

# Snake Settings

Name: Snake

Duration: 40 frames ☒ Continue

Snake | Transforms | Cascade | Motion

☒ By component ☐ Follow path ☒

Wave

Wavetform Period Phase

Position X: Sine 20 90

Y: Sine 20 0

Spacing Sine 20 0

☒ X&Y

Scale Sine 20 0

☒ X&Y

Angle Fixed

☒ X&Y

Alpha Fixed

Color Fixed

- Snake\_ 7 to 1
- Snake\_ like a wheel to L
- Snake\_ like a wheel to R
- Snake\_ simple cascade
- Snake\_Rocking
- Snake\_Rollercoaster
- Snake\_Tornado
- Snake\_bump em round
- Snake\_diamond
- Snake\_not serious
- Snake\_pipeline
- Snake\_pulse it out
- Snake\_rotate on X
- Snake\_spin and spell 1 way
- Snake\_spin and spell 2 ways
- Snake\_square
- Snake\_tigger
- Snake\_with gravity
- Snake\_zigzag