# The theme or story of your animation

* A tray carrying food is shaken, and the food reacts by flying off or tumbling.

# The animations applied to each object (rotation, translation, scaling, or some combination of the above).

* Tray: Rotation to different angles.
* Cheese wheel: Translation with rotation and scaling (to simulate moving out of the picture).
* Plate: Translation with rotation, then scaling (representing the plate breaking since I could not manage to model that).
* Bread x3: Translation with rotation.