

NINJA 2.7 BASIC - ANIMATION LIST

All Animations included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4/Unity)

NAME	DESCRIPTION
IDLES , TURNS , FIDGETS , TRANSITIONS	
NJA_Cbt_Stand_V2_Idle	-
NJA_Rlx_Stand_Idle	- Rlx Pose matches Mobility Rlx Stand
NJA_Rlx_Stand_To_Cbt_Stand	- Rlx Pose matches Mobility Rlx Stand
NJA_Cbt_Stand_To_Rlx_Stand	- Rlx Pose matches Mobility Rlx Stand
NJA_Cbt_Std_Turn_L_45_Loop	-
NJA_Cbt_Std_Turn_R_45_Loop	-
NJA_Cbt_Stand_L_90	-
NJA_Cbt_Stand_R_90	-
NJA_Cbt_Stand_R_180	-
NJA_Rlx_Stand_Fidget_V1	-
NJA_Rlx_Stand_Fidget_V2	-
NJA_Rlx_Stand_Fidget_V3	-
NJA_Rlx_Stand_Fidget_V4	-
CROUCHING	
NJA_Cbt_Crouch_Idle	-
NJA_Cbt_Stand_To_Crouch	-
NJA_Cbt_Crouch_To_Stand	-
NJA_Cbt_Crouch_Turn_L_45_Loop	-
NJA_Cbt_Crouch_Turn_R_45_Loop	-
NJA_Cbt_CrouchWalk_B_Loop	-
NJA_Cbt_CrouchWalk_F_Loop	-
NJA_Cbt_CrouchWalk_L_Loop	-
NJA_Cbt_CrouchWalk_L_BkPd_Loop	-
NJA_Cbt_CrouchWalk_R_Loop	-
NJA_Cbt_CrouchWalk_R_BkPd_Loop	-
JOGS , TURNS , JUMPS	
NJA_Cbt_Jog_Forward_Loop	- 346.86 cm/sec
NJA_Cbt_Jog_Back_Loop	- -252.51 cm/sec
NJA_Cbt_Jog_Left_Loop	- 339.58 cm/sec
NJA_Cbt_Jog_Left_BkPd_Loop	- 339.58 cm/sec
NJA_Cbt_Jog_Right_Loop	- -339.58 cm/sec
NJA_Cbt_Jog_Right_BkPd_Loop	- -339.58 cm/sec
WALKS , TURNS , JUMPS	
NJA_Cbt_Walk_Forward_Loop	- 133.10 cm/sec
NJA_Cbt_Walk_Back_Loop	- -110.36 cm/sec
NJA_Cbt_Walk_Left_Loop	- 116.06 cm/sec
NJA_Cbt_Walk_Left_BkPd_Loop	- 116.06 cm/sec
NJA_Cbt_Walk_Right_Loop	- -150.05 cm/sec
NJA_Cbt_Walk_Right_BkPd_Loop	- -150.05 cm/sec
JUMPS , STEPS	
NJA_Cbt_Jump	-
NJA_Cbt_Jump_TakeOff_IPC	- Split Jump takeoff
NJA_Cbt_Jump_Air_Loop_IPC	- Split Jump loop while in air
NJA_Cbt_Jump_Landing_IPC	- Split Jump landing
NJA_Cbt_Std_Jump_Forward	-

