

PUNCH PRO - ANIMATION LIST

NAME	DESCRIPTION
IDLES, FIDGETS	
Idle	- Stand Fight Stance loop
Idle_Fidget_V1	- Shifting weight
Idle_Fidget_V2	- Quick weight shift with hip and shoulder for a slight feint
Idle_Fidget_V3	- Taunt with right hand motioning them to come get some
Idle_Fidget_V4	- Taunt holds arm out and open while shifting weight side to side
Idle_Fidget_V5	- Hoping up and down while shaking out arms
Idle_Fidget_V6	- Drops weight and shifts right and back for a quick feint dodge
Idle_Fidget_V7	- Drops weight and shifts right and forward a quick feint punch
Idle_Fidget_V8	- Shuffling in-place ready to fight
Idle_Hurt_V1	- Stand Fight Stance with slight limp during in-place shuffle
Idle_Hurt_V2	- Stand Fight Stance tired and labored shifting of weight
Idle_Hurt_V3	- Stand Fight Stance tired and labored shifting of weight
Idle_Really_Tired_V1	- Stand Fight Stance but having trouble keeping hands up
Idle_Really_Tired_V2	- Stand Fight Stance with slow tired shifting of weight
Idle_Slightly_Tired	- Slower shifting of weight and with arms lower
Idle_Tired	- Stand Slow and tired loop
RIGHT PUNCHES	
Right_Cross	- Right cross to body
Right_Cross_A	- Quick tight cross to face
Right_Cross_B	- Normal speed cross with solid connect
Right_Cross_C	- Slightly angled right cross with solid connect
Right_Cross_Hard	- Hard right cross with lots of wind up
Right_Cross_Hurt	- Weak fast right cross
Right_Cross_Miss	- Wild cross with wind up misses loses balance, recovers
Right_Cross_Special	- Really slow hard right cross with lots of wind up
Right_Cross_FT	- Right cross to body solid connect with follow through
Right_Cross_Hurt_FT	- Weak right cross leans into punch follow through
Right_Cross_Hard_FT	- Hard right cross with wind up and follow through
Right_Hook	- Quick right hook drops arm, recover
Right_Hook_FT	- Solid right hook with follow through
Right_Hook_Hard	- Hard right hook with wind up
Right_Hook_Hard_FT	- Hard right hook with wind up, step forward, recovers
Right_Hook_Hurt	- Slower weaker but tight right hook
Right_Hook_Hurt_FT	- Downward angled hook to the lower body, slow, weak
Right_Hook_Miss	- Hook with wind up, misses, leans forward, recovers
Right_Hook_Special	- Steps back huge right hook, steps through the punch, recovers
Right_Uppercut	- Angled right uppercut
Right_Uppercut_Hard	- Hard right uppercut that connects hard
Right_Uppercut_Miss	- Right uppercut, misses with small stumble and shuffle
Right_Uppercut_FT	- Right uppercut with lots of wind up, follow through
Right_Uppercut_Hard_FT	- Strong inward angled right upper cut with follow through
Right_Uppercut_Hurt	- Very slow weak right uppercut
Right_Uppercut_Hurt_FT	- Weak right uppercut with wind up and body twist
Right_Uppercut_Special	- Strong wild upper cut with slow recovery
LEFT PUNCHES	
Left_Jab	- Straight jab with connecting hit
Left_Jab_A	- Straight jab at face slightly angled with good recoil to punch
Left_Jab_B	- Quick straight jab
Left_Jab_C	- Straight jab slower recoil
Left_Jab_Hurt	- Weak straight jab, glances downward, recovers hand position

