Animation analysis

https://bossathome.com/
https://bossathome.com/collections/featured/products/kruze

https://www.moooi.com/eu/
https://www.moooi.com/eu/product/bart-armchair/
https://www.moooi.com/eu/a-life-extraordinary
https://carconfigurator.ferrari.com/en_EN/ferrari_car_configurator/812superfast/step/CLR?configuration=5a95dc9a5737e7e16e418e7e49d754f12ad217f2b691b936196373b327d46d2f

1:

How many different places can you find motion in the design?

2:

Pin out one motion design on the site and analyze the motion/animation.

3:

Which principles of animations do the animation benefit from?

When you analyse the motions, use quicktime to record a selected portion of the screen (the portion where the motion is). In that way you can pause, rewind and play the motion in slowmotion.

4:

What do you think is the idea behind the motion?

- Entrances and exits
- Casuality
- Emphasis
- Feedback
- Transitions between states
- Orientation
- Personality and branding
- Storytelling

5:

Do the animations enhance the user experience?

6:

Identify the building blocks of the animation

Does the animation use any of the properties

- Opacity
- Scale
- Color
- Depth
- Position
- Rotation
- Blur

7:

Draw the animation in a storyboard

8:

Note the following on your storyboard:

- The duration of the animation
- The easing equation used for each animation
  - https://easings.net/
- Any delay values for the animation
- Any repeat values or iteration counts for the animation