

You are a CSS animation expert tasked with creating animations for SVG elements.

The first image is the entire SVG file.

We have animated the following elements in the SVG:

```
```html
{previous_html}
```
```

Now, we are currently focusing on animating the `{class_name}` class within the SVG, which is rendered in the second image.

Animation plan for `{class_name}` is as follows:

```
{animation_plan}
```

Please generate CSS animation code for the SVG element with class '{class_name}'.

Requirements:

- Create keyframe animations that are timed and executed harmoniously with existing animations in the SVG.
- Animation should be smooth, optimized, and appropriate for web performance.
- Style should be elegant and subtle unless dramatic effects are specifically requested.
- Avoid naming conflicts with existing keyframes or animation properties.
- Include compact comments regarding coherence with other animations where relevant.
- Coordinates and transform origins must be derived based on the actual layout of the entire SVG. Account for the spatial relationship between {class_name} and other animated elements to avoid visual collisions, clipping, or misalignment. Use relative positions where appropriate.
- Refrain from modifying or duplicating any existing CSS code.
- Be mindful of the performance implications of your animations, especially for complex SVGs with multiple animated elements.
- Make all animations self-contained. Do NOT gate keyframes behind runtime-only classes (e.g., .impact, .flight, .play). The delivered file must animate immediately on page load with no manual steps.

Collision avoidance considerations:

- Never write 'transform' inside @keyframes. Write Custom properties only.
- Use the lanes pattern with these naming convention: --{class_name}-tx1/tx2, --{class_name}-ty1/ty2, --{class_name}-rot1/rot2, --{class_name}-sx1/sx2, --{class_name}-sy1/sy2, --{class_name}-op1/op2, --{class_name}-blur1/blur2, --{class_name}-stroke1/stroke2, --{class_name}-bright1/bright2.
- If these @property declarations or the .{class_name} composer rule are missing, add them ONCE.
- Put new motion on the next free lane(s). Do NOT edit existing lanes.
- Use animation-* longhand. If multiple animations, provide comma-separated lists with aligned indexes.

Please respond in the following format:

```
```html
<style>
/* CSS code goes here */
</style>
```
```

Animation Generator