

Start End

Loop Time Loop Pose loop match 
Cycle Offset

Root Transform Rotation

Bake Into Pose loop match 
Based Upon (at Start)
Offset

Root Transform Position (Y)

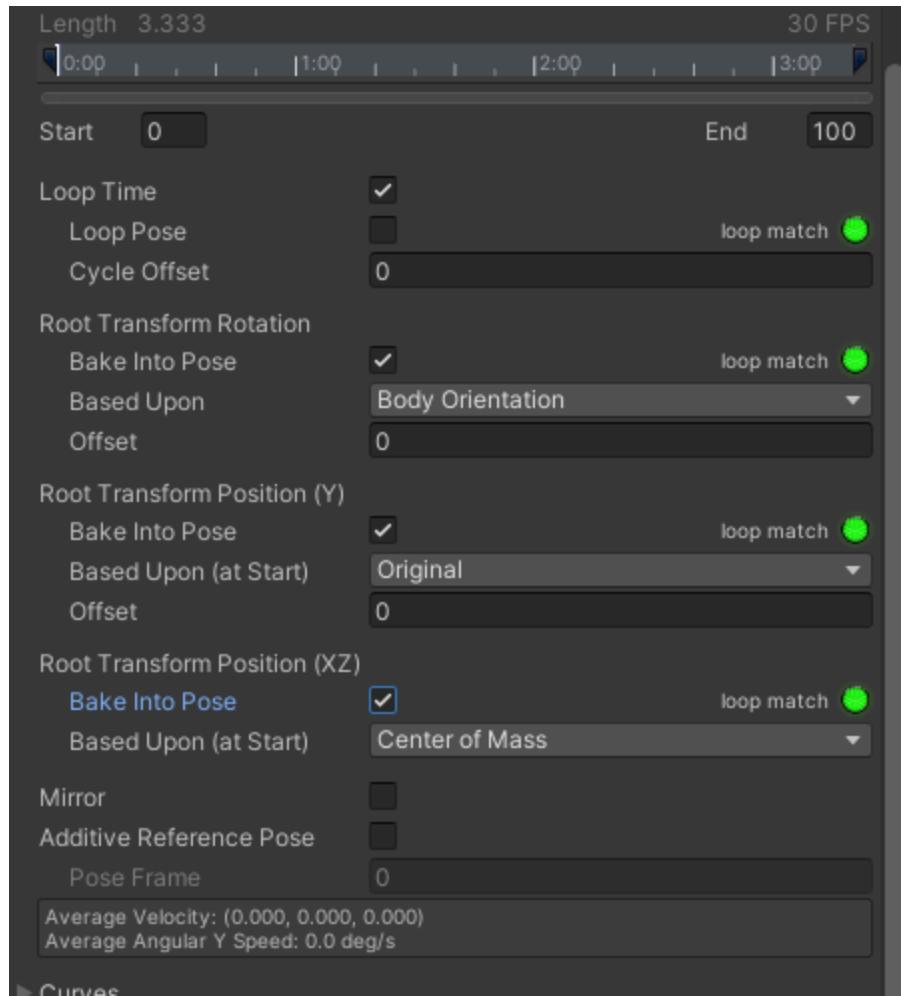
Bake Into Pose loop match 
Based Upon
Offset

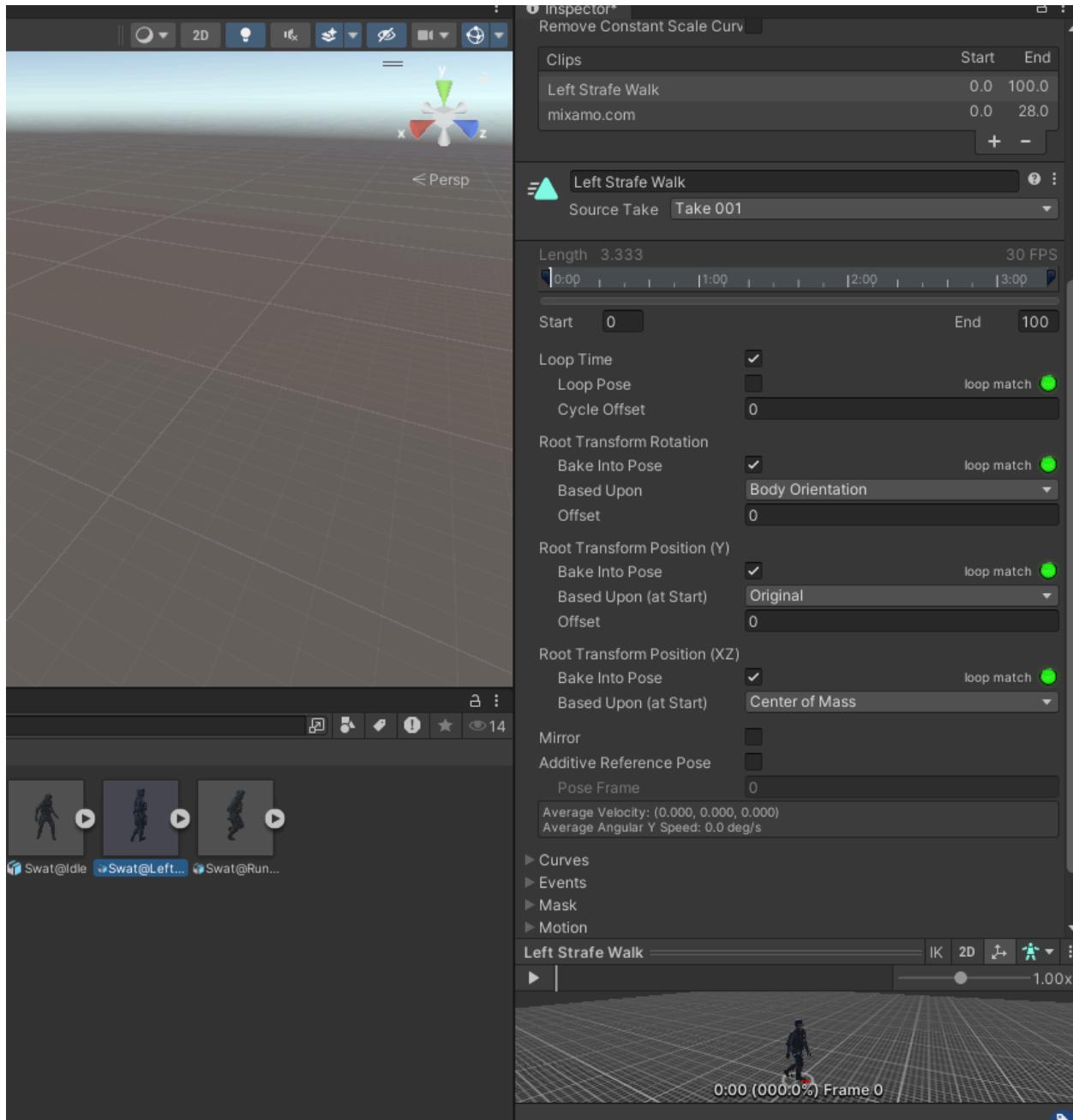
Root Transform Position (XZ)

