

RIFLE BASIC 2.7A - ANIMATION LIST

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

| NAME | DESCRIPTION |
|--|---|
| STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS | |
| W2_Stand_Aim_Idle_v2 | - Stand Aiming loop |
| W2_Stand_Aim_L_90 | - Stand Aim in-place turn left 90 |
| W2_Stand_Aim_R_90 | - Stand Aim in-place turn right 90 |
| W2_Stand_Aim_Jump | - Stand Aim in-place Jump |
| W2_Stand_Aim_Fgt_v1 | - Stand Aim look around variation 1 |
| W2_Stand_Aim_To_Relaxed | - Stand Aim transition to Stand Relaxed |
| W2_Stand_Aim_To_Walk_Aim_F | - Stand Aim to Walk Aim Forward |
| W2_Stand_Relaxed_Idle_v2 | - Stand Relaxed with Rifle loop |
| W2_Stand_Relaxed_Fgt_v2 | - Stand Relaxed look around |
| W2_Stand_Relaxed_To_Aim | - Stand Relaxed transition to Stand Aim |
| W2_Stand_Relaxed_Death_F | - Stand Relaxed death fall forward |
| W2_Stand_Relaxed_Death_B | - Stand Relaxed death fall backward |
| W2_Stand_Relaxed_Death_L | - Stand Relaxed death fall left |
| W2_Stand_Relaxed_Death_R | - Stand Relaxed death fall right |

| | |
|--|---|
| TURN LOOPS | |
| All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degrees Yaw. | |
| W2_Stand_Aim_Turn_In_Place_L_Loop | - Stand Aim in-place turn left 45 continuous Loop |
| W2_Stand_Aim_Turn_In_Place_R_Loop | - Stand Aim in-place turn right 45 continuous Loop |
| W2_Stand_Rlx_Turn_In_Place_L_Loop | - Stand Relaxed in-place turn left 45 continuous Loop |
| W2_Stand_Rlx_Turn_In_Place_R_Loop | - Stand Relaxed in-place turn right 45 continuous Loop |
| W2_Crouch_Aim_Turn_In_Place_L_Loop | - Crouch Aim in-place turn left 45 continuous Loop |
| W2_Crouch_Aim_Turn_In_Place_R_Loop | - Crouch Aim in-place turn right 45 continuous Loop |
| W2_Crouch_Rlx_Turn_In_Place_L_Loop | - Crouch Relaxed in-place turn left 45 continuous Loop |
| W2_Crouch_Rlx_Turn_In_Place_R_Loop | - Crouch Relaxed in-place turn right 45 continuous Loop |

| | |
|------------------------------|--|
| AIM OFFSETS | |
| W2_Stand_Aim_Point_Center | - Stand aim center, aim offset pose |
| W2_Stand_Aim_Point_D90 | - Stand aim down 90, aim offset pose |
| W2_Stand_Aim_Point_L90 | - Stand aim left 90, aim offset pose |
| W2_Stand_Aim_Point_R90 | - Stand aim right 90, aim offset pose |
| W2_Stand_Aim_Point_U90 | - Stand aim up 90, aim offset pose |
| W2_Stand_Relaxed_Look_Center | - Stand Relaxed look forward, aim offset pose |
| W2_Stand_Relaxed_Look_L90 | - Stand Relaxed look left 90, aim offset pose |
| W2_Stand_Relaxed_Look_R90 | - Stand Relaxed look right 90, aim offset pose |
| W2_Crouch_Aim_Point_Center | - Crouch aim forward, aim offset pose |
| W2_Crouch_Aim_Point_D90 | - Crouch aim down 90, aim offset pose |
| W2_Crouch_Aim_Point_L90 | - Crouch aim left 90, aim offset pose |
| W2_Crouch_Aim_Point_R90 | - Crouch aim right 90, aim offset pose |
| W2_Crouch_Aim_Point_U90 | - Crouch aim up 90, aim offset pose |

