly upon being revealed.
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5. Final Reveal - Coin:

- The spinning Question Mark Item Box breaks open, revealing a spinning Mario Coin inside.
 - The Mario Coin floats in the air, spinning smoothly.
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1. Menu Analysis

Overwatch - Main Menu and Game Mode Menu

Initial Impressions:

- Smooth transitions between menu items with visually engaging background animations.
- The use of animations in the background provides life and focus on your selection without distracting from the functionality.
- Hover and select animations for menu buttons add feedback, enhancing user engagement.

Movement Characteristics:

- Easing Curves: The transition between menus uses ease-in/ease-out, creating a fluid, natural feel as elements slow down before stopping.
- Key Animation Principle: Anticipation is evident when hovering over a button, as it slightly enlarges or highlights before being selected.

Timing Chart Breakdown:

- Primary Key Motion: Menu transition from Main Menu to Game Mode Menu.
 - Start: 00::00::00 - Main Menu begins to fade out.
 - Mid: 00::00::10 - Game Mode Menu starts fading in with smooth easing.
 - End: 00::00::30 - Transition completes, buttons become interactive.
 - Secondary Key Motion: Particle effects play in the background.
 - Start: 00::00::00 - Particle effects begin and play throughout.
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Rush 2049 - Main Menu

Initial Impressions:

- Retro feel with bold, fast transitions, using zooms and spins.
- Sharp visual transitions, characteristic of arcade-style menus.

Movement Characteristics:

- Key Animation Principle: Anticipation and timing, with rapid zoom effects before transitions to new menus or sections.
- Fast Timing: The zoom and spin effects are quicker compared to modern menus, with a more abrupt start and stop to match the fast-paced gameplay.

Timing Chart Breakdown:

- Primary Key Motion: Zoom-in effect when selecting a menu item.
 - Start: 00::00::00 - Initial hover over the menu option.
 - Mid: 00::00::05 - Abrupt zoom-in when the selection is made.

- End: 00::00::15 - Zoom completes, and the next menu appears.
 - Secondary Key Motion: Menu item spins.
 - Start: 00::00::00 - Menu item starts spinning.
 - Mid: 00::00::10 - Spin accelerates.
 - End: 00::00::20 - Spin completes.
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Mario Kart Wii - Menus (Main, Player Count Select, Grand Prix/Battle Mode)

Initial Impressions:

- Playful, dynamic animations for menu items, with clear feedback and interaction elements.
- Bright and colorful, with bouncing animations for buttons.

Movement Characteristics:

- Key Animation Principle: Squash and stretch is highly prominent when selecting menu options, with buttons expanding and contracting dynamically.
- Bouncing Effect: Buttons bounce when hovered over, providing a sense of playfulness.

Timing Chart Breakdown:

- Primary Key Motion: Button bounce when hovered over.
 - Start: 00::00::00 - Hover over a button (e.g., Player Count Select).
 - Mid: 00::00::05 - Button expands with squash and stretch effect.
 - End: 00::00::15 - Button returns to its original size.
 - Secondary Key Motion: Sliding transitions between different menus (e.g., from Player Count to Grand Prix Mode).
 - Start: 00::00::00 - Menu begins sliding.
 - Mid: 00::00::10 - Menu reaches halfway point.
 - End: 00::00::20 - Transition completes.
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2. Character Analysis

Minecraft Steve

Initial Impressions:

- Blocky movements with a simple rig, using fewer bones than typical humanoid characters.
- Animation is straightforward and lacks complex squash/stretch effects but focuses on clear limb positioning and movement.

Movement Characteristics:

- Key Animation Principle: Focus on timing and basic principles like follow-through, where Steve's movements end gradually.
- Simplistic Movements: Movements are sharp and angular, focusing on direct locomotion with little deformation.

Timing Chart Breakdown:

- Primary Key Motion: Walking animation.
 - Start: 00::00::00 - Left leg moves forward.
 - Mid: 00::00::10 - Right leg swings forward, left arm swings back.
 - End: 00::00::20 - Both feet planted, cycle ends.
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Rayman

Initial Impressions:

- Exaggerated, floating movements with limbs not connected directly to the body, creating a playful and distinctive animation style.
- Anticipation and follow-through are crucial to making his movements feel smooth.

Movement Characteristics:

- Key Animation Principle: Strong use of squash and stretch in jumps and bounces, with exaggerated poses and quick, responsive actions.
- Limbs move independently in arcs, showing anticipation before major actions like punches or jumps.

Timing Chart Breakdown:

- Primary Key Motion: Jump and punch sequence.
 - Start: 00::00::00 - Rayman crouches slightly for anticipation.
 - Mid: 00::00::15 - Jump begins, limbs spread out.
 - End: 00::00::30 - Punch lands, limbs follow through.