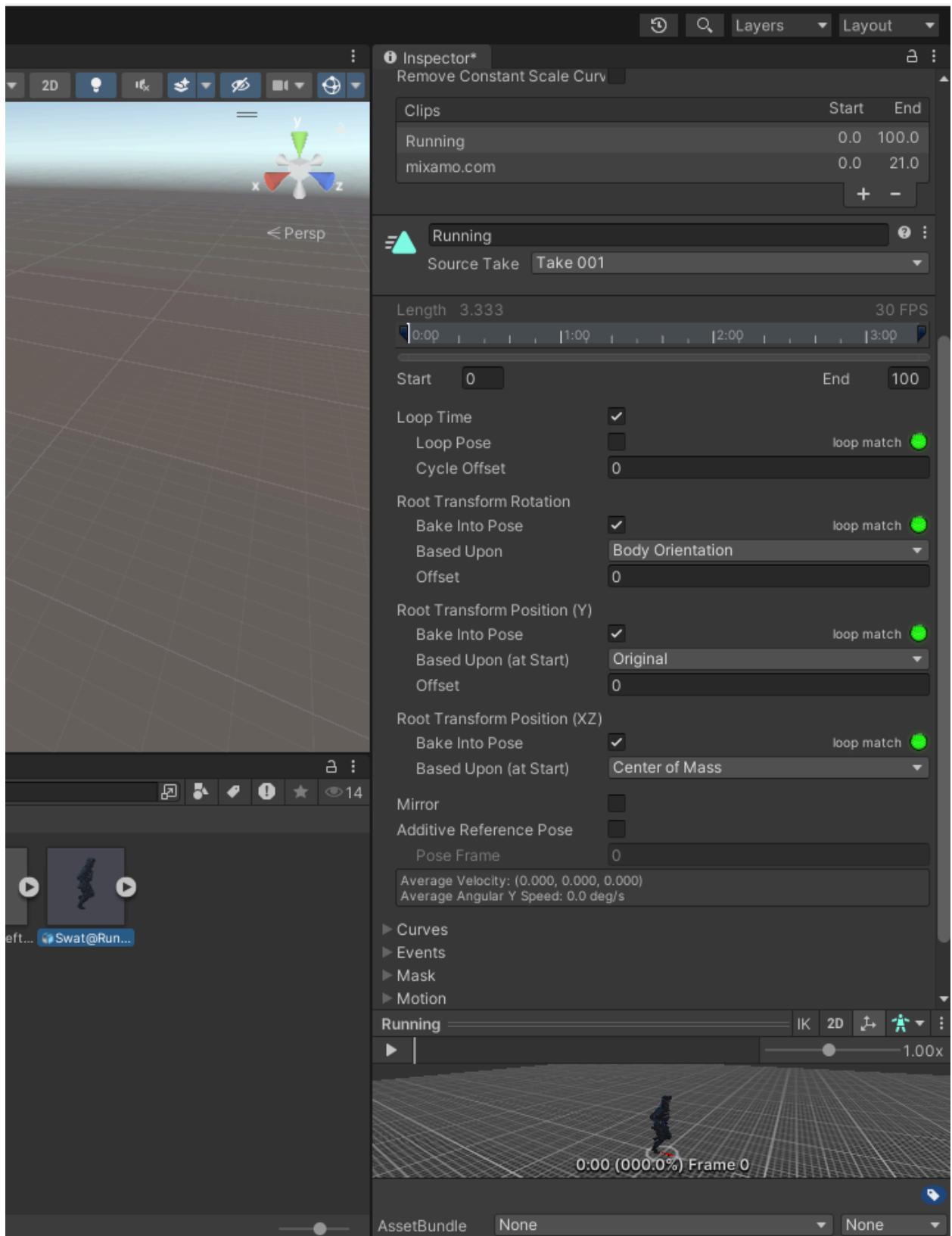
Bake Into Pose loop match 
Based Upon

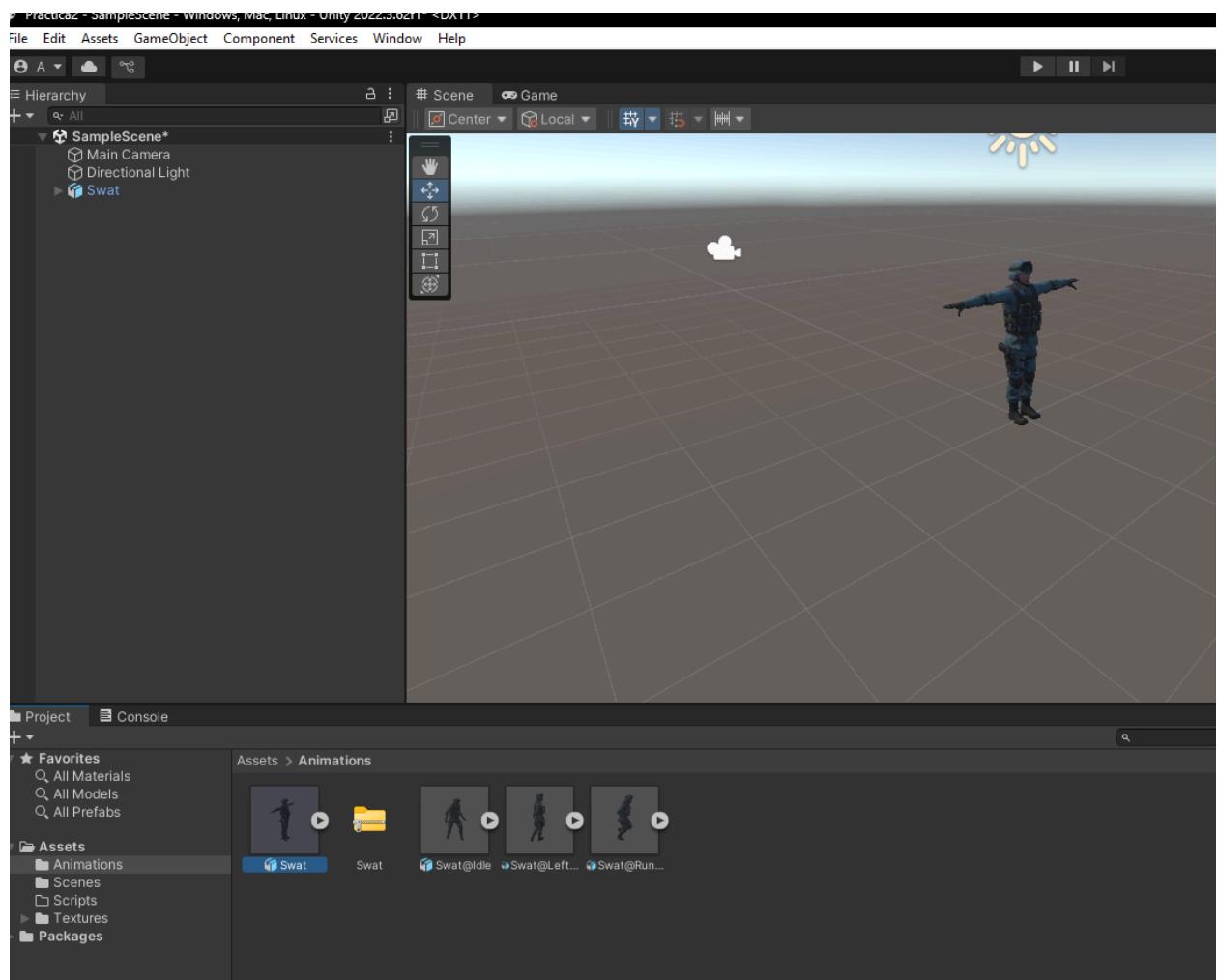
Mirror
Additive Reference Pose
Pose Frame

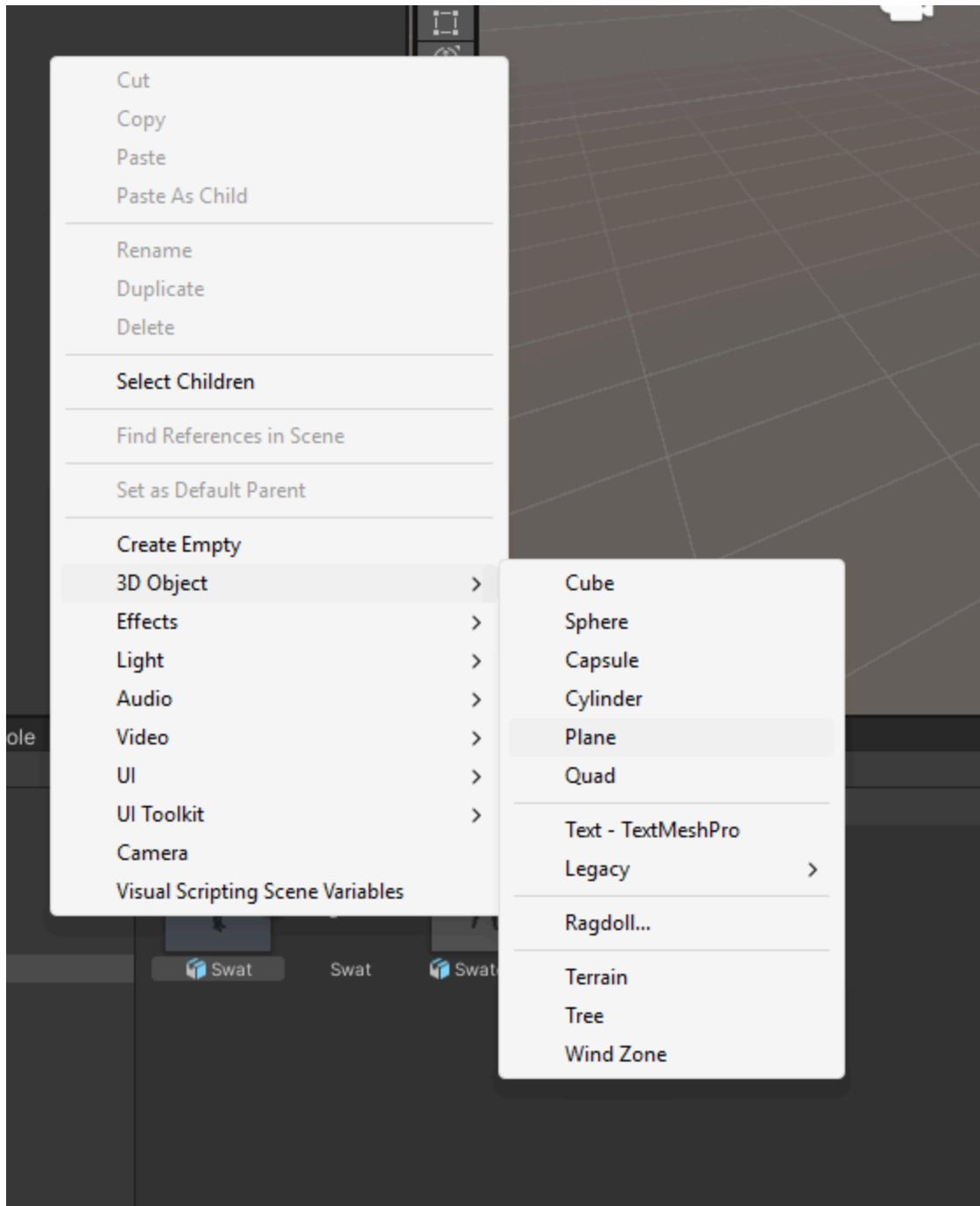
Average Velocity: (0.000, 0.000, 0.000)