FIRE, RELOAD, HOLSTER, SWAPS

NEW

| | | Rifle Holster Frame | Pistol Holster Frame | Rifle Holster Delay - Seconds | Pistol Holster Delay - Seconds |
|---|--|---------------------|----------------------|-------------------------------|--------------------------------|
| HOLSTER - Mobility Pack Connections | | | | | |
| | | | | | |
| (@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1) | | | | | |
| W2_Stand_Aim_Equip_Back_Get_From_MOB | - From MOB Stand - Get on-back Rifle to Aim | 15 | | 0.50 | |
| W2_Stand_Aim_Equip_Back_Return_To_MOB | - From Aim - Return on-back Rifle to MOB Stand | 22 | | 0.73 | |
| W2_Crouch_Aim_Equip_Back_Get_From_MOB | - From MOB Crouch - Get on-back Rifle to Crouch Aim | 16 | | 0.53 | |
| W2_Crouch_Aim_Equip_Back_Return_To_MOB | - From Crouch Aim - Return on-back Rifle to MOB Crouch | 18 | | 0.60 | |
| Rifle/Pistol Swaps | | | | | |
| | | | | | |
| (@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1) | | | | | |
| 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 |
| Firing, Reloads | | | | | |
| W2_Stand_Relaxed_Reload | - Stand Relaxed reload Rifle | | | | |
| W2_Stand_Aim_Reload | - Stand Aim reload Rifle | | | | |
| W2_Stand_Fire_Burst | - Stand firing three round burst | | | | |

| | |
|---------------------------|---|
| W2_Stand_Fire_Continuous | - Stand firing continuous full-auto loop |
| W2_Stand_Fire_Single | - Stand firing single round |
| W2_Crouch_Aim_Reload | - Crouch Aim reload Rifle |
| W2_Crouch_Fire_Single | - Crouch firing single round |
| W2_Crouch_Fire_Continuous | - Crouch firing continuous full-auto loop |

WALKS, TURNS, JUMPS, TRANSITIONS

| | |
|-------------------------------|---|
| W2_Walk_Aim_F_Loop | - Walk Aim forward loop |
| W2_Walk_Aim_B_Loop | - Walk Aim backward loop |
| W2_Walk_Aim_L_Loop | - Walk Aim Strafe left loop |
| W2_Walk_Aim_R_Loop | - Walk Aim Strafe right loop |
| W2_Walk_Aim_L_CIR_Loop | - Walk Aim left circle loop |
| W2_Walk_Aim_R_CIR_Loop | - Walk Aim right circle loop |
| W2_Walk_Aim_F_Jump_RU | - Walk Aim forward jump right foot up |
| W2_Walk_Aim_F_to_Stand_Aim_RU | - Walk Aim Forward, transition right foot up to Stand Aim |
| W2_Walk_F_Loop | - Walk Relaxed forward loop |
| W2_Walk_B_Loop | - Walk Relaxed backward loop |
| W2_Walk_L_Loop | - Walk Relaxed Strafe left loop |
| W2_Walk_R_Loop | - Walk Relaxed Strafe right loop |

CROUCH, TURNS, CROUCH WALKS, TRANSITION

| | |
|--------------------------------------|---|
| W2_CrouchWalk_Aim_F_Loop | - Crouch Walk forward loop |
| W2_CrouchWalk_Aim_B_Loop | - Crouch Walk backward loop |
| W2_CrouchWalk_Aim_L_Loop | - Crouch Walk Aim Strafe left loop |
| W2_CrouchWalk_Aim_R_Loop | - Crouch Walk Aim Strafe right loop |
| W2_CrouchWalk_F_Loop | - Crouch Walk forward loop |
| W2_CrouchWalk_B_Loop | - Crouch Walk backward loop |
| W2_CrouchWalk_L_Loop | - Crouch Walk Strafe left loop |
| W2_CrouchWalk_R_Loop | - Crouch Walk Strafe right loop |
| W2_Crouch_Idle_v2 | - Crouch Idle loop |
| W2_Crouch_Aim_Idle_v2 | - Crouch Aiming loop |
| W2_Crouch_To_Crouch_Aim | - Crouch transition to Crouch Aim |
| W2_Crouch_Aim_To_Crouch | - Crouch Aim transition to Crouch |
| W2_Crouch_Aim_L_90 | - Crouch Aim in-place turn left 90 |
| W2_Crouch_Aim_R_90 | - Crouch Aim in-place turn right 90 |
| W2_Stand_Aim_To_Crouch_Aim_v2 | - Stand Aim transition to Crouch Aim |
| W2_Crouch_Aim_To_Stand_Aim_v2 | - Crouch Aim transition to Stand Aim |
| W2_Crouch_Aim_To_CrouchWalk_Aim_F | - Crouch Aim, transition to CrouchWalk Aim Forward |
| W2_CrouchWalk_Aim_F_to_Crouch_Aim_RU | - Crouch Walk Aim Forward, transition right foot up to Crouch Aim |

