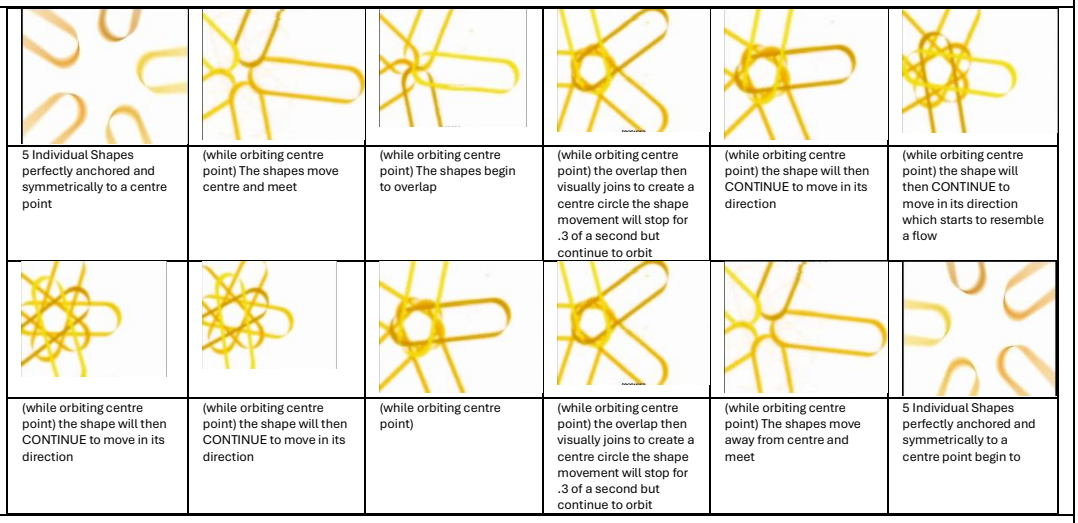
SHAPE	5 Indivual pill-shaped: discorectangle a horizontally oriented rounded rectangle. The outer border is a solid, medium-brown color, creating a distinct frame. The interior of the rounded rectangle is entirely transparent, without any texture or additional elements. The base element is defined as a stadium shape or "pill-shaped" form, horizontally oriented, characterized by two parallel straight sides connected by two perfect semicircular end caps. This construction ensures continuous curvature and a single, unbroken perimeter. For digital rendering, particularly in SVG or CSS environments, achieving mathematically perfect semicircles necessitates that the corner radius be precisely 50% of the element's minor axis (height). Any deviation from this precise geometric definition risks compromising the symmetry essential for later phases of the animation. The capsule consists of a flat, inner white field enclosed by a strong, solid brown border. The analysis of visual weight determines that the border must be "noticeably thick." To achieve this strong framed appearance while maintaining visual elegance, the border stroke weight should be maintained at a consistent ratio, ideally between 10% and 15% of the total minor axis dimension. This proportional thickness is critical to defining the boundaries during the intricate overlapping phases of the kinetic cycle.
	The definitive specifications for the static element are summarized below:
	
	Static Capsule Design Parameters
	
	ParameterValue/Specification Rationale
	Form Factor Elongated Oval / Stadium Shape
	Standard UI element definition.
	
	Aspect Ratio (Suggested) 5:1 (Width:Height)
	Optimizes visual weight and contained form.
	
	Outer Border Color (Brown) Hex: #59240A (Seal Brown)
	Provides deep, high-contrast framing.
	
	Inner Field Color (Transparent)
	Ensures maximum clarity and negative space definition.
	Border Thickness (Ratio) 12.5% of Minor Axis (Height)
	Creates the required "noticeably thick" framed appearance.
	
	Corner Radius 50% of the Minor Axis height
	Ensures mathematically perfect semicircular end caps.
	
