

## PISTOL STARTER 2.7A - ANIMATION LIST

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

| NAME   | DESCRIPTION  |
|--|--|
| <b>STAND</b>   |  |
| W1_Stand_Aim_Idle  | - Stand Aiming loop                                |
| W1_Stand_Relaxed_Idle  | - Stand Relaxed with Pistol loop                   |
| <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 |
| <b>AIM OFFSETS</b>   |  |
| W1_Stand_Aim_Point_D90   | - Stand aim down 90, aim offset pose               |
| W1_Stand_Aim_Point_U90   | - Stand aim up 90, aim offset pose                 |
| W1_Crouch_Aim_Point_D90  | - Crouch aim down 90, aim offset pose              |
| W1_Crouch_Aim_Point_U90  | - Crouch aim up 90, aim offset pose                |
| <b>FIRE</b>  |  |
| W1_Stand_Fire_Single   | - Stand firing single round                        |
| W1_Crouch_Fire_Single  | - Crouch firing single round                       |
| <b>WALK</b>  |  |
| W1_Walk_Aim_F_Loop   | - Walk Aim forward loop                            |
| <b>CROUCH</b>  |  |
| W1_CrouchWalk_Aim_F_Loop   | - Crouch Walk forward loop                         |
| W1_Crouch_Idle   | - Crouch Idle loop                                 |
| W1_Crouch_Aim_Idle   | - Crouch Aiming loop                               |
| <b>JOG</b>   |  |
| W1_Jog_Aim_F_Loop  | - Jog Aim forward loop                             |
| <b>SPLIT JUMPS</b>   |  |
| W1_Stand_Aim_Jump_Start_IPC  | - Jump Start                                       |
| W1_Stand_Aim_Jump_Air_IPC  | - Loop while in Air                                |
| W1_Stand_Aim_Jump_End_IPC  | - Jump Landing                                     |
| W1_Walk_Aim_F_Jump_RU_End_IPC  | - Right Up Jump Landing                            |
| W1_Jog_Aim_F_Jump_RU_End_IPC   | - Right Up Jump Landing                            |
| 20   |  |

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