

Clip : 24.68 fps

Frame time : 0.041 s

Max Abs Error : 0.021 s

**Stage 0:**

Relative to	0	0	0
clip start	0	0	0
Relative to	0	0	0
prev stage	0	0	0
Relative to	0	0	0
start time	0	0	0

**Stage 1:**

00.972	0	0	1
0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0

**Stage 2:**

01.255	0	1	1
0.283	1	0	P
0.283	1	0	0
0.283	1	0	0
0.283	0	0	0

**Stage 3:**

01.458	1	1	1
0.203	1	1	P
0.488	1	1	0
0	0	0	0

**Stage 4:**

01.661	1	1	0
0.203	1	1	P
0.689	1	1	0
0	0	0	0

**Stage 5:**

01.742	0	1	1
0.081	1	1	P
0.770	1	1	0
0	0	0	0

**Stage 6:**

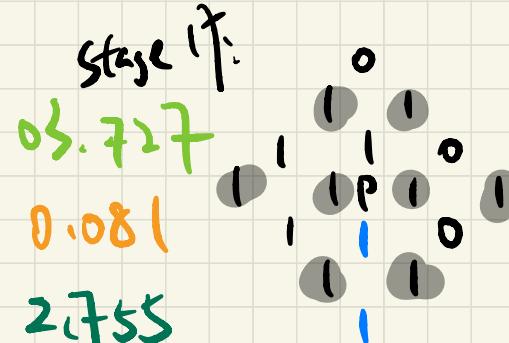
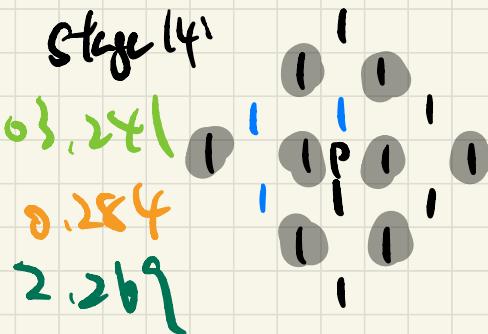
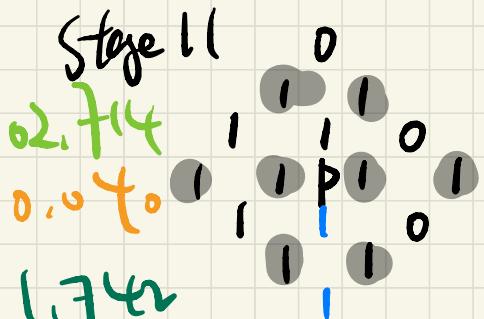
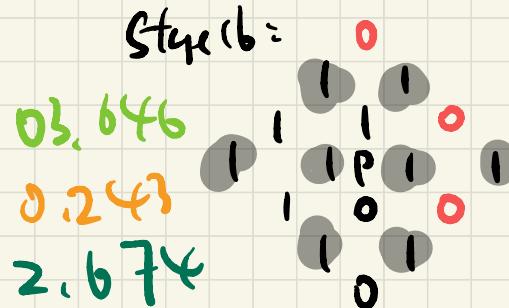
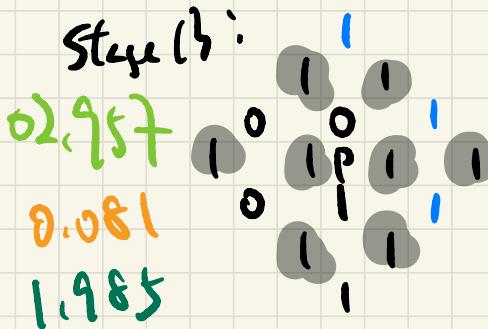
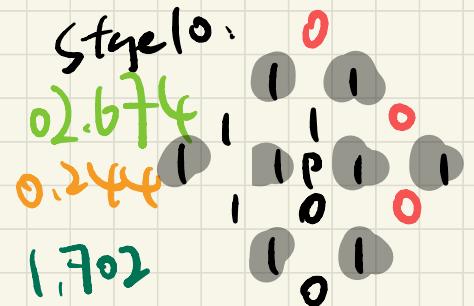
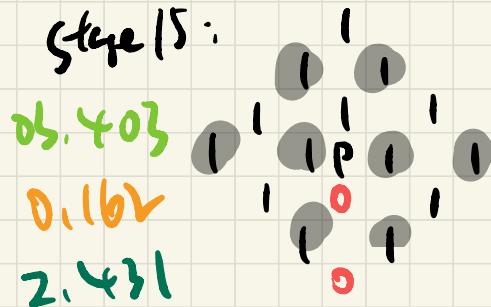
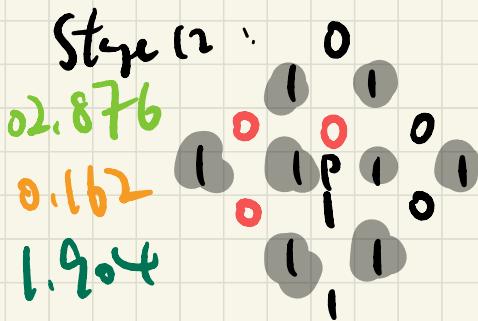
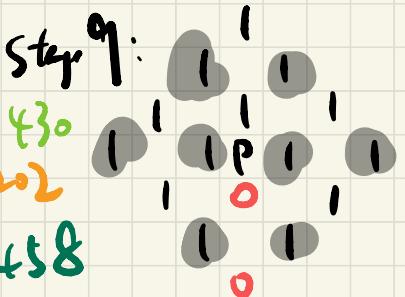
01.904	0	1	1
0.162	0	1	P
0.972	0	1	0
0	0	0	0

