

Formula by Lambrinth

-<https://www.youtube.com/watch?v=JkX7ngMOh4Y>

Still Don't know my name (35 seconds to 40 seconds) or (1:11-1:16)

-<https://www.youtube.com/watch?v=sy5mcsGxsZ0>

When I RIP

-[https://www.youtube.com/watch?](https://www.youtube.com/watch?v=JweY4MvcFzA&list=PLaPyn5lt2I1_FWRgjTHuXxGqtvxl3sekg&index=4)

[v=JweY4MvcFzA&list=PLaPyn5lt2I1_FWRgjTHuXxGqtvxl3sekg&index=4](https://www.youtube.com/watch?v=JweY4MvcFzA&list=PLaPyn5lt2I1_FWRgjTHuXxGqtvxl3sekg&index=4)

Yeh I F Did it

-[https://www.youtube.com/watch?v=YNKsOZI0l-](https://www.youtube.com/watch?v=YNKsOZI0l-U&list=PLaPyn5lt2I1_FWRgjTHuXxGqtvxl3sekg&index=17)

[U&list=PLaPyn5lt2I1_FWRgjTHuXxGqtvxl3sekg&index=17](https://www.youtube.com/watch?v=YNKsOZI0l-U&list=PLaPyn5lt2I1_FWRgjTHuXxGqtvxl3sekg&index=17)

(Formal comp.)

E + P

- Contrast

- rhythm
- pattern
- variety
- * movement

12 frames per second
↳ 60 frames in a 11

Ideas
(feeling/descriptor)

- change

- disruption

Flavors w/
the elements
+ play
with rhythm

- contrast

- repel

- bounce

- raise

- pause

- Anticipation

- expand

- Switch

- load

- Sm

- hesitate

* deacceleration

- halt

- adjust

- delay

- strike

- convergence

35-40 seconds

Materials/Tools/Mech

- paper

↳ pieces + background dark

look up

↳ hesitant patterns

↳ hesitant movement

↳ come w/ concept statement
↳ roadmap

Look up these people

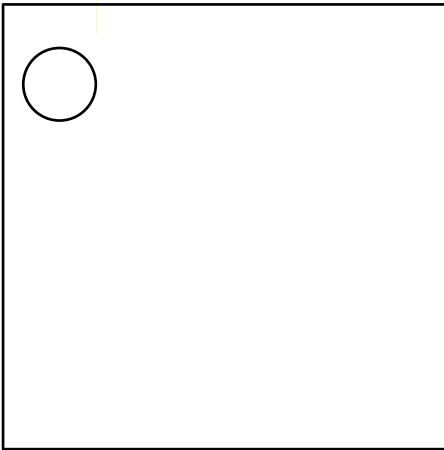
↳ Oscar Fischinger

↳ Norman Mather

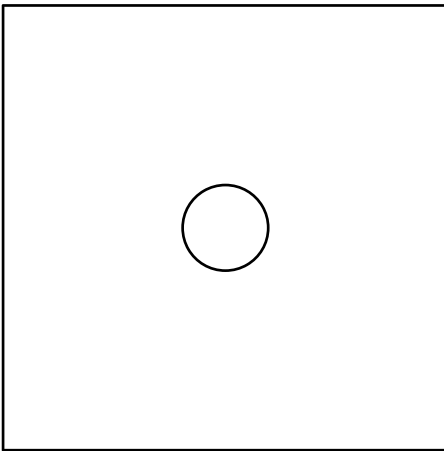
<https://www.youtube.com/watch?app=desktop&v=PkgywU3rinw&feature=youtu.be>
<https://www.youtube.com/watch?v=E3-vsKwQ0Cg>

