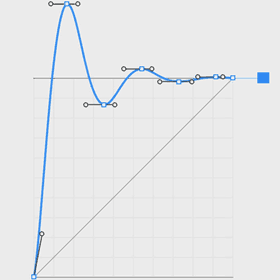
Because Celeste’s all-around aesthetic follows a simple style, from the pixel art and low-poly 3D objects, to the controls, the animations follow suit. Celeste’s menu’s animations don’t have very complex stages; all but a few of the animations are just moving in straight lines with clever easing styles, but I don’t see that as a negative at all. The animations still provide a lot of satisfaction, clarity, and responsiveness. Allow me to elaborate.

When selecting any selectable UI object, the game will make it very clear to you what you have selected. It uses quick movement and colour to indicate the selection. I also was able to analyse punchy animations, which refers to animations that consist of moving an object back and forth in a generally short amount of time. Animations that use punch follow one of the rules of animation: Follow-through. If you take a look at the ease-out elastic on the right, an easing curve of a similar animation style, you’ll see that the value will overshoot its target, undershoot, and repeat this with a diminishing factor until it reaches equilibrium. Because of the high speed upfront, it only feels natural for this behaviour to occur. This also has a massive effect on the player. Because the value reaches the 100% mark extremely fast, it has the effect of making the animation and therefore input feel more responsive. By using this animation type when selecting objects, it kills two birds with one stone: responsiveness and fluidity.

The background (not relating to the active focus, which is the current selection) animations are slow. These include the snow and rotation of the camera. This allows the scene to never lose boringness while still maintaining engagement by having the fast animations and bright colours take focal precedence. This has the effect of not making the background animations distracting, and keeps the menu feeling very fun to navigate and usable.