# Basic Principles of Complex Animation

- This part is only useful once you know how to manipulate tags efficiently.
- The speed of change of the tags will be dependent on how it's timed.
  - If the change is quick and the timing is short, it'll be **intense**.
  - If the change is slow and the timing is long, it'll be **relaxed**.

## Animated Tag Stacking

unnamed.png

### \t Tag Stacking

- **0** - Starting time (by the millisecond)
- **4900** - Ending time (by the millisecond)
- **1** - Acceleration of the animation (multiplier of 1)
  - You can stack \t tags in the same line as long as you add the appropriate starting and ending time.
  - The Numbers marked in yellow are variables and can be adjusted + it's relative to the timed line.
    - In this case, the line is 5 seconds long (5000ms)

image7.png

### Move Stacking

- Line 15 is moving on the 30th of a second
- Line 16 is moving at a full second
- The final position of Line 15 is the starting position of Line 16
  - By this, since the move tag can't be stacked in one line, we go around this by using multiple lines, creating an illusion of acceleration.

image13.png

### Extreme Example

- An example to represent how far and complicated you can stack tags and create something like this.

- It’s messy, I know.

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