SVG Brain Logo Storyboard

Visual
- The brain is fully outlined with no fill.
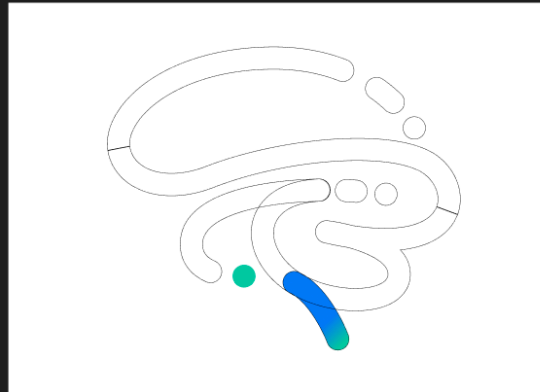- A faint outline indicates the shape; the user clearly sees it's at zero progress.

Label/Props
- If showLabel is true, display "0%."
- Corresponds to totalPercent = 0 or (value=0, maxValue>0).

Animation Note
- This is the starting point. The animation from 0% to 25% will take around 0.5–0.6s, using an ease-in-out curve.
- Filling Direction: Fill will begin at the stem (the lower part of the brain) when progress increases.

Visual
- About a quarter of the brain's pathways are filled, specifically starting from the stem and moving slightly upward.
- The rest of the brain remains a lighter outline, emphasizing the partial fill.

Label/Props
- If showLabel = true, label shows "25%."
- totalPercent = 25 or (value=1, maxValue=4).

Animation Note
- Smooth transition (0.5–0.6s) from 0% to 25%, ease-in-out.
- The fill color or gradient intensifies from the bottom (stem) as it "unwinds" upward.

Visual
- Roughly half of the brain is now filled, continuing upward from the stem.
- You might see the central loops or mid-region of the brain filled in, while the top remains outlined.

Label/Props
- If showLabel = true, label displays "50%."
- totalPercent = 50 or (value=2, maxValue=4).

Animation Note
- Another 0.5–0.6s transition from 25% to 50%.
- The fill moves further along the pathways, potentially adding a slight glow or color shift at the midpoint to enhance the effect.

Visual
- About three-quarters of the brain is filled, with just a small portion at the top or outer loops still unfilled.
- The main body and stem area are now nearly fully colored.

Label/Props
- If showLabel = true, label reads "75%."
- totalPercent = 75 or (value=3, maxValue=4).

Animation Note
- The fill transitions from 50% to 75% in ~0.5s, continuing the stem-to-top direction.
- The color or gradient may become more vibrant to indicate nearing completion.

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Visual
- The brain is fully filled—all pathways lit with your chosen gradient or color.
- It may have a finishing "pop" or subtle glow to signify completion.

Label/Props
- If showLabel = true, label shows "100%."
- totalPercent = 100 or (value=4, maxValue=4).

Animation Note
- Final 0.5s transition from 75% to 100%, maintaining the stem-upward fill path.
- Optionally add a brief flourish (pulse or glow) once fully filled, reinforcing that progress is complete.

- At the final stage (100%), the animation can include a trail that goes all around the brain. This "trail" serves as a visual cue to indicate full completion, wrapping around the brain and emphasizing that the progress bar is 100% complete.

- The background track is a faint, full outline of the brain that represents 100% progress. It stays visible in the background, showing the entire area that can be filled.

- There can also be a small progress indicator in percentage if that would also be something that is interesting for the overall design. Might be good for accessibility.