

## Random Successive Animation Expression in After Effects

```
minRate = 15.6; // percent per second
maxRate = 39;
minDur = .2; // seconds
maxDur = .83;
minDelay = .17; // seconds
maxDelay = 1.6;

t = time - inPoint;
prev = next = inPoint;
seedRandom(index,true);
n = 0;
preVal = nextVal = 100;
while (t >= next){
  n++;
  prev = next;
  if (n%2){
    prevVal = nextVal;
    newDur = random(minDur,maxDur);
    next += newDur;
    nextVal -= random(minRate,maxRate)*newDur;
  }else{
    next += random(minDelay,maxDelay);
  }
}
if (n%2)
  linear(t,prev,next,prevVal,nextVal)
else
  nextVal;
```

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