**Stage 7:**

01.985	0	0	0
0.081	0	1	P
1.013	1	1	1
0	0	0	0

**Stage 8:**

02.248	1	1	1
0.243	1	1	P
1.256	1	1	1
0	0	0	0

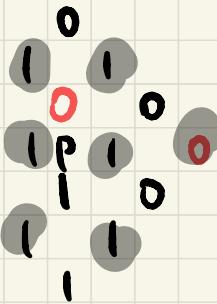


Stage 8:

03.889

0.162

2.917

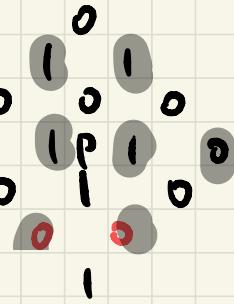


Stage 9:

04.132

0.243

3.160

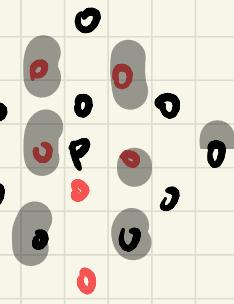


Stage 10:

04.466

0.284

3.444



3

Small groups

Big groups

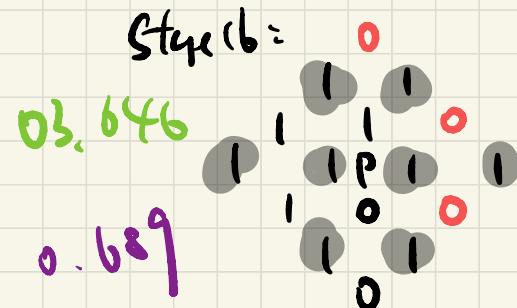
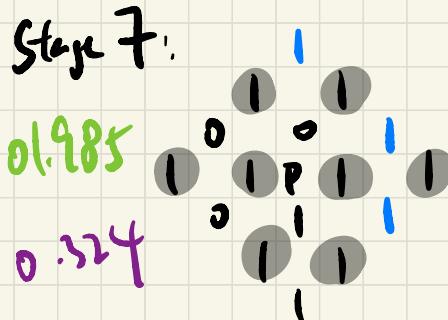
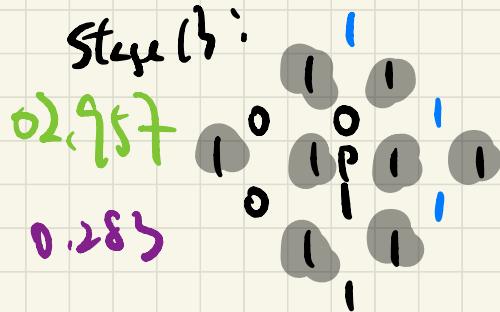
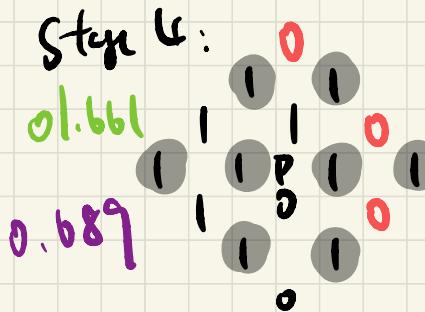
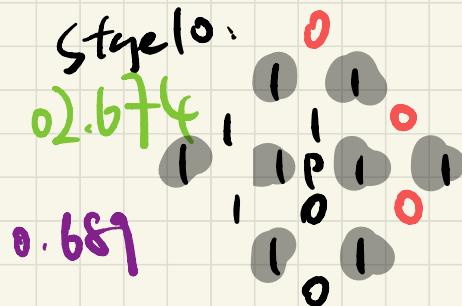
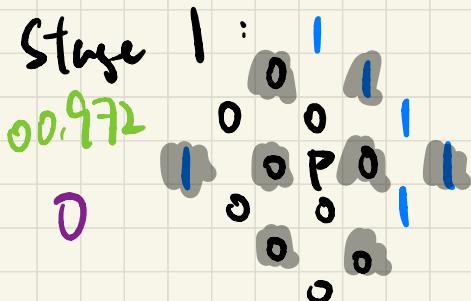
Small : 1  
2 2 1  
2 3 1  
3