inspiration
↓

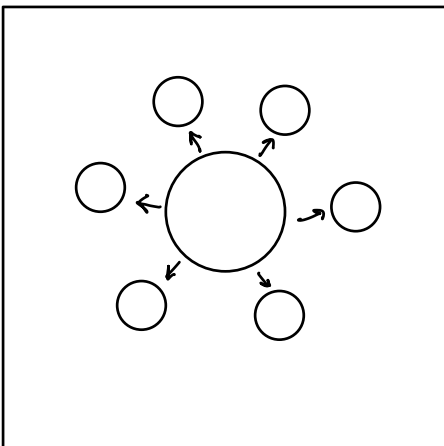
Idea #1



Part 1: Ball rolls around and bounces off the wall

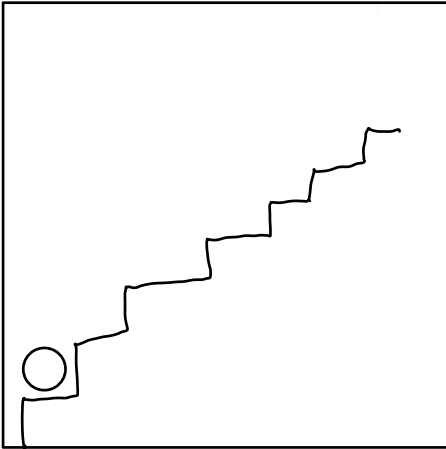


Part 2: Beat drops and circle stops in center

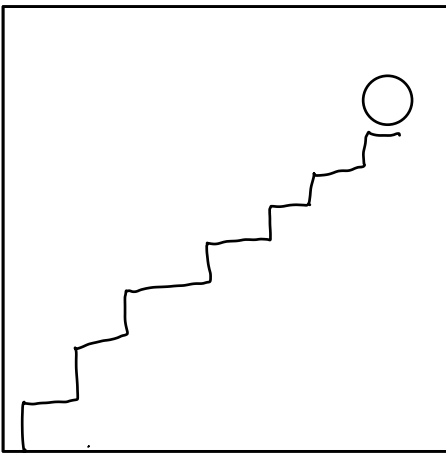


Part 3: Balls begin to roll off and circle enlarges

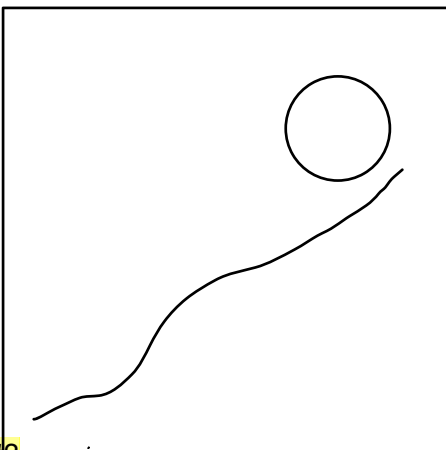
Idea #2



Part 1: Have the ball look like its bounces up the steps

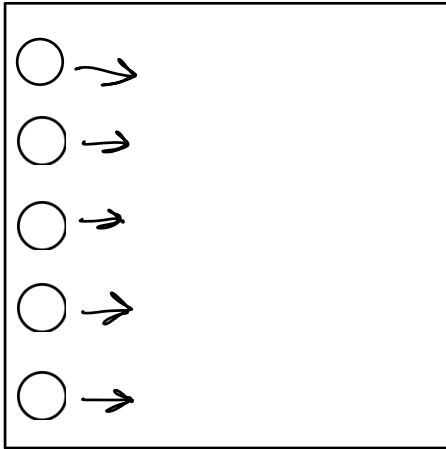


Part 2: The beat drops and the ball gets to edge and stops (hesitates)