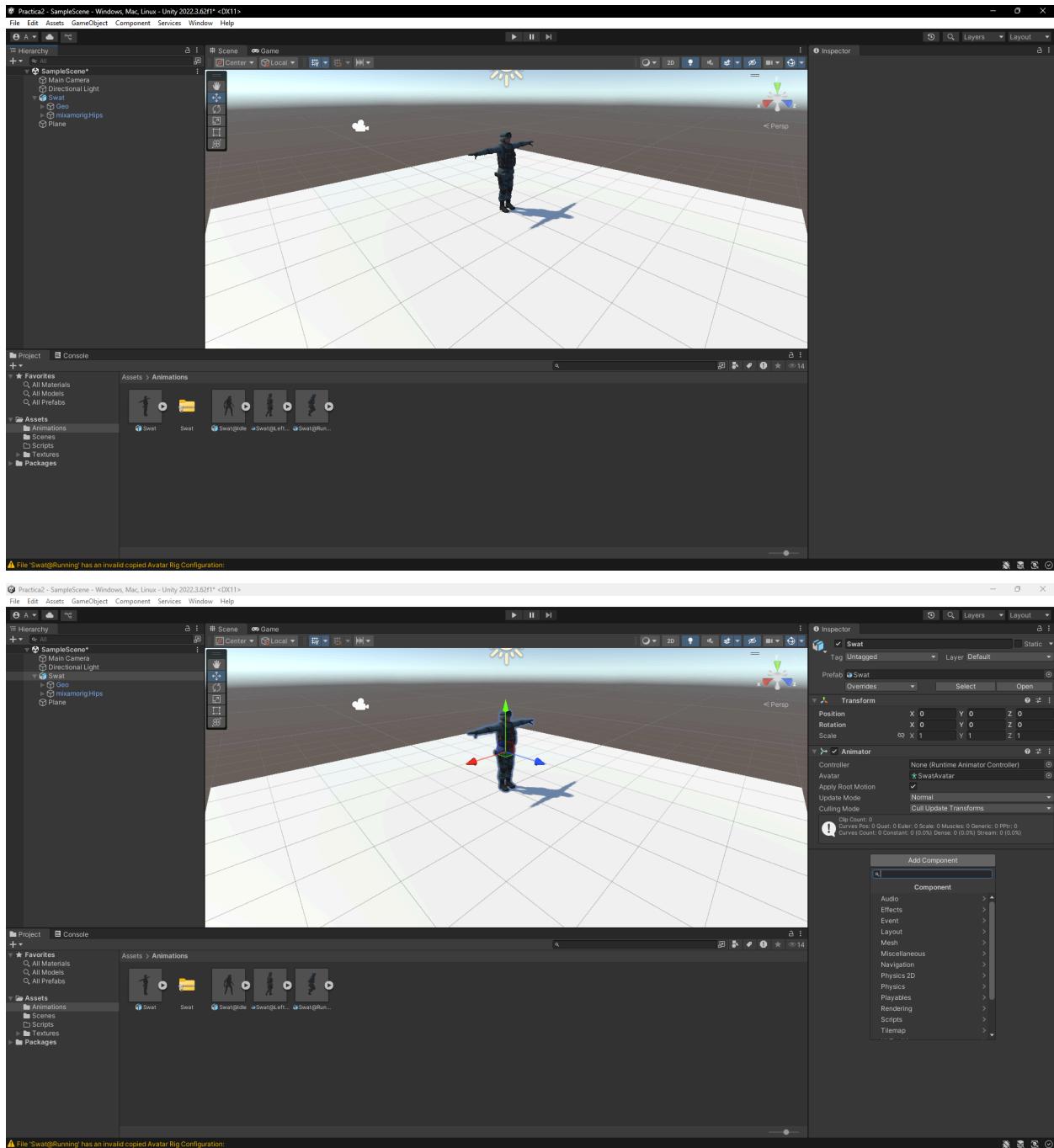


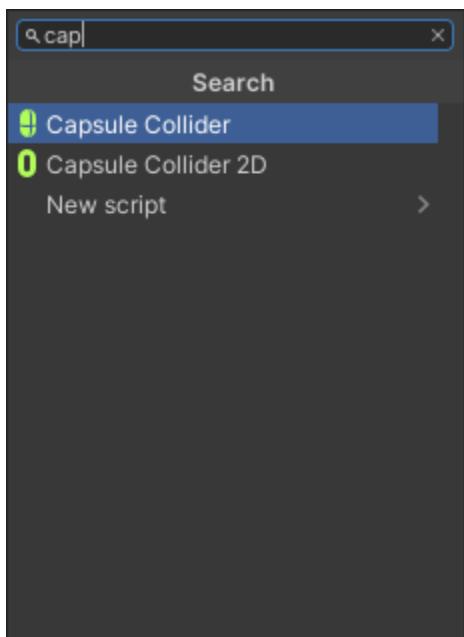
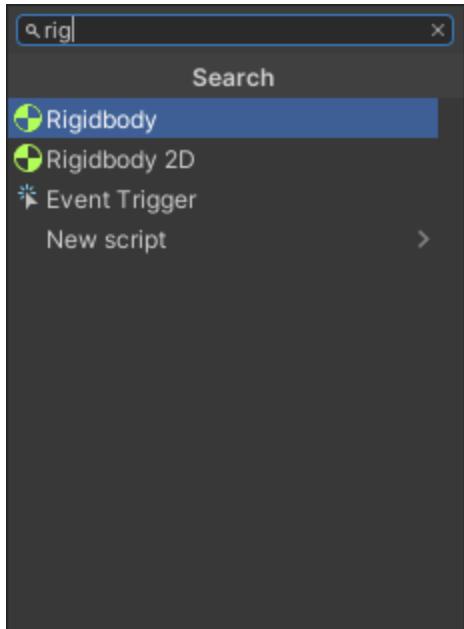


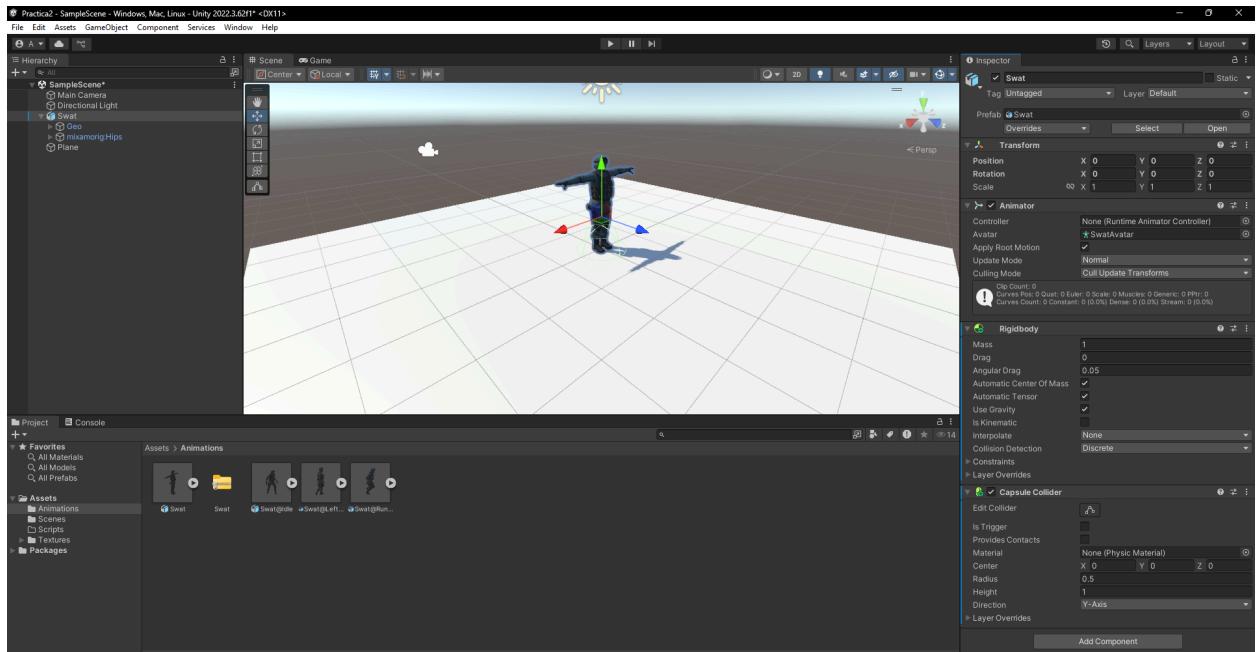


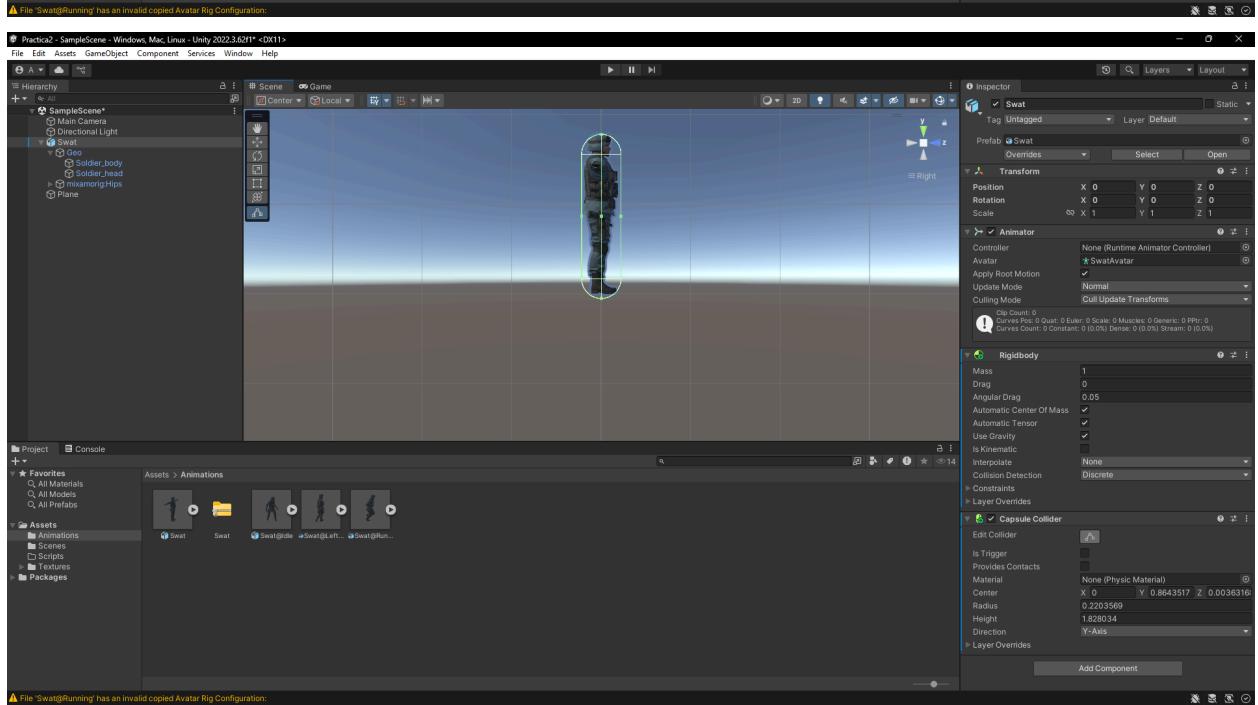
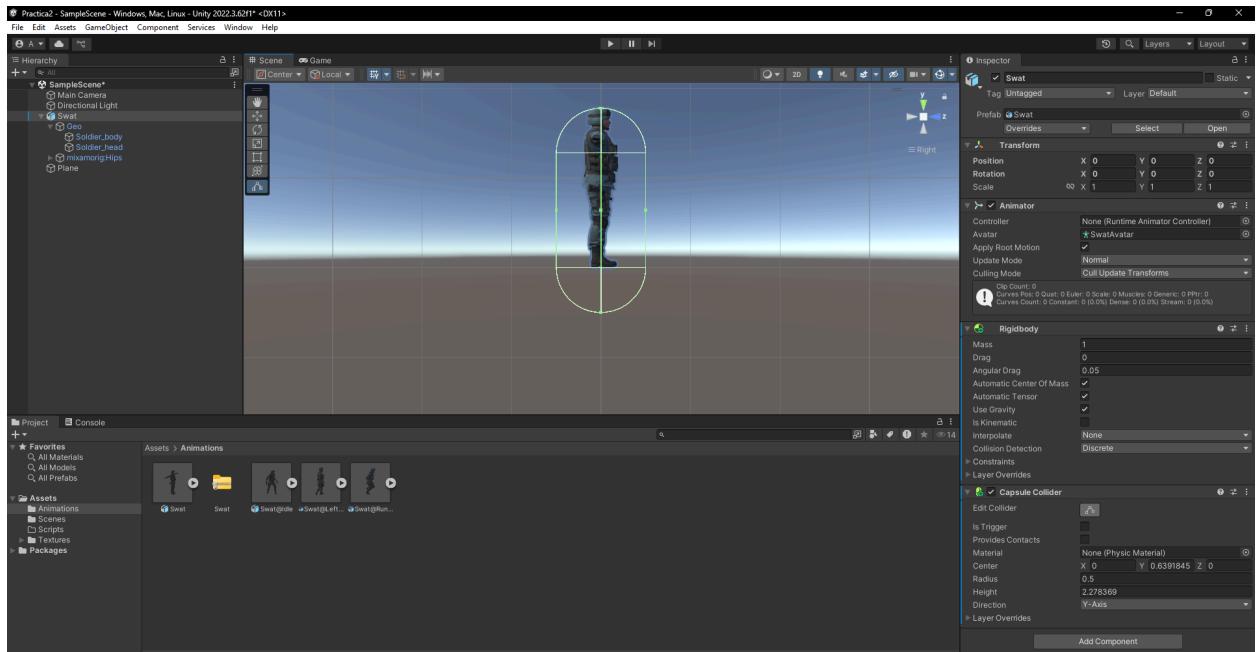