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52	Left_Jab_Hard	- Straight jab really trying to make solid connect, slow
53	Left_Jab_Miss	- Jab, miss, losing balance forward, recover
54	Left_Jab_Special	- Throws really hard solid jab with slow recoil
55	Left_Jab_FT	- Straight jab really turns body into the punch
56	Left_Jab_Hard_FT	- Strong jab with windup, follow through
57	Left_Jab_Hurt_FT	- Weak slow jab, follow through, body movement put into punch
58	Left_Hook	- Angled left hook with strong connecting hit
59	Left_Hook_V2	- Tight left hook with good connecting hit
60	Left_Hook_FT	- Left hook with follow through
61	Left_Hook_Hard	- Large wind up to a left hook hard connect
62	Left_Hook_Hard_FT	- Hard fast hook with follow through
63	Left_Hook_Hurt	- Weak half hearted left hook
64	Left_Hook_Hurt_FT	- Weak half hearted left hook with follow through
65	Left_Hook_Miss	- Left hook misses and has slow recover
66	Left_Hook_Special	- Large wind up for an all or nothing slow left hook
67	Left_Uppercut	- Uppercut from hip up to above head lots of wind up
68	Left_Uppercut_FT	- Uppercut really turning body into the punch
69	Left_Uppercut_Hard	- Quick hard angled uppercut straight at the face
70	Left_Uppercut_Hard_FT	- Hard angled uppercut straight at the face with lots of wind up
71	Left_Uppercut_Hurt	- Quick weak angled uppercut straight at the face
72	Left_Uppercut_Hurt_FT	- Quick weak angled uppercut straight to face, follow through
73	Left_Uppercut_Miss	- Upper cut and misses going into a spin right, recover
74	Left_Uppercut_Special	- Exaggerated uppercut over the head, entire body turns, recover
75	DEFENSE, HITS	
76	Hit_By_Combo_V1	- Hit multiple times high and low and then recovers
77	Hit_By_Combo_V1_Short	- Hit multiple times high and low and then recovers quickly
78	Hit_By_Combo_V2	- Hit multiple times high and then recovers
79	Hit_By_Combo_V2_Short	- Hit multiple times high and then recovers quickly
80	Hit_By_Cross_V1	- Hit by cross to face and then recover
81	Hit_By_Cross_V1_Short	- Hit by cross to face and then recovers quickly
82	Hit_By_Cross_V2	- Hit by cross to left side of face and then recover
83	Hit_By_Cross_V2_Short	- Hit by cross to left face and then recovers quickly
84	Hit_By_Cross_V3	- Center face hit by strong cross, large stumble back, recover
85	Hit_By_Cross_V4	- Center face hit by strong cross, small stumble back, recover
86	Hit_By_GutShot_V1	- Hit to left side of gut shrugs it off
87	Hit_By_GutShot_V1_Short	- Quick flinch to hit to left side of gut
88	Hit_By_GutShot_V2	- Hit to center of gut, steps back winded, recovers
89	Hit_By_GutShot_V2_Short	- Hit back from punch to gut, less winded, recovers
90	Hit_By_GutShot_V3	- Hit to right side of gut, stumbles then recovers
91	Hit_By_Hook_V1	- Hit by hook to right side of face
92	Hit_By_Hook_V1_Short	- Quick flinch from hit to right side of face from hook
93	Hit_By_Hook_V2	- Side of head whipped from hook to left side
94	Hit_By_Hook_V2_Short	- Side of head has quick flinch from hook to left side
95	Hit_By_Hook_V3	- Hit by hook to left side of head, stumbles, recovers
96	Hit_By_Hook_V3_Short	- Hit by hook to left side of head, quick step back, recover
97	Hit_By_Hook_V5	- Hit by hook to right side of head makes him lean in, recover
98	Hit_By_Hook_V6	- Hit to head from the right whipping head left and down, recover
99	Hit_By_Hook_V6_Short	- Hit to head right whipping head left and down, quick recovery
100	Hit_By_Hook_V7	- Hit hard by hook right, fall and lean left, recover
101	Hit_By_Hook_V7_Short	- Hit hard by hook right, fall and lean left, quick recovery
102	Hit_By_Hook_V8	- Hit hard by hook to the right, slow lean and recovery left
103	Hit_By_Hook_V8_Short	- Hit hard by hook to the right, slow lean, quick recovery left