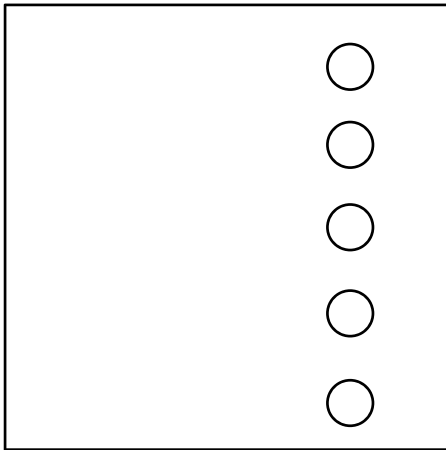


Part 3: The stairs turn into string and the ball continues to go up

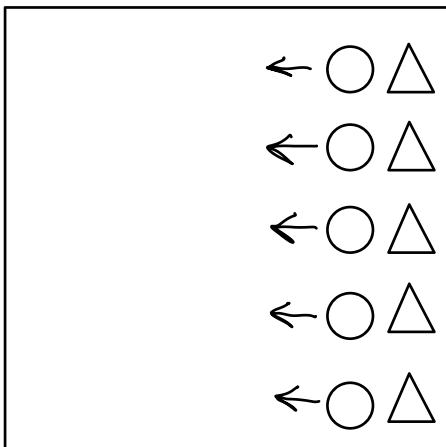
Idea #3



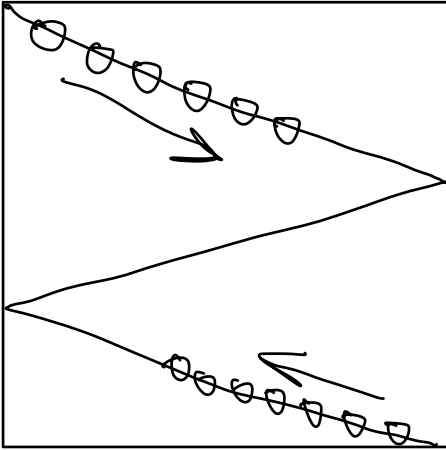
Part 1: Balls accelerate to the right



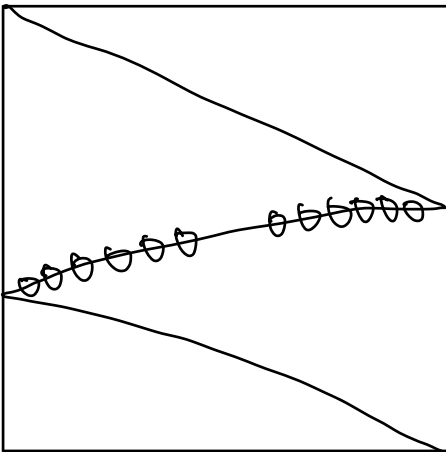
Part 2: Beat drops and balls stop



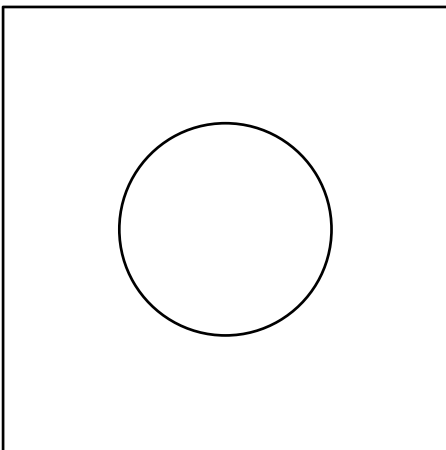
Part 3: Triangles chase the balls to the left



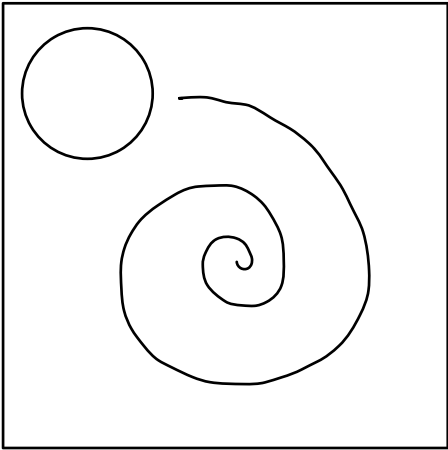
Part 1: Blue balls go down string and red balls move up the string



