

NINJA 2.7 STARTER - 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 | - |
| WALKS , TURNS , JUMPS | |
| NJA_Cbt_Walk_Forward_Loop | - 133.10 cm/sec |
| JOGS , TURNS JUMPS | |
| NJA_Cbt_Jog_Forward_Loop | - 346.86 cm/sec |
| RUNS , TURNS , JUMPS | |
| NJA_Cbt_Run_Forward_Loop | - 545.17 cm/sec |
| KICKS | |
| NJA_Kick_High_v1 | - Kick Standing Left Foot High |
| NJA_Kick_Mid_v1 | - Kick Left Foot Low and advance Forward |
| PUNCH | |
| NJA_Punch_High_v1 | - Punch High Left Fist |
| NJA_Punch_Mid_v3 | - Step Fwd/Return Punch Right Fist |
| STAR THROW | |
| NJA_Star_Throw_Fwd_Single | - Complete Single Fwd Throw |
| 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_Forward_Roll_v1 | - |
| NJA_Cbt_Bkwd_Roll | - |
| JUMPS , STEPS | |
| 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 |
| MID PLATFORMS | |
| NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std | - |
| NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1 | - |

AIM OFFSETS

| | | |
|--------------------------------|---|-------------------------------------|
| NJA_Cbt_Look_Center | - | |
| NJA_Cbt_Look_Ctr_Dn_90 | - | |
| NJA_Cbt_Look_Ctr_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_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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