

## PISTOL BASIC 2.7A - ANIMATION LIST

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

NAME	DESCRIPTION					
<b>STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS</b>						
W1_Stand_Aim_Idle	- Stand Aiming loop					
W1_Stand_Aim_L_90	- Stand Aim in-place turn left 90					
W1_Stand_Aim_R_90	- Stand Aim in-place turn right 90					
W1_Stand_Aim_Jump	- Stand Aim in-place Jump					
W1_Stand_Aim_Fgt_v1	- Stand Aim look around variation 1					
W1_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed					
W1_Stand_Aim_To_Walk_Aim_F	- Stand Aim to Walk Aim Forward					
W1_Stand_Relaxed_Idle	- Stand Relaxed with Pistol loop					
W1_Stand_Relaxed_Fgt_v2	- Stand Relaxed look around					
W1_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim					
W1_Stand_Relaxed_Death_F	- Stand Relaxed death fall forward					
W1_Stand_Relaxed_Death_B	- Stand Relaxed death fall backward					
W1_Stand_Relaxed_Death_L	- Stand Relaxed death fall left					
W1_Stand_Relaxed_Death_R	- Stand Relaxed death fall right					
<b>TURN LOOPS</b>						
	All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.					
W1_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop					
W1_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop					
W1_Stand_Rlx_Turn_In_Place_L_Loop	- Stand Relaxed in-place turn left 45 continuous Loop					
W1_Stand_Rlx_Turn_In_Place_R_Loop	- Stand Relaxed in-place turn right 45 continuous Loop					
W1_Crouch_Aim_Turn_In_Place_L_Loop	- Crouch Aim in-place turn left 45 continuous Loop					
W1_Crouch_Aim_Turn_In_Place_R_Loop	- Crouch Aim in-place turn right 45 continuous Loop					
W1_Crouch_Rlx_Turn_In_Place_L_Loop	- Crouch Relaxed in-place turn left 45 continuous Loop					
W1_Crouch_Rlx_Turn_In_Place_R_Loop	- Crouch Relaxed in-place turn right 45 continuous Loop					
<b>AIM OFFSETS</b>						
W1_Stand_Aim_Point_Center	- Stand aim center, aim offset pose					
W1_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose					
W1_Stand_Aim_Point_L90	- Stand aim left 90, aim offset pose					
W1_Stand_Aim_Point_R90	- Stand aim right 90, aim offset pose					
W1_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose					
W1_Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose					
W1_Stand_Relaxed_Look_D90	- Stand Relaxed look down 90, offset pose					
W1_Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, offset pose					
W1_Crouch_Aim_Point_Center	- Crouch aim forward, aim offset pose					
W1_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose					
W1_Crouch_Aim_Point_L90	- Crouch aim left 90, aim offset pose					
W1_Crouch_Aim_Point_R90	- Crouch aim right 90, aim offset pose					
W1_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose					
<b>FIRE, RELOAD, HOLSTER, SWAPS</b>						
<b>HOLSTER - Mobility Pack Connections</b>		(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)	<b>Rifle Holster Frame</b>	<b>Pistol Holster Frame</b>	<b>Rifle Holster Delay - Seconds</b>	<b>Pistol Holster Delay - Seconds</b>
W1_Aim_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Aim			7		0.23
W1_Aim_Equip_Return_To_MOB	- From Aim - Holster Pistol to MOB Stand			19		0.63
W1_Crouch_Aim_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch Aim			13		0.43
W1_Crouch_Aim_Equip_Return_To_MOB	- From Crouch Aim - Holster Pistol to MOB Crouch			16		0.53
<b>Rifle/Pistol Swaps</b>		(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)	<b>Rifle Holster Frame</b>	<b>Pistol Holster Frame</b>	<b>Rifle Holster Delay - Seconds</b>	<b>Pistol Holster Delay - Seconds</b>
W2_Stand_Aim_Swap_To_W1	- Rifle Stand Aim swap to Pistol Stand Aim		18	33	0.60	1.10
W1_Stand_Aim_Swap_To_W2	- Pistol Stand Aim swap to Rifle Stand Aim		38	23	1.27	0.77
W2_Crouch_Aim_Swap_To_W1	- Rifle Crouch Aim swap to Pistol Crouch Aim		18	33	0.60	1.10
W1_Crouch_Aim_Swap_To_W2	- Pistol Crouch Aim swap to Rifle Crouch Aim		38	23	1.27	0.77
<b>Firing, Reloads</b>						
W1_Stand_Relaxed_Reload	- Stand Relaxed reload Pistol					
W1_Stand_Aim_Reload	- Stand Aim reload Pistol					
W1_Stand_Fire_Continuous	- Stand firing continuous full-auto loop					
W1_Stand_Fire_Single	- Stand firing single round					
W1_Crouch_Aim_Reload	- Crouch Aim reload Pistol					
W1_Crouch_Fire_Single	- Crouch firing single round					

W1_Crouch_Fire_Continuous	-	Crouch firing continuous full-auto loop
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### WALKS, TURNS, JUMPS, TRANSITIONS