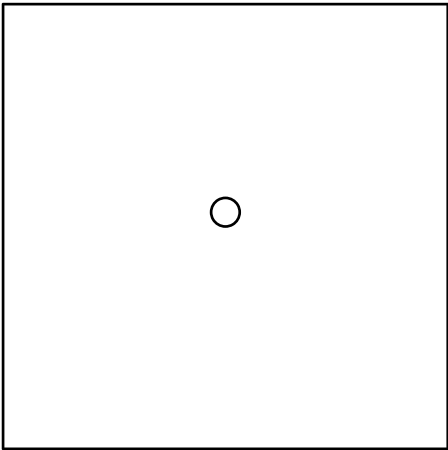
Part 2: Beat drops and balls stop



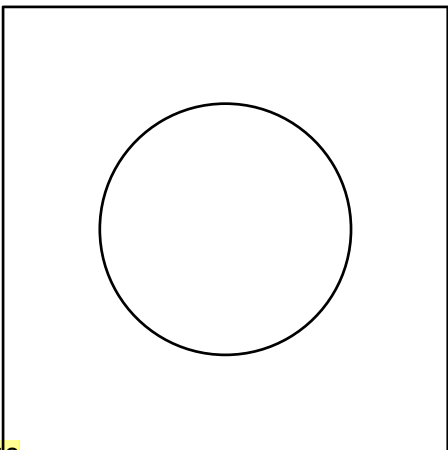
Part 3: Balls all join together to form one giant circle that's purple.



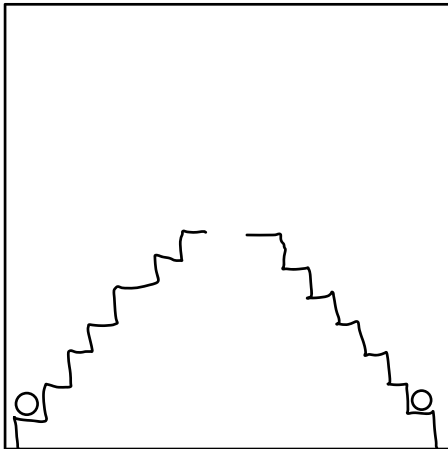
Part 1: Ball rolls and gets smaller



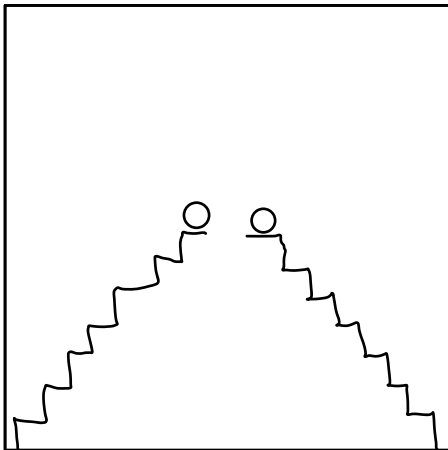
Part 2: Beat drops and ball is in center



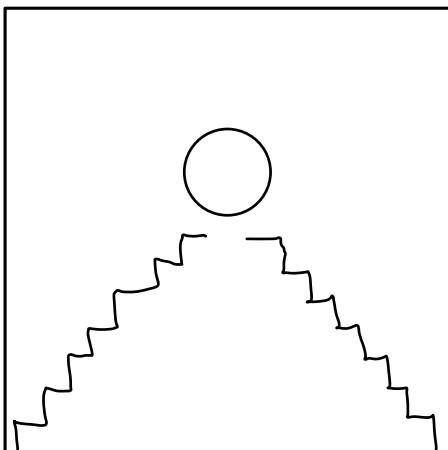
Part 3: Ball begins to enlarge



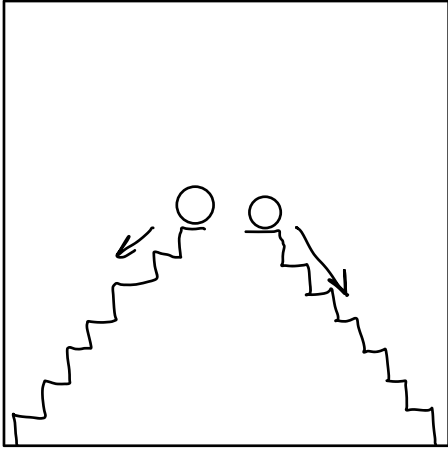
Part 1: Blue ball and red ball go up the stairs