Big : 1 3 3 ?  
2 2

# Small tornadoes

Duration : 0.7s

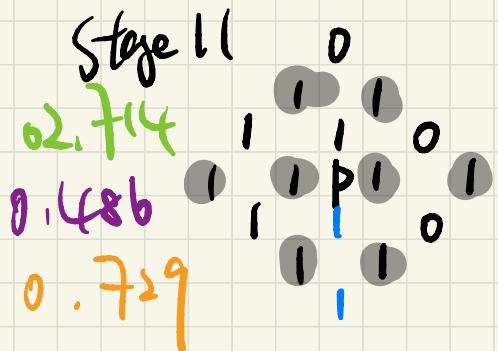
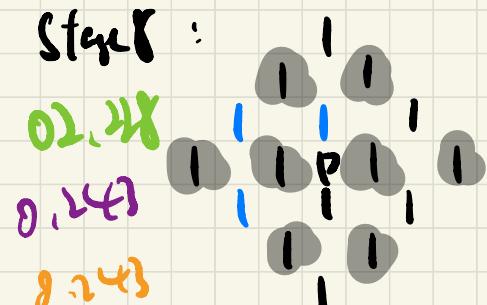
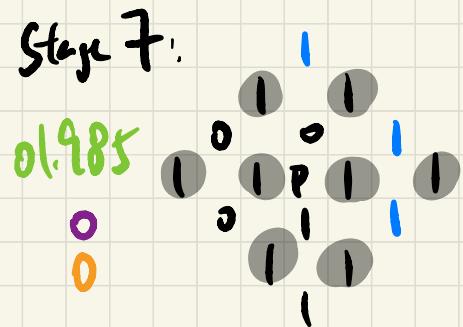
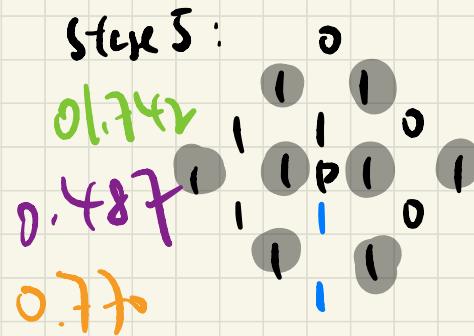
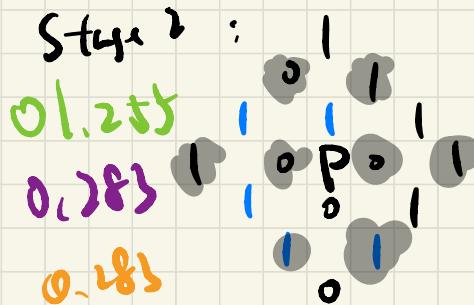
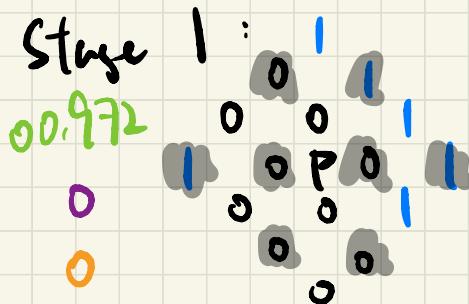
Con/down : 0.3s



