

# PUNCH STARTER - ANIMATION LIST

NAME		DESCRIPTION
<b>IDLES, FIDGETS</b>		
Idle	-	Stand Fight Stance loop
Idle_Fidget_V1	-	Shifting weight
<b>RIGHT PUNCHES</b>		
Right_Cross	-	Right cross to body
Right_Hook	-	Quick right hook drops arm, recover
Right_Uppercut	-	Angled right uppercut
<b>LEFT PUNCHES</b>		
Left_Jab	-	Straight jab with connecting hit
Left_Hook	-	Angled left hook with strong connecting hit
Left_Uppercut	-	Uppercut from hip up to above head lots of wind up
<b>DEFENSE, HITS</b>		
Hit_By_Combo_V1_Short	-	Hit multiple times high and low and then recovers quickly
Hit_By_Hook_V1_Short	-	Quick flinch from hit to right side of face from hook
Hit_By_Jab_V1_Short	-	Hit by straight jab, reset hand position, quick recovery
<b>DEFENSE, BLOCKS, MISC.</b>		
Left_Dodge	-	Steps out to the left to dodge, returns to center
Right_Dodge	-	Steps out to the right to dodge, returns to center
Block_Loop	-	Idle Loop of holding arms to cover face
Block_To_Idle	-	Transition from blocking pose to fight stance
Idle_To_Block	-	Fight Stance Transition to arms covering face
Block_Straight_Hit_V1	-	Blocks hit while covered with a slight step back, recovers
<b>KNOCKOUTS, CELEBRATIONS</b>		
Knockout_Countdown_V1	-	Gets knocked out cold then struggles to get back up
Knockout_V1	-	Hit to left side of head and knocked out cold, falling right
Win_V1	-	Walking around with hands held high, returns to center
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