NJA_Cbt_Std_Jump_Backward	-	
NJA_Cbt_Std_Jump_Left	-	
NJA_Cbt_Std_Jump_Right	-	
NJA_Cbt_Std_Step_Back	-	
NJA_Cbt_Std_Step_Fwd	-	
NJA_Cbt_Std_Step_Left	-	
NJA_Cbt_Std_Step_Right	-	
RUNS , TURNS , JUMPS		
NJA_Cbt_Run_Forward_Loop	-	545.17 cm/sec
NJA_Cbt_Run_Back_Loop	-	-493.54 cm/sec
NJA_Cbt_Run_Left_Loop	-	493.54 cm/sec
NJA_Cbt_Run_Left_BkPd_Loop	-	493.54 cm/sec
NJA_Cbt_Run_Right_Loop	-	-493.54 cm/sec
NJA_Cbt_Run_Right_BkPd_Loop	-	-493.54 cm/sec
KICKS , PUNCHES		
NJA_Kick_High_v1	-	Kick Standing Left Foot High
NJA_Kick_Mid_v3	-	Kick Right Foot Mid High 360 Spin
NJA_Kick_Low_v1	-	Kick Left Foot Low and advance Forward
NJA_Kick_Back_v1	-	Kick Back Mid and 180 reverse direction
NJA_Punch_High_v2	-	Punch High Right Fist
NJA_Punch_Mid_v2	-	Step Fwd/Return Punch Right Uppercut
NJA_Punch_Mid_v3	-	Step Fwd/Return Punch Right Fist
NJA_Punch_Back_v1	-	Punch Back Right Elbow
STAR THROW		
NJA_Star_Throw_Fwd_Single	-	Complete Single Fwd Throw
NJA_Star_Throw_Fwd_Start	-	Throw Start to Loop Point
NJA_Star_Throw_Fwd_Loop	-	Throwing Fast Loop
NJA_Star_Throw_Fwd_End	-	Throw Loop point Return to Cbt Stand
NJA_Star_Throw_Bkwd_Single	-	Complete Single Bkwd Throw
NJA_Star_Throw_Bkwd_Start	-	Throw Start to Loop Point
NJA_Star_Throw_Bkwd_Loop	-	Throwing Fast Loop
NJA_Star_Throw_Bkwd_End	-	Throw Loop point Return to Cbt Stand
KNOCK DOWNS		
NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover	-	
NJA_Cbt_Knock_Dn_Fwd_Mid_Recover	-	
DUCKS , FLIPS , ROLLS , DIVES		
NJA_Cbt_Duck	-	
NJA_Cbt_Back_Flip	-	
NJA_Cbt_Forward_Roll_v1	-	
NJA_Cbt_Bkwd_Roll	-	
NJA_Cbt_Left_Roll	-	
NJA_Cbt_Right_Roll	-	
NJA_Run_Dive_Forward_Roll	-	
HIGH PLATFORMS		
NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi	-	Stand Jump Up to Hanging on Hi Platform Edge
NJA_Hang_Ptfm_Hi_Idle	-	
NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand	-	
NJA_Run_Jump_Hang_Ptfm_Hi	-	
NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand	-	
NJA_Hang_Ptfm_Hi_Drop_Dead	-	

MED PLATFORMS		
NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std	-	
NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1	-	
LOW PLATFORMS		
NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std	-	
NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std	-	
AIM OFFSETS		
NJA_Cbt_Look_Center	-	
NJA_Cbt_Look_Ctr_Dn_90	-	
NJA_Cbt_Look_Ctr_Up_90	-	
NJA_Cbt_Look_L_90	-	
NJA_Cbt_Look_L_90_Dn_90	-	
NJA_Cbt_Look_L_90_Up_90	-	
NJA_Cbt_Look_R_90	-	
NJA_Cbt_Look_R_90_Dn_90	-	
NJA_Cbt_Look_R_90_Up_90	-	
NJA_Cbt_Crouch_Look_Center	-	
NJA_Cbt_Crouch_Look_Ctr_Dn_90	-	
NJA_Cbt_Crouch_Look_Ctr_Up_90	-	
NJA_Cbt_Crouch_Look_L_90	-	
NJA_Cbt_Crouch_Look_L_90_Dn_90	-	
NJA_Cbt_Crouch_Look_L_90_Up_90	-	
NJA_Cbt_Crouch_Look_R_90	-	
NJA_Cbt_Crouch_Look_R_90_Dn_90	-	
NJA_Cbt_Crouch_Look_R_90_Up_90	-	
MOB1_Stand_Relaxed_Look_Center	-	Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_D90	-	Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_L90	-	Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_R90	-	Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_U90	-	Rlx Pose matches Mobility Rlx Stand
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ABBREVIATION KEY:		
Cbt = Combat		
Rlx = Relaxed		
Std = Stand		
Ptfm = Platform		
L = Left		
R = Right		
Dn = Down		
Fwd = Forward		
Bkwd = Backward		
Ctr = Center		
V# = Version		
BkPd = Backpedal		

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