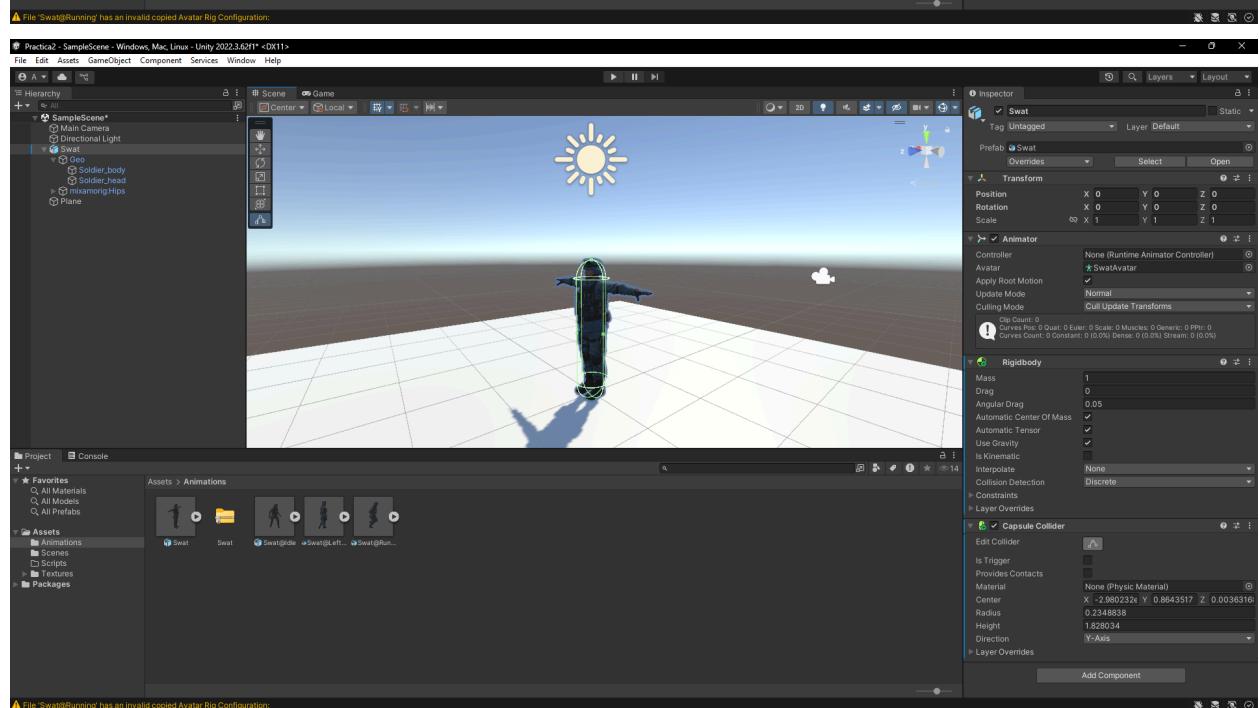
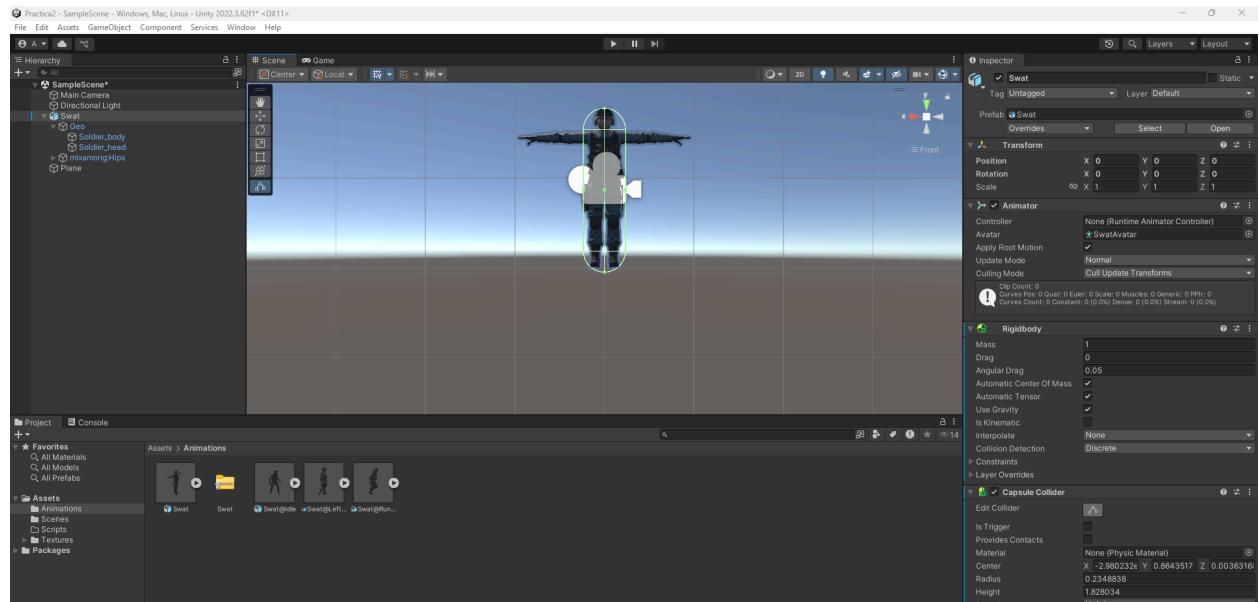


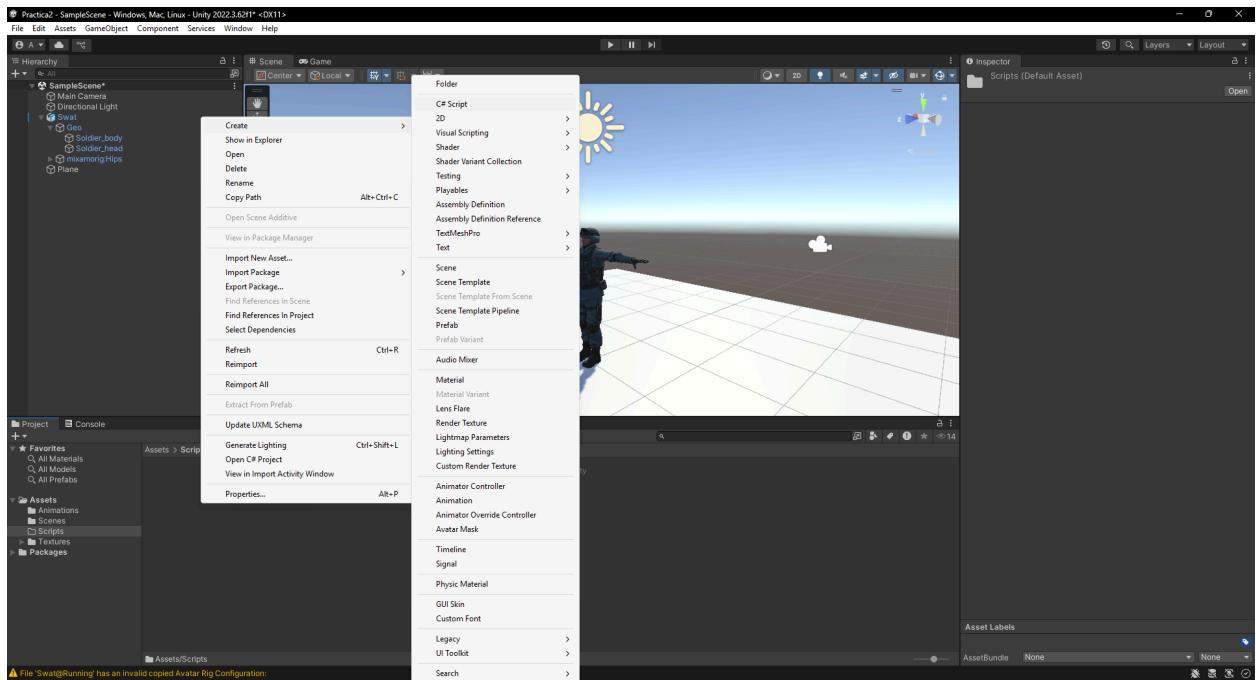
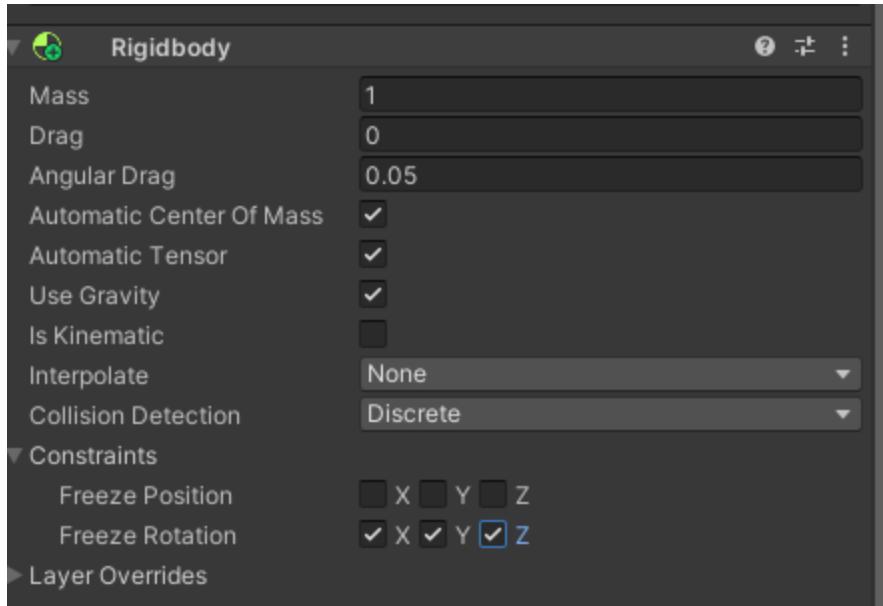