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104	Hit_By_Jab_V1	- Hit by straight jab, reset hand position
105	Hit_By_Jab_V1_Short	- Hit by straight jab, reset hand position, quick recovery
106	Hit_By_Jab_V2	- Hit by straight jab to face
107	Hit_By_Jab_V2_Short	- Hit by straight jab to face, quick recovery
108	Hit_By_Jab_V3	- Small flinch from straight jab to body
109	Hit_By_Jab_V4	- Head whipped back from straight jab to face
110	Hit_By_Jab_V4_Short	- Head whipped back from straight jab to face, quick recovery
111	Hit_By_Jab_V5	- Head jostled back and left from jab to face
112	Hit_By_Jab_V5_Short	- Head jostled back and left from jab to face, quick recovery
113	Hit_By_Kidneyshot_V1	- Stumbles right from hard shot to left kidney, recover
114	Hit_By_Uppercut_V1	- Sent reeling backwards from uppercut to face, recover
115	DEFENSE, BLOCKS, MISC.	
116	Left_Dodge	- Steps out to the left to dodge, returns to center
117	Right_Dodge	- Steps out to the right to dodge, returns to center
118	Back_Dodge	- Steps Back to dodge, returns to center
119	Left_Weave	- Leans to the left to dodge punch
120	Right_Weave	- Leans to the right to dodge punch
121	Back_Weave	- Leans back to dodge punch
122	Combo_LH_RU	- Throws left hook, right uppercut
123	Combo_Punch	- Throws left jab, right cross, left hook
124	Body_Shot	- Drops low to throw a strong right cross to the lower body
125	Quick_Weave	- Pulls back and to the right to dodge punch
126	Block_Loop	- Idle Loop of holding arms to cover face
127	Block_To_Idle	- Transition from blocking pose to fight stance
128	Idle_To_Block	- Fight Stance Transition to arms covering face
129	Block_Straight_Hit_V1	- Blocks hit while covered with a slight step back, recovers
130	Block_Straight_Hit_V2	- Blocks hits while covered up, mostly absorbs hit
131	Block_Straight_Hit_V3	- Blocks hard hit while covered up, stumbles back, recovers
132	Kidney_Shot	- Steps in low to the left and throws strong hook to the kidney
133	KNOCKOUTS, CELEBRATIONS	
134	Knockout_Countdown_V1	- Gets knocked out cold then struggles to get back up
135	Knockout_Countdown_V2	- Gets knocked out cold then struggles to get back up
136	Knockout_Countdown_V3	- Gets knocked out cold then struggles to get back up
137	Knockout_V1	- Hit to left side of head and knocked out cold, falling right
138	Knockout_V2	- Hit to left side of head and knocked out cold, falling right
139	Knockout_V3	- Hit to right side of head and knocked out cold, falling left
140	Knockout_V4	- Hit with uppercut and knocked out cold, falling backwards
141	Knockout_V5	- Hit to the gut then face and falling backwards, knocked out
142	Knockout_V6	- Hit to gut falls to knee in pain, slowly gets back up
143	Knockout_V7	- Hit in the face ringing his bell. Wobbly stumbles right, falls
144	Knockout_V8	- Hook to right side of the face, falls left onto back, knocked out
145	Win_V1	- Walking around with hands held high, returns to center
146	Win_V2	- Jumping around with hands held over head
147	Win_V3	- Jumping around fist pumping over head
148	Win_V4	- Air pummeling with his fist then hands over head, returns center
149	Win_V5	- Points to chest, holds arms out playing to crowd, returns center
150	Win_V6	- Relaxed saunter, gestures to stay down, returns to center
151	Win_V7	- Walking around blowing kisses to crowd, arms over head
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DESCRIPTION

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<https://mocaponline.com/collections/punching-animations>

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