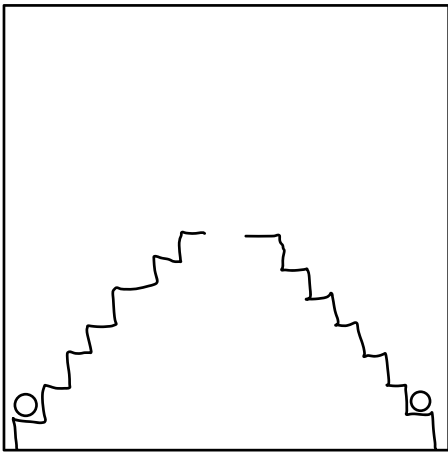
Part 2: Beat drops and balls stop



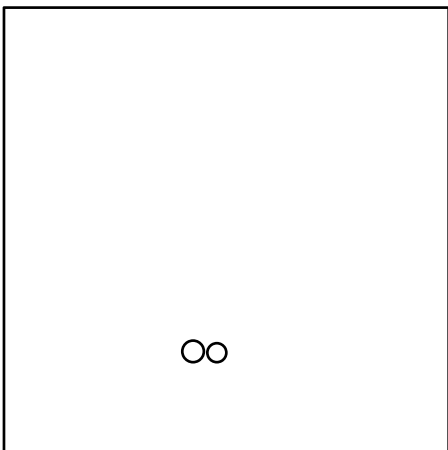
Part 3: Music rises and balls join together creating a purple circle