W1_Walk_Aim_F_Loop	-	Walk Aim forward loop
W1_Walk_Aim_B_Loop	-	Walk Aim backward loop
W1_Walk_Aim_L_Loop	-	Walk Aim Strafe left loop
W1_Walk_Aim_R_Loop	-	Walk Aim Strafe right loop
W1_Walk_Aim_L_CIR_Loop	-	Walk Aim left circle loop
W1_Walk_Aim_R_CIR_Loop	-	Walk Aim right circle loop
W1_Walk_Aim_F_Jump_RU	-	Walk Aim forward jump right foot up
W1_Walk_Aim_F_to_Stand_Aim_RU	-	Walk Aim Forward, transition right foot up to Stand Aim
W1_Walk_F_Loop	-	Walk Relaxed forward loop
W1_Walk_B_Loop	-	Walk Relaxed backward loop
W1_Walk_L_Loop	-	Walk Relaxed Strafe left loop
W1_Walk_R_Loop	-	Walk Relaxed Strafe right loop

### CROUCH, TURNS, CROUCH WALKS, TRANSITION

W1_CrouchWalk_Aim_F_Loop	-	Crouch Walk forward loop
W1_CrouchWalk_Aim_B_Loop	-	Crouch Walk backward loop
W1_CrouchWalk_Aim_L_Loop	-	Crouch Walk Aim Strafe left loop
W1_CrouchWalk_Aim_R_Loop	-	Crouch Walk Aim Strafe right loop
W1_Crouch_Idle	-	Crouch Idle loop
W1_Crouch_Aim_Idle	-	Crouch Aiming loop
W1_CrouchWalk_F_Loop	-	Crouch Walk forward loop
W1_CrouchWalk_B_Loop	-	Crouch Walk backward loop
W1_CrouchWalk_L_Loop	-	Crouch Walk Strafe left loop
W1_CrouchWalk_R_Loop	-	Crouch Walk Strafe right loop
W1_Crouch_To_Crouch_Aim	-	Crouch transition to Crouch Aim
W1_Crouch_Aim_To_Crouch	-	Crouch Aim transition to Crouch
W1_Crouch_Aim_L_90	-	Crouch Aim in-place turn left 90
W1_Crouch_Aim_R_90	-	Crouch Aim in-place turn right 90
W1_Stand_Aim_To_Crouch_Aim	-	Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	-	Crouch Aim transition to Stand Aim
W1_Crouch_Aim_To_CrouchWalk_Aim_F	-	Crouch Aim, transition to CrouchWalk Aim Forward
W1_CrouchWalk_Aim_F_to_Crouch_Aim_RU	-	Crouch Walk Aim Forward, transition right foot up to Crouch Aim

### JOGS, TURNS, JUMPS, TRANSITIONS

W1_Jog_Aim_F_Loop	-	Jog Aim forward loop
W1_Jog_Aim_B_Loop	-	Jog Aim backward loop
W1_Jog_Aim_L_Loop	-	Jog Aim Strafe left loop
W1_Jog_Aim_R_Loop	-	Jog Aim Strafe right loop
W1_Jog_F_Loop	-	Jog Relaxed forward loop
W1_Jog_B_Loop	-	Jog Relaxed backward loop
W1_Jog_L_Loop	-	Jog Relaxed Strafe left loop
W1_Jog_R_Loop	-	Jog Relaxed Strafe right loop
W1_Jog_Aim_L_CIR_Loop	-	Jog Aim left circle loop
W1_Jog_Aim_R_CIR_Loop	-	Jog Aim right circle loop
W1_Jog_Aim_F_Jump_RU	-	Jog Aim forward jump right foot up
W1_Jog_Aim_L_Jump_RU	-	Jog Aim Strafe left jump right foot up
W1_Jog_Aim_R_Jump_RU	-	Jog Aim Strafe right jump right foot up
W1_Jog_Aim_F_to_Stand_Aim_RU	-	Jog Aim Forward, transition right foot up to Stand Aim

### RUNS, TURNS, JUMPS, TRANSITIONS

W1_Run_F_Loop	-	Run forward loop
W1_Run_L_Loop	-	Run Strafe left loop
W1_Run_R_Loop	-	Run Strafe right loop
W1_Run_L_CIR_Loop	-	Run left circle loop
W1_Run_R_CIR_Loop	-	Run right circle loop
W1_Run_F_Jump_RU	-	Run forward jump right foot up
W1_Run_F_to_Stand_Relaxed_RU	-	Run Forward, transition right foot up to Stand Relaxed

### SPLIT JUMPS

W1_Stand_Aim_Jump_Air_IPC	-	Loop while in Air
W1_Stand_Aim_Jump_End_IPC	-	Jump Landing
W1_Stand_Aim_Jump_Start_IPC	-	Jump Start
W1_Stand_Relaxed_Jump_Air_IPC	-	Loop while in Air
W1_Stand_Relaxed_Jump_End_IPC	-	Jump Landing
W1_Stand_Relaxed_Jump_Start_IPC	-	Jump Start
W1_Walk_Aim_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_Aim_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing

W1_Jog_Aim_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_Aim_L_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_L_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_L_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_Aim_R_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_R_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_R_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Run_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Run_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Run_F_Jump_RU_End_IPC	-	Right Up Jump Landing
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