$CD_{61} : 0_s$

$CD_{62} : 0.25s$

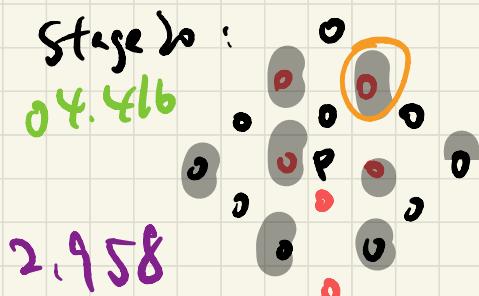
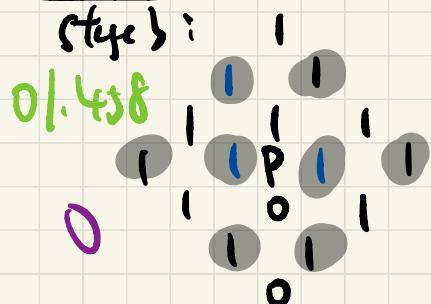
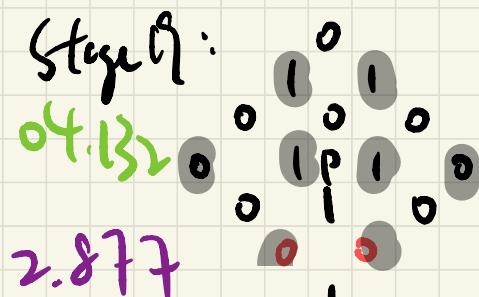
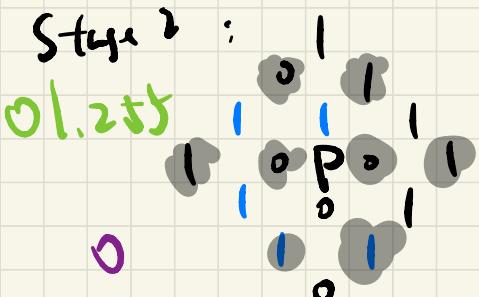
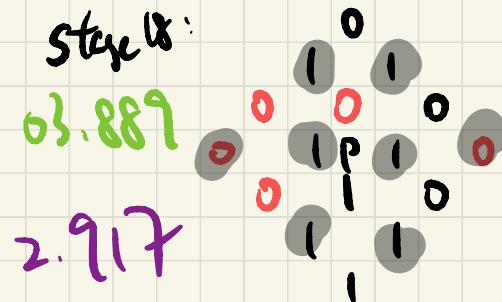
$CD_{63} : 0.75s$



# B3 Tornadoes

Duration: ~~2.95~~

3.0 s



Groups random or constant between casts?

Really groups!

→ | big tornado start / end differently

My version: Constant groups, send at constant intervals

$t = \chi_s : Sm_1, Bg_1$

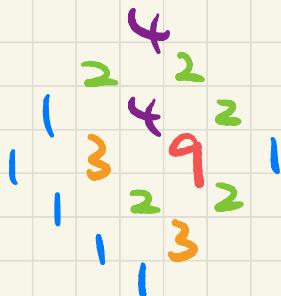
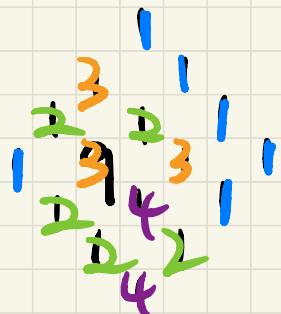
$t = \chi_{1,2,5_s} : Sm_2, Bg_2$        $\chi = 1, 2, 3$

$t = \chi_{1,5_s} : Bg_3$

$t = \chi_{1,7,5_s} : Sm_3$

Random variant ?

Alt pattern



9 = player + effect

8 = player

~~effect~~

Small:

1  
2 2 1  
2 4 1  
4

BIG: 3 ①?  
1 3 3 1  
2 2