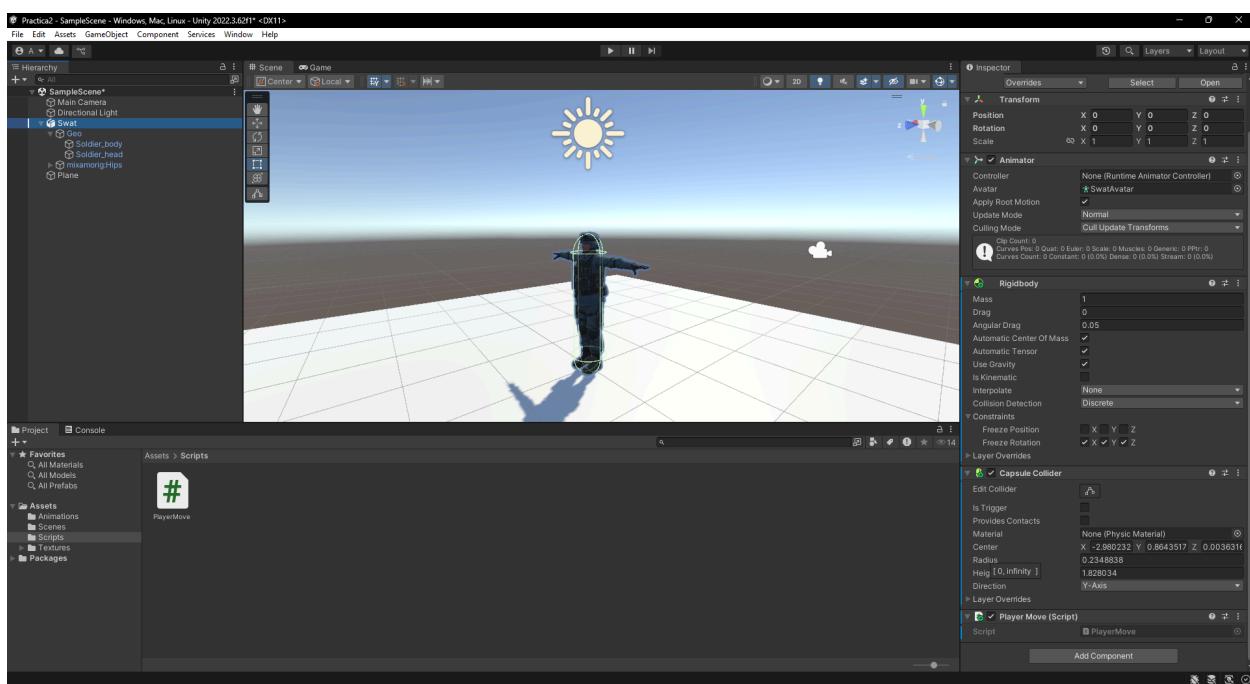
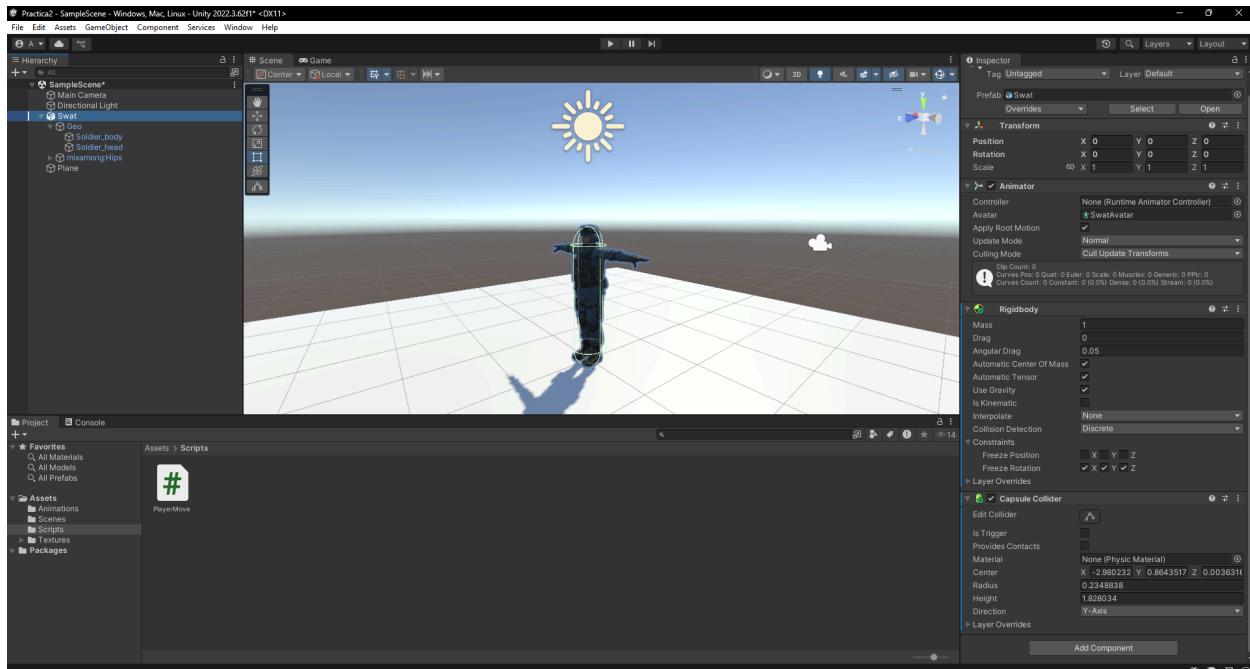