Part 1: Balls accelerate down the stairs

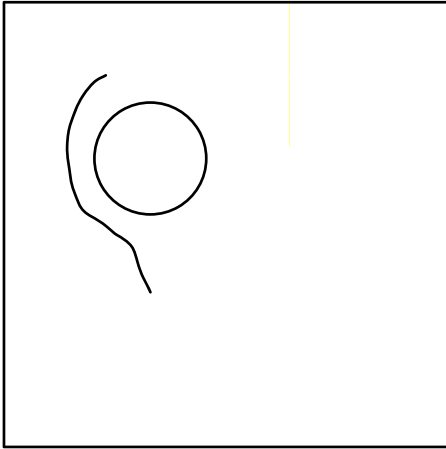


Part 2: Beat drops and the balls stop

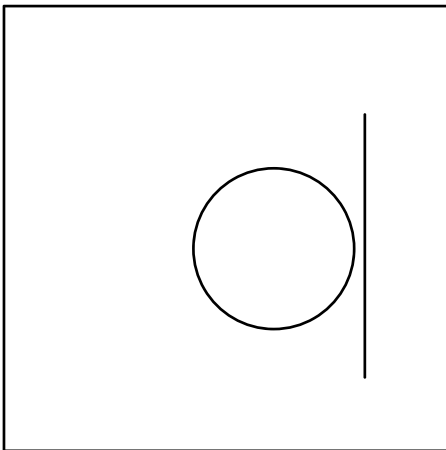


Part 3: They come together

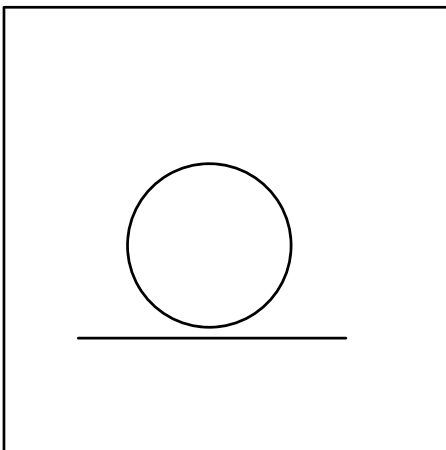
Idea #8



Part 1: Ball moves around page
and string flies around it

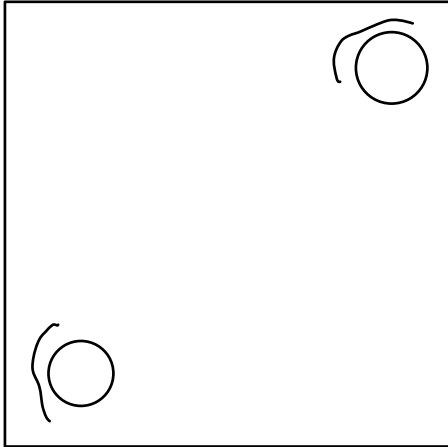


Part 2: Beat drops and string goes
straight

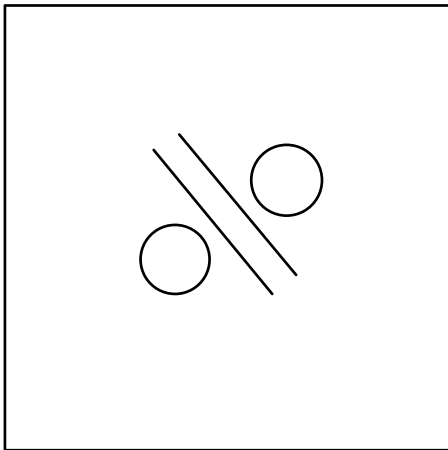


Part 3: The whole thing rotates

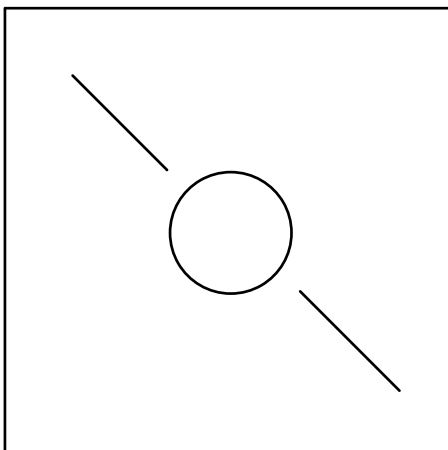
Idea #9



Part 1: balls move to center of page
and string moves around them

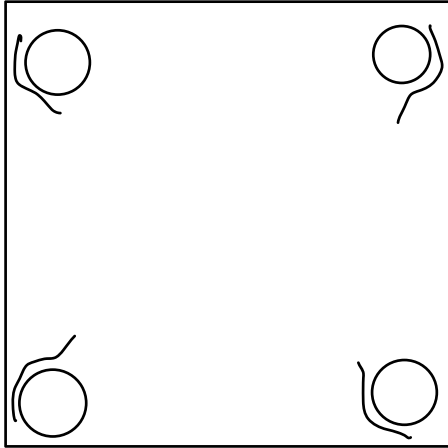


Part 2: Beat drops and stings go
straight

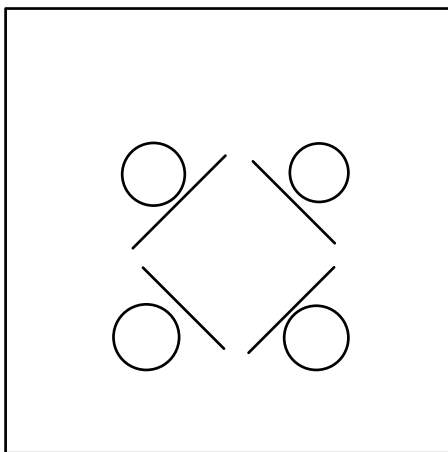


Part 3: Balls morph together and
strings go in opposite direction

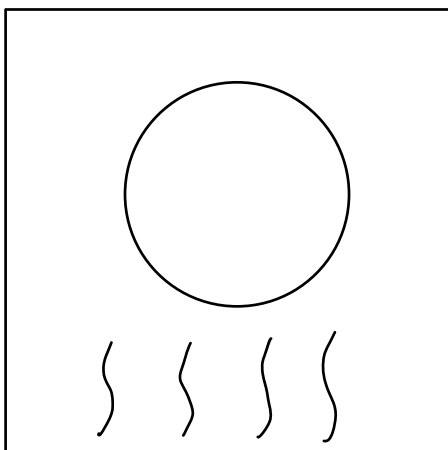
Idea #10



