

ZOMBIE STARTER 2.7 - ANIMATION LIST

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

NAME	DESCRIPTION	Speed CM/Sec
ATTACKS		
Zombie_Stand_To_Atk_1	- Standing to Attack Loop 1 - Single Speed	49.23
Zombie_Atk_Loop_1	- Attack Loop 1 Biting	
Zombie_Atk_Arms_3_SHORT_Loop	- Stand, short quick strike both arms v3	
Zombie_HyperAttack_1_SHORT_Loop	- Frantic lashing with arms v1 - SHORT Loop	
Zombie_HyperAttack_1_SHORT_Idle_Loop	- HyperAttack 1 Ready Idle Loop	
DEATHS		
Zombie_Death_Back_Mid_1	- Death falling backwards	
Zombie_Death_Hit_Back_1	- Death Hit backwards	269.84
Zombie_OnFire_2A_SHORT	- On fire, flailing, backward death SHORT	38.20
CRAWLS		
Zombie_Stand to Crawl_1	- Stand fall to Crawl 1 Loop	
Zombie_Crawl_1_Loop	- Crawl 1 Loop - Single Speed	8.05
CHASES, HYPER CHASES		
Zombie_Stand_To_Chase_1	- Standing to Chase 1 Loop - Single Speed	20.01
Zombie_Chase_1_Loop	- Chase 1 Loop - Single Speed	45.17
Zombie_Chase_1_KnockBack_Chase	- Chase 1 Loop, knocked back, resume chase	
Zombie_HyperChase_1_Loop	- Sprinting, wild uncoordinated, stiff legs	273.04
WALKS		
Zombie_Stand_Walk_F_1	- Standing to Walk forward v1 - Single Speed	10.11
Zombie_Walk_F_1_Loop	- Walk 1 Loop - Single Speed	19.88
Zombie_Walk_F_1_KnockBack_Walk	- Walk 1 Loop, knocked back, resume Walk	
STANDS, REACHES, TURNS		
MOB_Stand_to_Zombie_Idle_1_v2	- Mobility_Stand transition to Zombie_Idle_1_v2	
Zombie_Idle_1_v2_to_MOB_Stand	- Zombie_Idle_1_v2 transition to Mobility_Stand	
Zombie_Idle_1_v2	- Standing Idle, v2 with New Pose	
Zombie_Idle_2	- Standing Idle, Animated, looking around	
Zombie_Reach_1_Loop	- Reaching stuck behind an object loop	
Zombie_Turn_L_90_1	- Slow Turn - Left 90	
Zombie_Turn_R_90_1	- Slow Turn - Right 90	
Zombie_Turn_L_45_Loop	- Turn - Left 45 Idle Loop	
Zombie_Turn_R_45_Loop	- Turn - Right 45 Idle Loop	
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