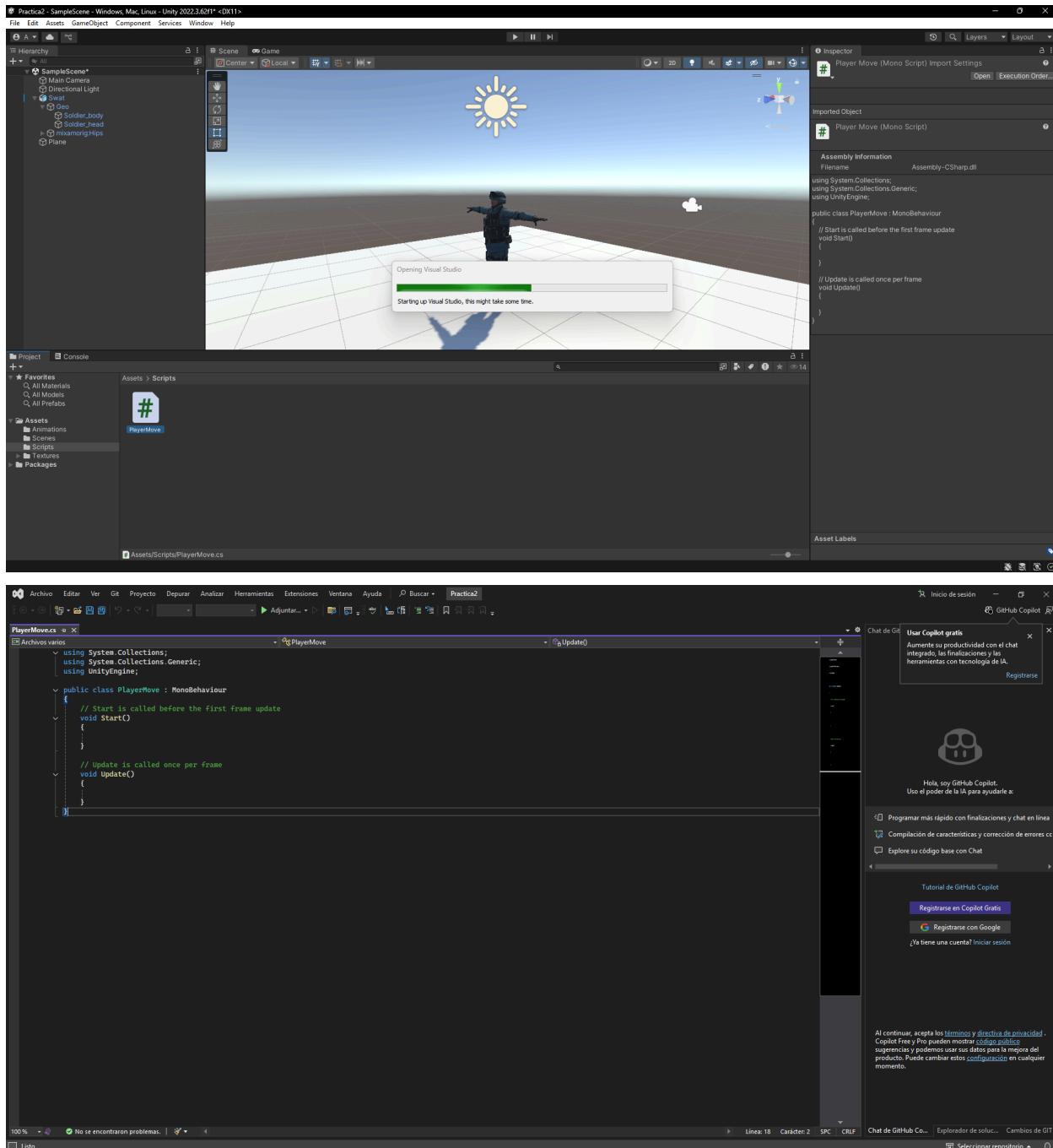


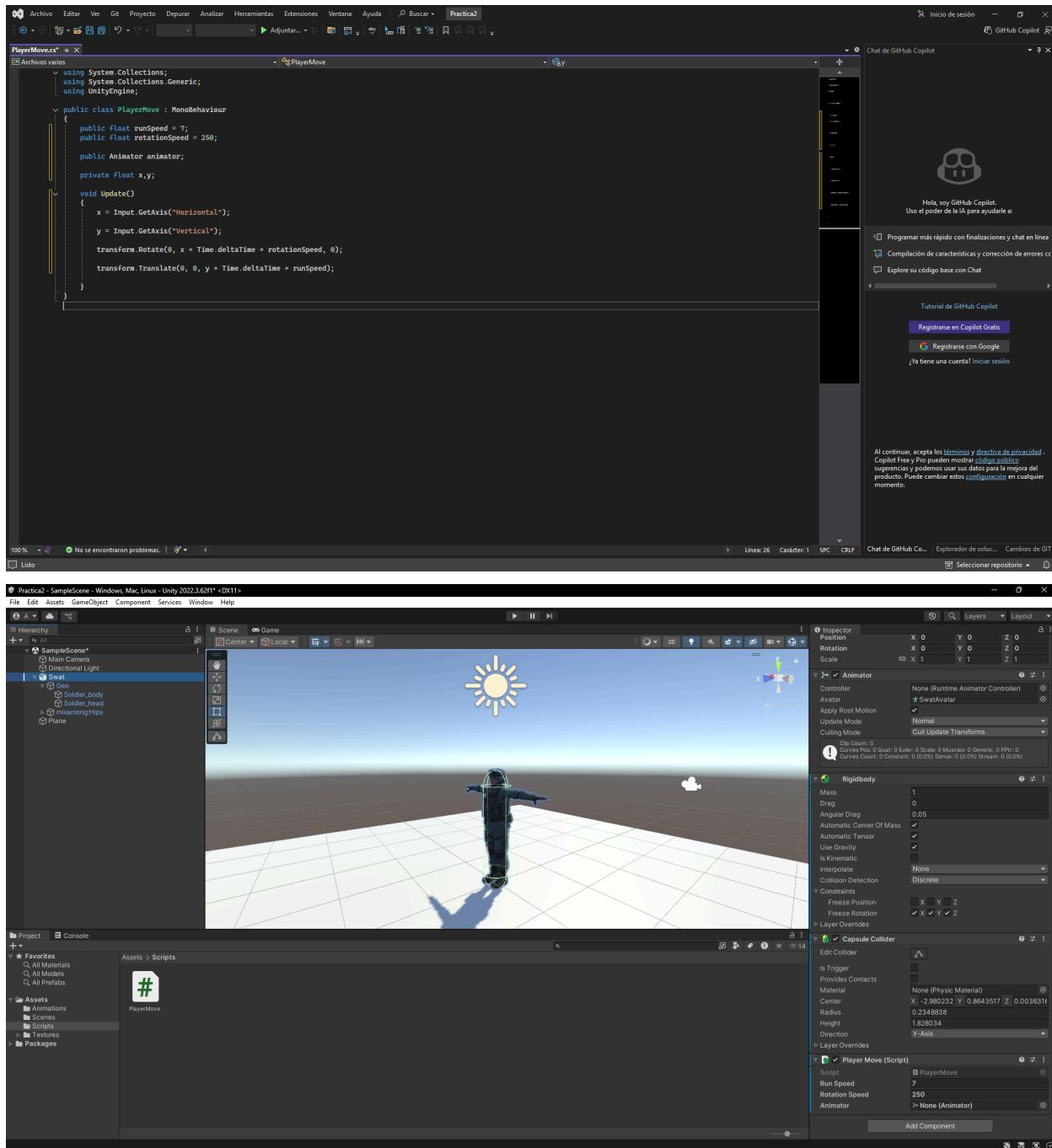


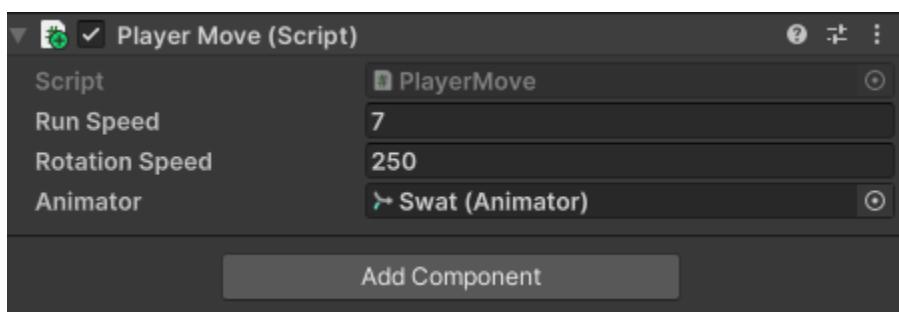
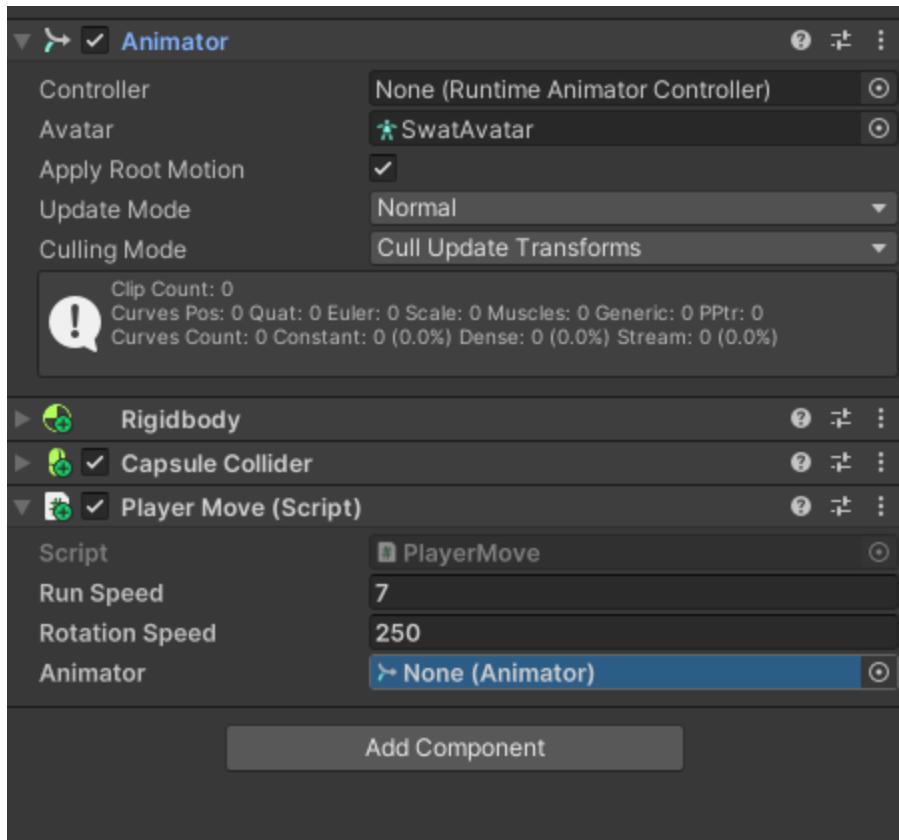


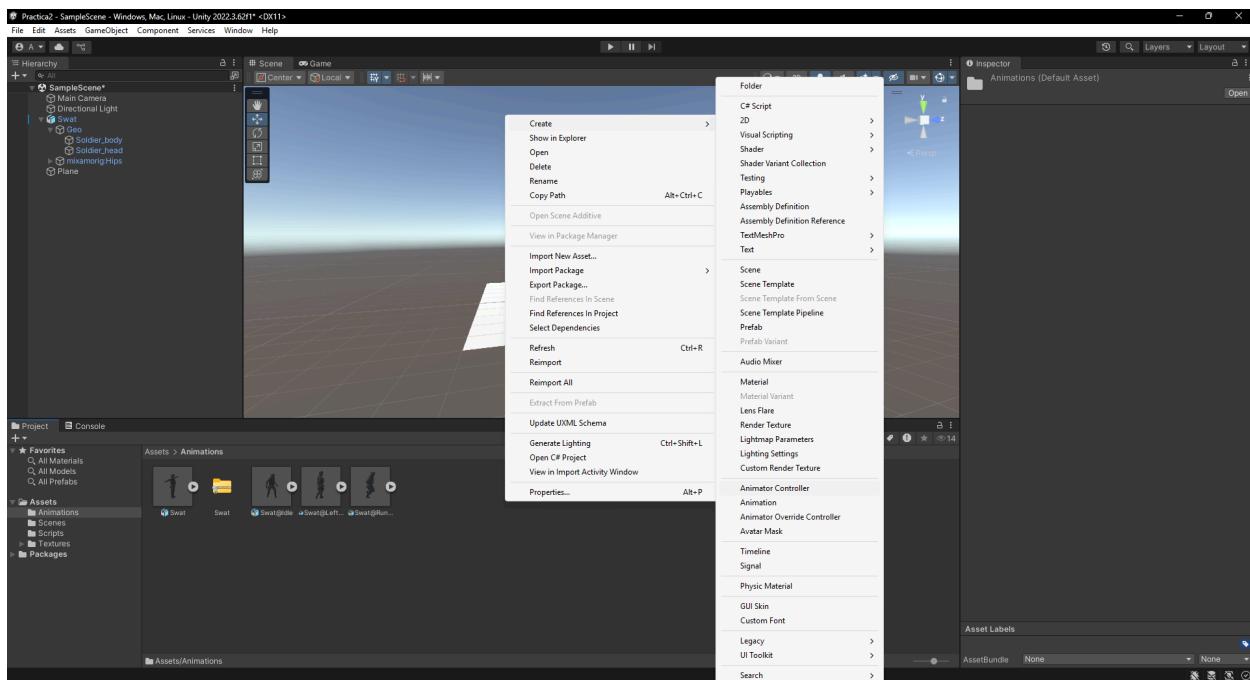
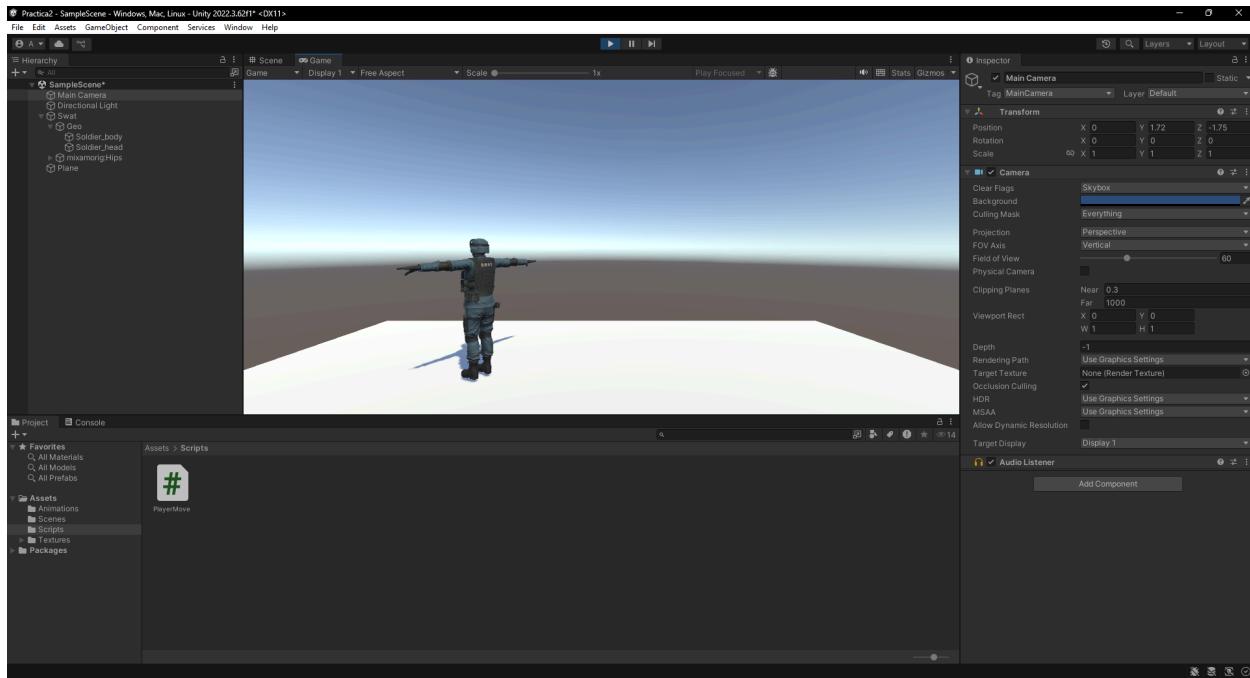