Part 1: all 4 circles move to center of page with string moving around

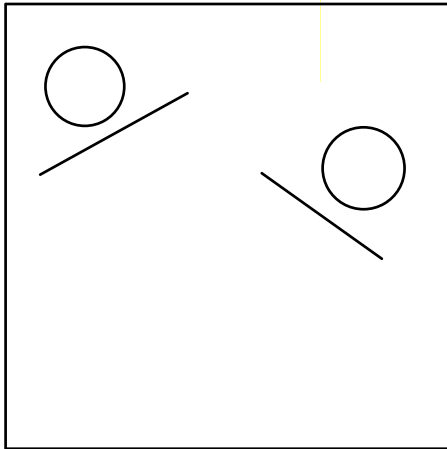


Part 2: beat drops and everything stops

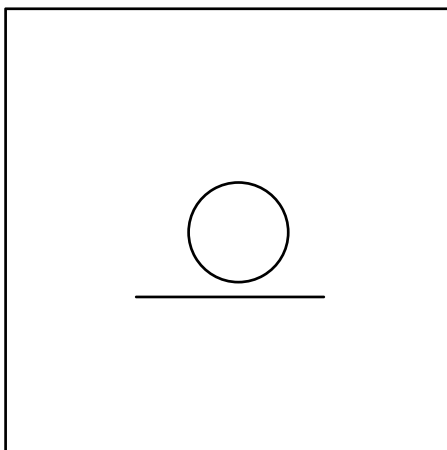


Part 3: balls morph together and strings shrivel to the bottom of the page

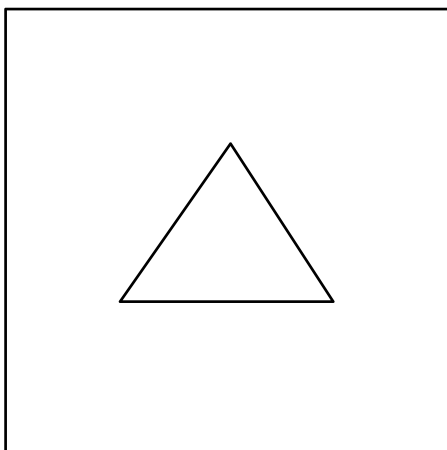
Idea #10



Part 1: Ball and string flash to the beat

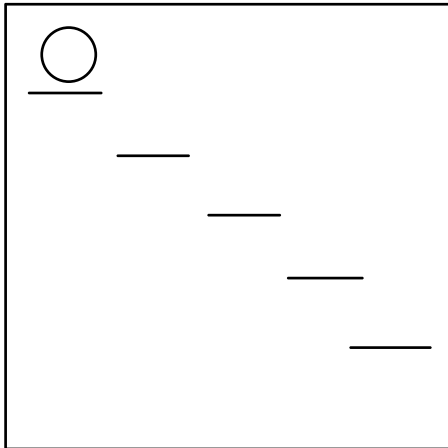


Part 2: Beat drops and it pauses

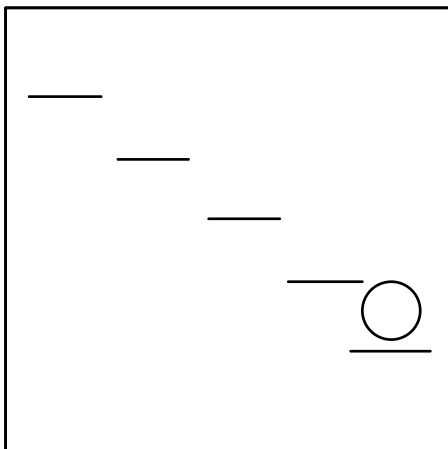


Part 3: Circle morphs into a triangle

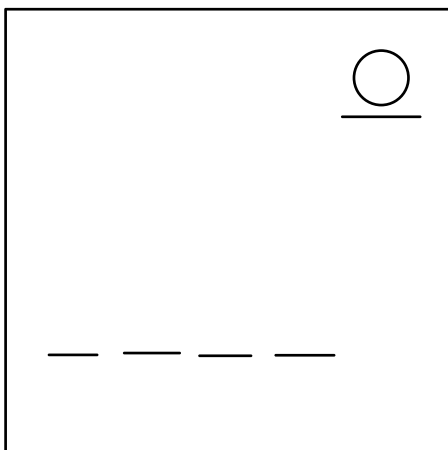
Idea #11



Part 1: ball bounces down

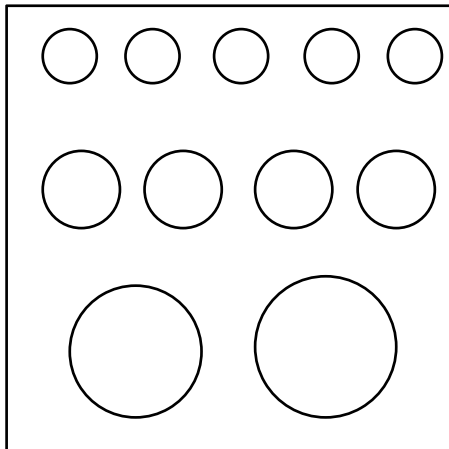


Part 2: beat drops and ball stops

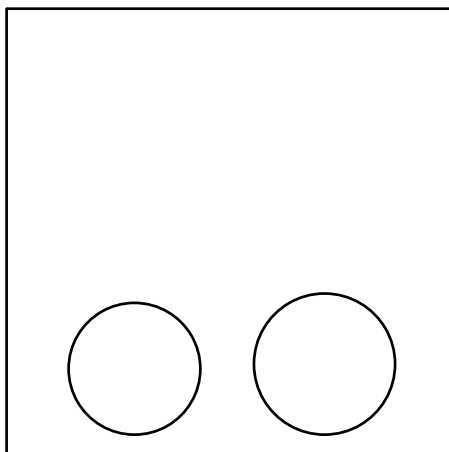


Part 3: Ball rises and everything else lowers

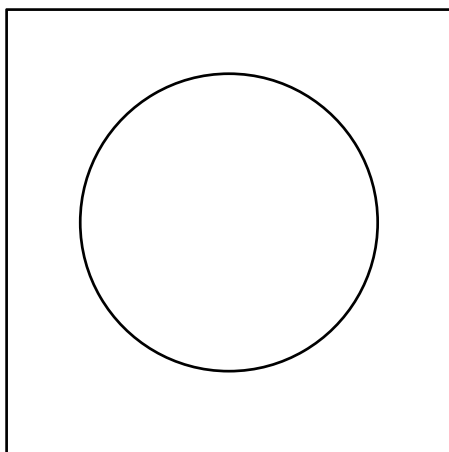
Idea #12