	The foundation of the entire animation rests on the absolute geometric fidelity of this single capsule. Since the animation demands rotational (C
	5
	
	) symmetry, all five elements must be identical and perfectly positioned. If the base geometry is imprecise, the synchronized motion and, crucially, the center collapse phase (where five distinct paths must merge into a perfect circle), will fail to resolve into the required elegant geometric forms
	
	 
	
	SVG Code:
	<?xml version="1.0" encoding="UTF-8"?>
	<svg id="Layer_1" data-name="Layer 1" xmlns="http://www.w3.org/2000/svg" viewBox="0 0 1885.14 559.25">
	<defs>
	<style>
	.cls-1 {
	fill: #c69c6d;
	}
	</style>
	</defs>
	<path class="cls-1" d="M1776.62,39.22c-42.44-26.32-84.88-39.22-119.26-39.22H292.27c-50.5,0-92.81,21.17-117.11,35.46-52.11,30.62-76.82,74.67-76.82,74.67C32.26,166-1.05,222.95.03,312.66c1.07,89.72,39.26,154.23,100.46,199.31,48.88,36.01,92.94,47.28,143.44,47.28h1338.76c56.95,0,104.22-19.88,140.75-45.66,35.98-25.4,62.85-64.47,62.85-64.47,0,0,39.31-28.38,64.47-69.84,19.04-31.39,34.38-62.71,34.38-138.6,0-101-66.08-175.13-108.52-

	201.46ZM1784.46,446.78s-27.82,28.41-91.45,42.32c-26.88,5.88-48.24,5.03-87.6,5.03H321.57c-41.14,0-93.35-.84-150.05-39.95-72.51-50.02-110.32-117.93-110.98-199.47-.59-73.4,16.33-106.07,38.94-142.27,0,0,29.97-26.1,79.7-40.03,39.1-10.96,59.52-8.59,96.22-8.59h1301.6c35.81,0,73.55.99,134.07,37.59,62.15,37.59,113.65,112.17,113.94,205.69.3,93.52-40.55,139.69-40.55,139.69Z"/> </svg>
Background	Plain White
Animation	**Arrangement:** Five (5) copies of your oval image are arranged in a circular pattern. The animation utilizes five instances of a single, rigorously defined geometric shape (Image 6), which must possess absolute internal symmetry to ensure successful kinematic performance when overlaid. The kinetic performance is defined by the synchronization of three distinct actions: continuous rotation, non-linear radial pulsation, and precise path interpolation (morphing). The five identical capsule elements are arrayed around a central point, each offset by 72 ° (a 360 ° /5 arrangement), establishing C 5 rotational symmetry. The elements undergo continuous, uniform rotation around this shared center point. Simultaneously, they execute a synchronized in-and-out radial motion, resulting in the illusion of "breathing" [Query]. The cycle is defined by the opposition of radial contraction (inward motion) and radial expansion (outward motion). The contraction phase moves the capsules from their maximum radial extension (Image 1) toward the center, corresponding to the "folding back" of the pattern. The expansion phase moves them away from the center, creating the "bloom" and the distinct petal-like arcs (Image 2) [Query]. Achieving the "smooth motion" specified by the user requires that this radial displacement is governed by a non-linear rate of change (easing), preventing a mechanical or jarring stop-and-start appearance. II.B. Phase Transition Mapping and Geometric Interpolation The complexity of the animation lies in the precise, mathematically controlled transition between states. The core cycle involves a four-part geometric morphing process: Movement & Rotation: The ovals continuously rotate around a shared center, while also expanding outward and contracting inward. This synchronized in-and-out. Pattern Creation: As the ovals rotate, they overlap in symmetrical arrangements. These overlaps form intricate flower-like designs. Sort of spirograph but each oval is separate but overlapping Center Formation: When the ovals collapse toward the middle, their outlines perfectly merge to form a unified circular shape at the center. From there, they expand again, re-emerging into distinct petal-like arcs. Visual Effect: The interplay of rotation and pulsation produces an endlessly captivating sequence—first resembling flowers with five petals, then transitioning into layered mandala-like figures, before collapsing into a solid circle and restarting the cycle. Unified Rotation: The entire group of ovals is then rotated as a single object. The "In and Out" Effect: As the group spins, the ovals naturally interweave and overlap. This creates the dynamic effect where the shapes appear to move in and out from the center, producing the fluid, flower-like motion. The object's anchor point (or "pivot point") from its own center to the center of the canvas. Offset and Rotate: Move this first oval directly upwards from the center to create some distance. This distance will define the radius of the spin. Select each oval one by one and rotate them around the canvas's central anchor point to form a symmetric pattern. For five petals, the angles are: Oval 1: 0°,Oval 2: 72°,Oval 3: 144°,Oval 4: 216°,Oval 5: 288°