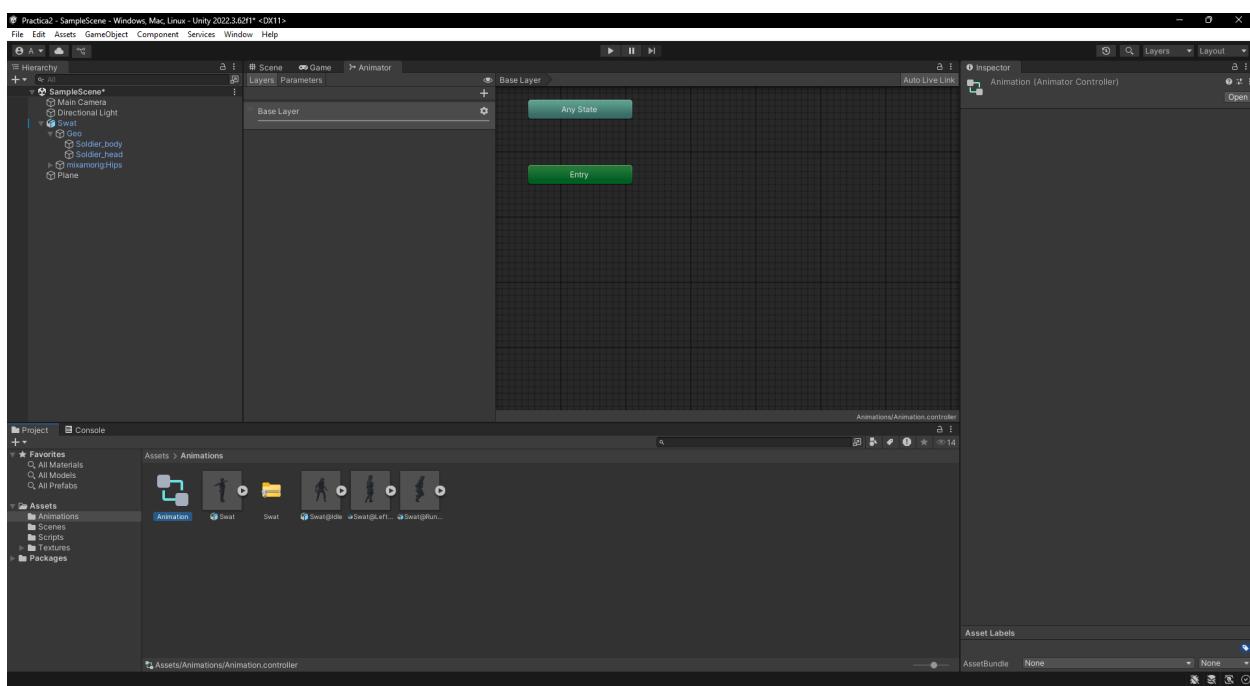
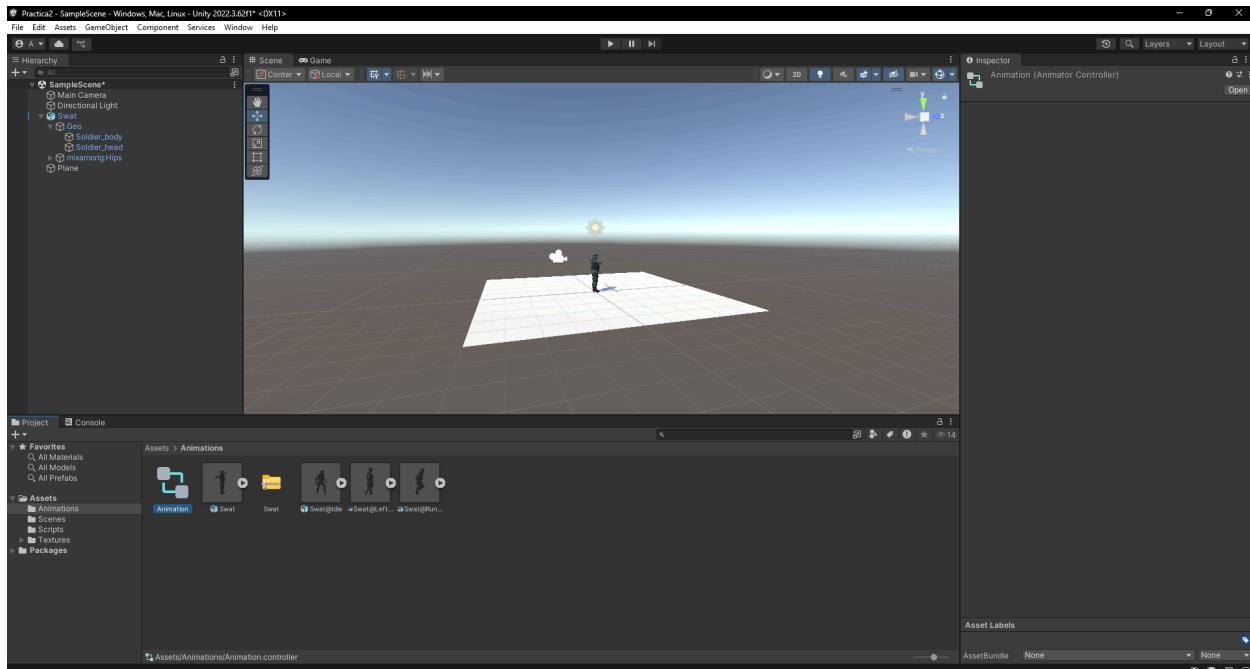


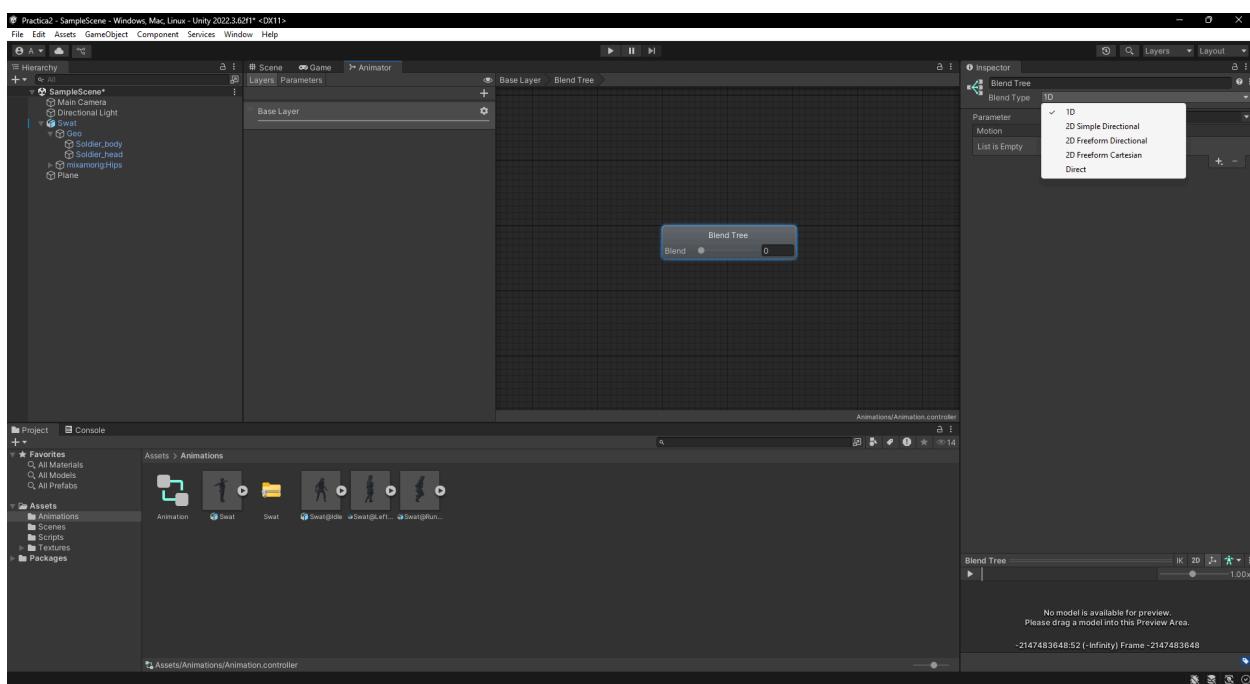
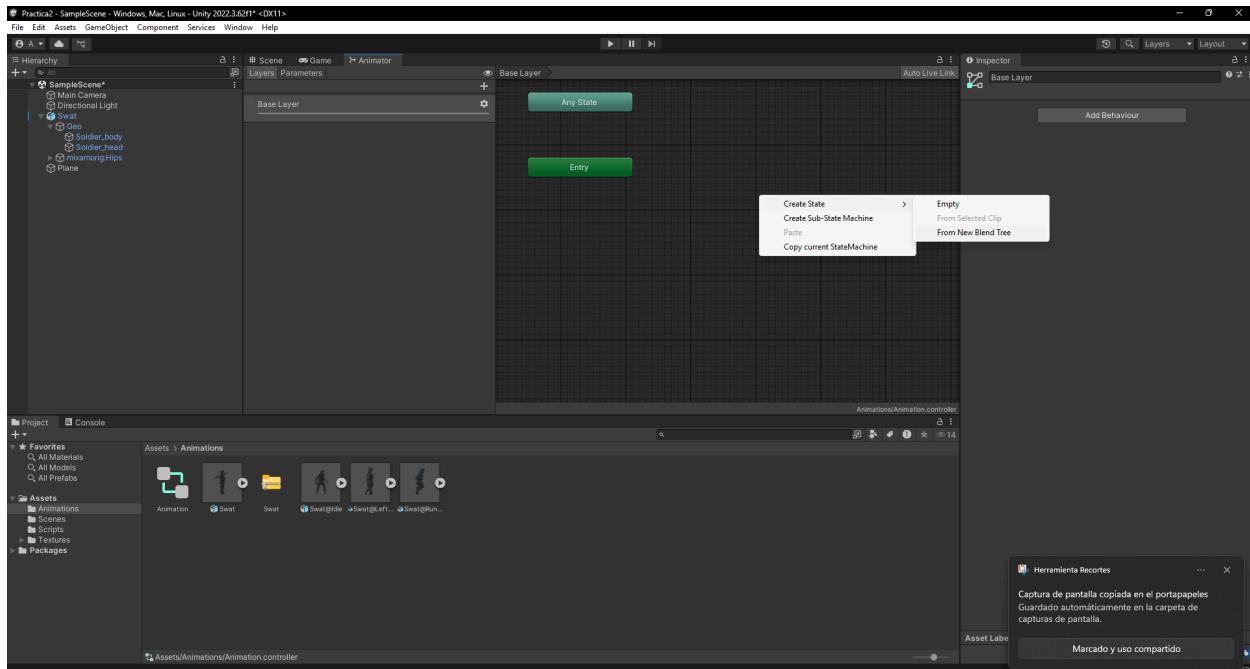