Part 1: Each ball flashes



Part 2: Beat drops and only the two bottom ones show

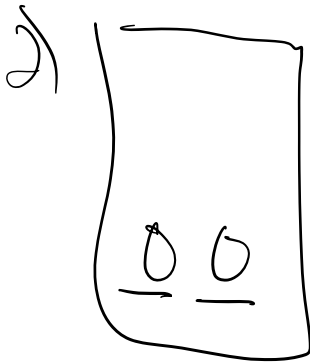


Part 3: They all come together

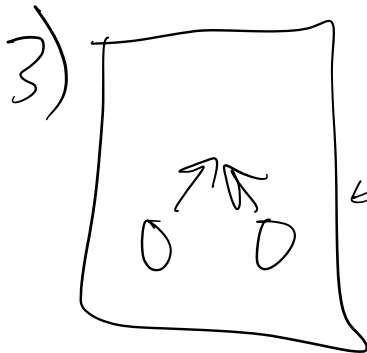
*Main idea



← two circles move down the page w/ string going + switching around



← beat drops and strings go stiff



← circles move to center of page to morph together + strings slowly drop



I feel like first half is very contrasting and loose (with the shapes and why strings are flying loosely around page (fall)) but then when the beat drops it becomes more of a whole and feels more together (shapes form more solid and strings "fall off page")

into triangle

At the end have the strings connect to lead the circles to form a triangle

<https://www.youtube.com/watch?v=Lo6r-1IVaXEr>



video of how to do stopmotion in
photoshop