JOGS, TURNS, JUMPS, TRANSITIONS

| | |
|------------------------------|--|
| W2_Jog_Aim_F_Loop | - Jog Aim forward loop |
| W2_Jog_Aim_B_Loop | - Jog Aim backward loop |
| W2_Jog_Aim_L_Loop | - Jog Aim Strafe left loop |
| W2_Jog_Aim_R_Loop | - Jog Aim Strafe right loop |
| W2_Jog_F_Loop | - Jog Relaxed forward loop |
| W2_Jog_B_Loop | - Jog Relaxed backward loop |
| W2_Jog_L_Loop | - Jog Relaxed Strafe left loop |
| W2_Jog_R_Loop | - Jog Relaxed Strafe right loop |
| W2_Jog_Aim_L_CIR_Loop | - Jog Aim left circle loop |
| W2_Jog_Aim_R_CIR_Loop | - Jog Aim right circle loop |
| W2_Jog_Aim_F_Jump_RU | - Jog Aim forward jump right foot up |
| W2_Jog_Aim_L_Jump_RU | - Jog Aim Strafe left jump right foot up |
| W2_Jog_Aim_R_Jump_RU | - Jog Aim Strafe right jump right foot up |
| W2_Jog_Aim_F_to_Stand_Aim_RU | - Jog Aim Forward, transition right foot up to Stand Aim |

RUNS, TURNS, JUMPS, TRANSITIONS

| | |
|------------------------------|--|
| W2_Run_F_Loop | - Run forward loop |
| W2_Run_L_Loop | - Run Strafe left loop |
| W2_Run_R_Loop | - Run Strafe right loop |
| W2_Run_L_CIR_Loop | - Run left circle loop |
| W2_Run_R_CIR_Loop | - Run right circle loop |
| W2_Run_F_Jump_RU | - Run forward jump right foot up |
| W2_Run_F_to_Stand_Relaxed_RU | - Run Forward, transition right foot up to Stand Relaxed |

SPLIT JUMPS

| | |
|---------------------------------|---------------------|
| W2_Stand_Aim_Jump_Start_IPC | - Jump Start |
| W2_Stand_Aim_Jump_Air_IPC | - Loop while in Air |
| W2_Stand_Aim_Jump_End_IPC | - Jump Landing |
| W2_Stand_Relaxed_Jump_Start_IPC | - Jump Start |
| W2_Stand_Relaxed_Jump_Air_IPC | - Loop while in Air |

| | |
|---------------------------------|-------------------------|
| W2_Stand_Relaxed_Jump_End_IPC | - Jump Landing |
| W2_Walk_Aim_F_Jump_RU_Start_IPC | - Right Up Jump Start |
| W2_Walk_Aim_F_Jump_RU_Air_IPC | - Loop while in Air |
| W2_Walk_Aim_F_Jump_RU_End_IPC | - Right Up Jump Landing |
| W2_Jog_Aim_F_Jump_RU_Start_IPC | - Right Up Jump Start |
| W2_Jog_Aim_F_Jump_RU_Air_IPC | - Loop while in Air |
| W2_Jog_Aim_F_Jump_RU_End_IPC | - Right Up Jump Landing |
| W2_Jog_Aim_L_Jump_RU_Start_IPC | - Right Up Jump Start |
| W2_Jog_Aim_L_Jump_RU_Air_IPC | - Loop while in Air |
| W2_Jog_Aim_L_Jump_RU_End_IPC | - Right Up Jump Landing |
| W2_Jog_Aim_R_Jump_RU_Start_IPC | - Right Up Jump Start |
| W2_Jog_Aim_R_Jump_RU_Air_IPC | - Loop while in Air |
| W2_Jog_Aim_R_Jump_RU_End_IPC | - Right Up Jump Landing |
| W2_Run_F_Jump_RU_Start_IPC | - Right Up Jump Start |
| W2_Run_F_Jump_RU_Air_IPC | - Loop while in Air |
| W2_Run_F_Jump_RU_End_IPC | - Right Up Jump Landing |
| 123 | |

MOCAP ONLINE / MOTUS DIGITAL

www.MocapOnline.com

Mocap@MotusDigital.com