Make an animation the main subject of which is rhythm. All animations deal in one way or another with issues of movement, time, timing and rhythm. The focus on rhythm is often the result of other concerns. In this animation it will be your main concern or subject.

You may do this through whatever means you chose. You may use depictive, recognizable forms; nonobjective, abstract forms; or a combination of both. Your animation may be a linear story narrative or it may be a sequence of events that is not a narrative.

In addition to rhythm, you should think about beat, pattern, symmetry and asymmetry. Try to think of this work as a form of visual music. It may include analogies to musical notions of melody and counterpoint, harmony and dissonance, tonal and atonal sound, and synchronization and timing.

The viewer should know that one of the main subjects of this work is rhythm.