Motion additional	Phase Visual State (Image Analogue) Kinematic Action Geometric Result Phase 1: Max Extension Image 1 (Full Reach) Peak Radial Distance, Uniform Rotation Star-like shape with maximized negative space core. Phase 2: Initial Contraction Transition from Image 1 to Image 2 Radial Contraction (Accel. In), Rotation Overlapping arcs begin to form distinct five-petaled flower shape. Phase 3: Deep Overlap Image 2 (Full Bloom) Mid-Contraction, Rotation Intricate intersections form sharp, defined, five-lobed petal structure. Phase 4: Inner Swirl/Merge (Mandala Figure) Near Minimum Radial Distance (Decel. In), Rotation Intersections tighten; the central space reduces to a tight, swirling pattern. Phase 5: Central Collapse (Unified Central Ring) Minimum Radial Distance (Zero Velocity), Continuous RotationFive capsule paths momentarily merge into a single, cohesive D5-symmetric circle. Phase 6: Expansion/Restart Transition from Image 4 to Image 1 Radial Expansion (Accel. Out), Rotation The unified core breaks, paths expand, re-emerging as distinct arcs (Cycle Restart).
Storyboard (Crops are just to explain there is no zoom or crop to be done)	 5 Individual Shapes perfectly anchored and symmetrically to a centre point (while orbiting centre point) The shapes move centre and meet (while orbiting centre point) The shapes begin to overlap (while orbiting centre point) the overlap then visually joins to create a centre circle the shape movement will stop for .3 of a second but continue to orbit (while orbiting centre point) the shape will then CONTINUE to move in its direction (while orbiting centre point) the shape will then CONTINUE to move in its direction which starts to resemble a flow (while orbiting centre point) the shape will then CONTINUE to move in its direction (while orbiting centre point) the shape will then CONTINUE to move in its direction (while orbiting centre point) (while orbiting centre point) the overlap then visually joins to create a centre circle the shape movement will stop for .3 of a second but continue to orbit (while orbiting centre point) The shapes move away from centre and meet 5 Individual Shapes perfectly anchored and symmetrically to a centre point begin to
Notes	The user specifically noted that the visual blur present in the source images (Images 1-5) is not part of the desired effect. This blur is identified as a temporal artifact, likely resulting from low-resolution video compression or motion blur captured at a low frame rate. To successfully eliminate this artifact, a dual-pronged approach focusing on fidelity is necessary. For the web implementation, relying solely on vector paths (SVG or Lottie) ensures that the geometric edges remain crisp and scalable indefinitely, inherently avoiding the pixelation associated with raster images. For the high-resolution video master, the output must be rendered at an extremely high temporal resolution, typically 60 FPS minimum, with anti-aliasing applied rigorously, ensuring the mathematical fidelity of the vector geometry remains visually intact and artifact-free. Sophisticated animation software, possibly leveraging tools used for high-fidelity mathematical videos, will be required to guarantee this precision.
Sample	https://www.youtube.com/watch?v=EES4q0Z3lds (Legacy video: Blur/Trail/Glow Not a part of the animation)
Sample 2 Animated Gif