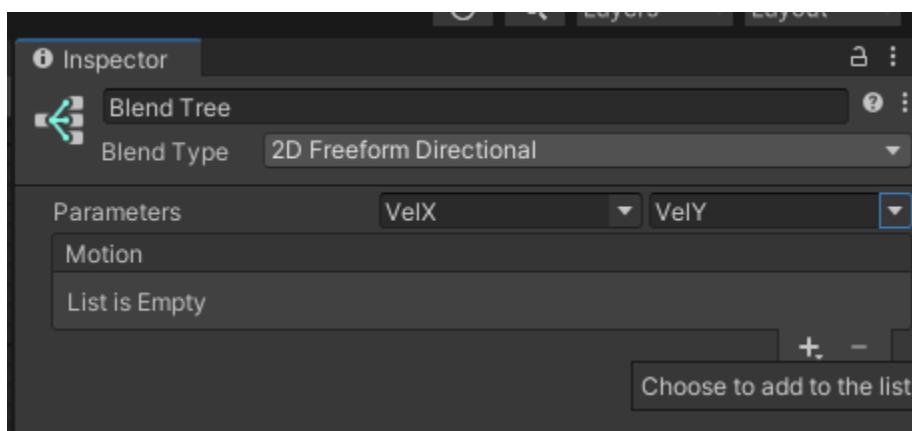
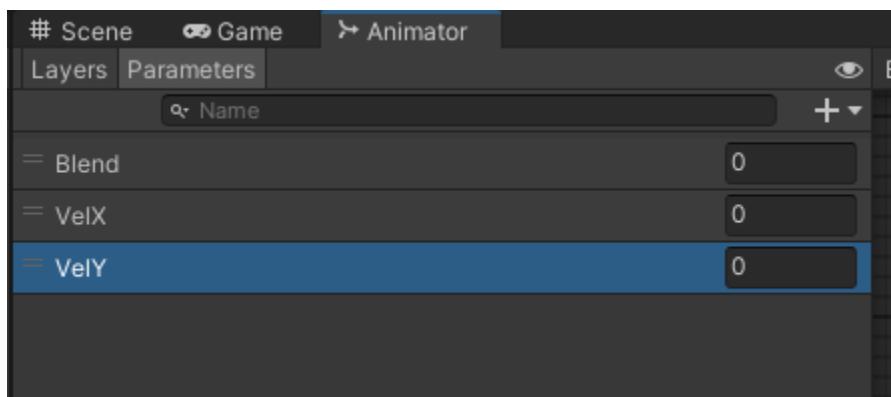
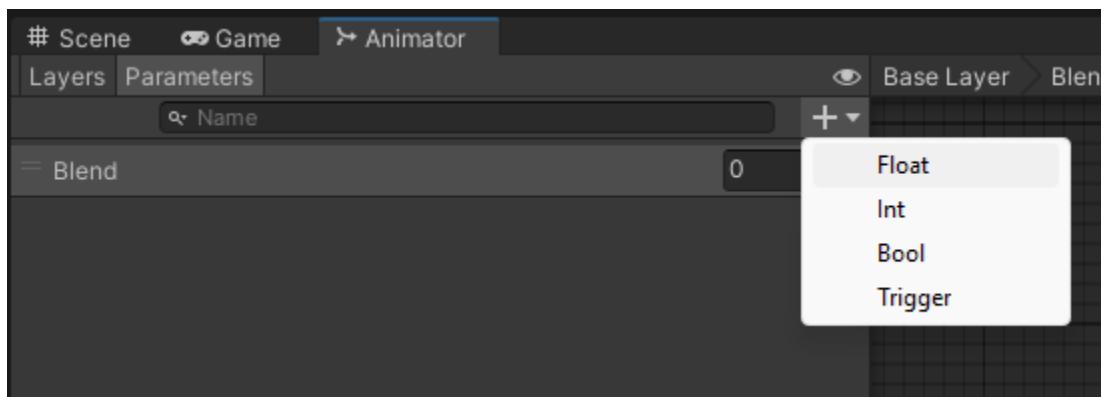
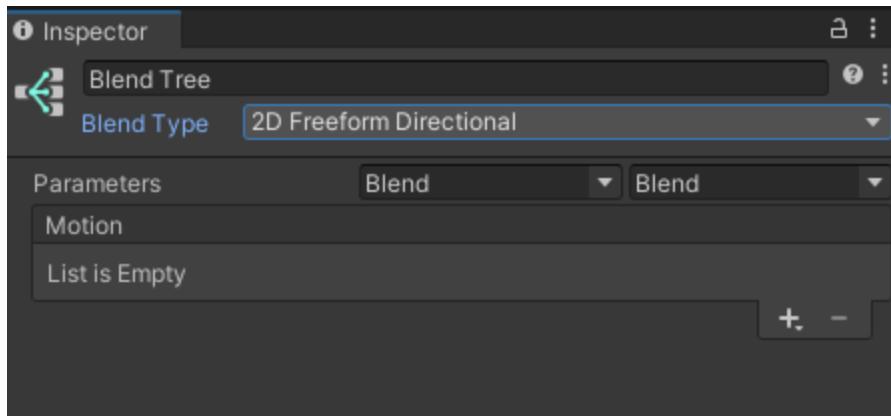


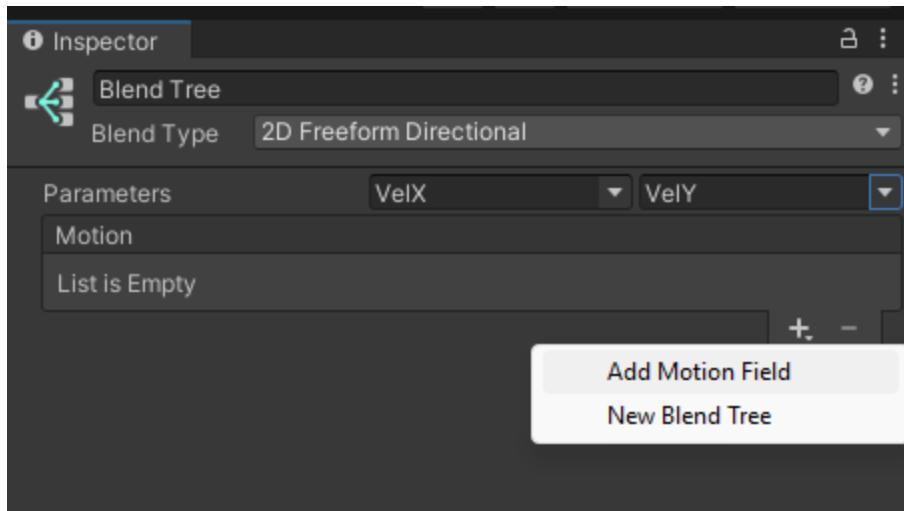


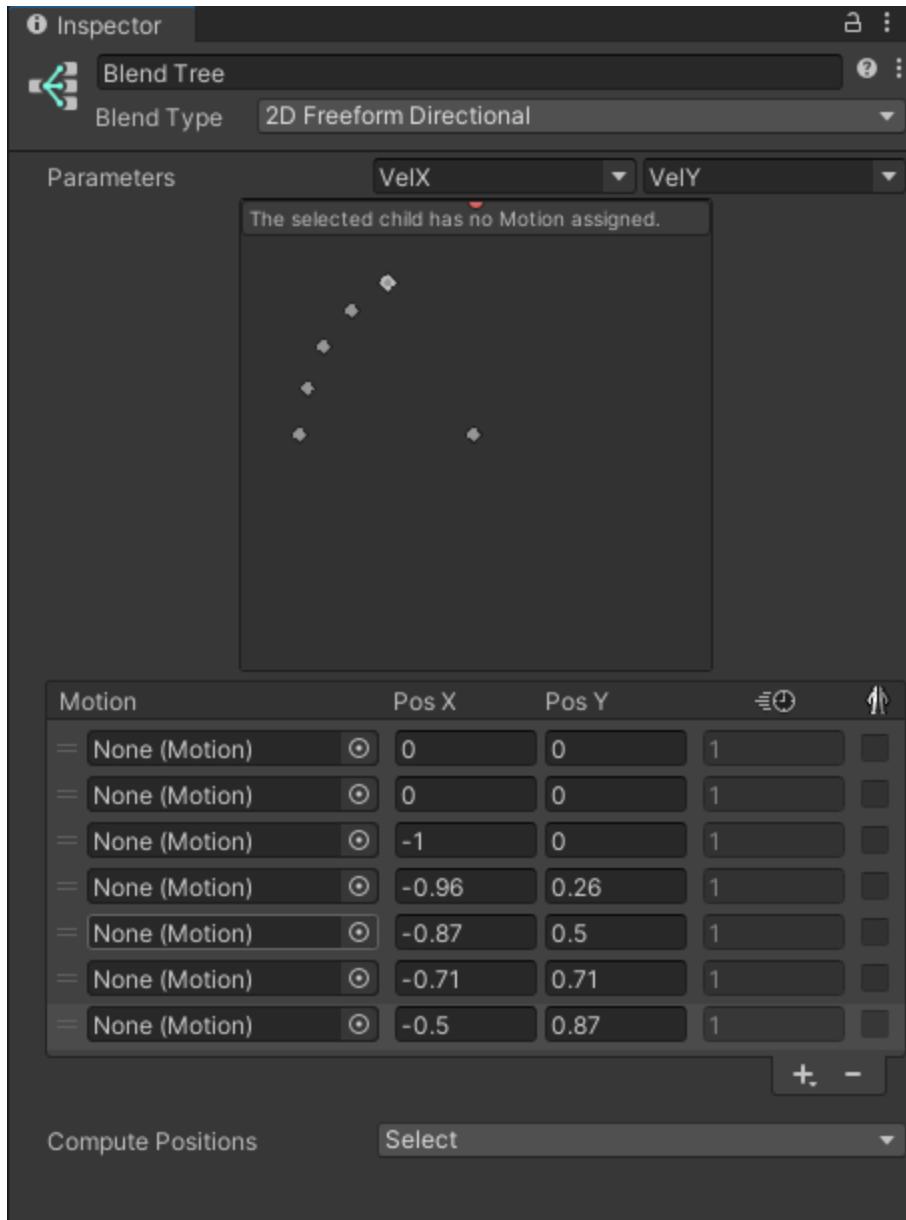


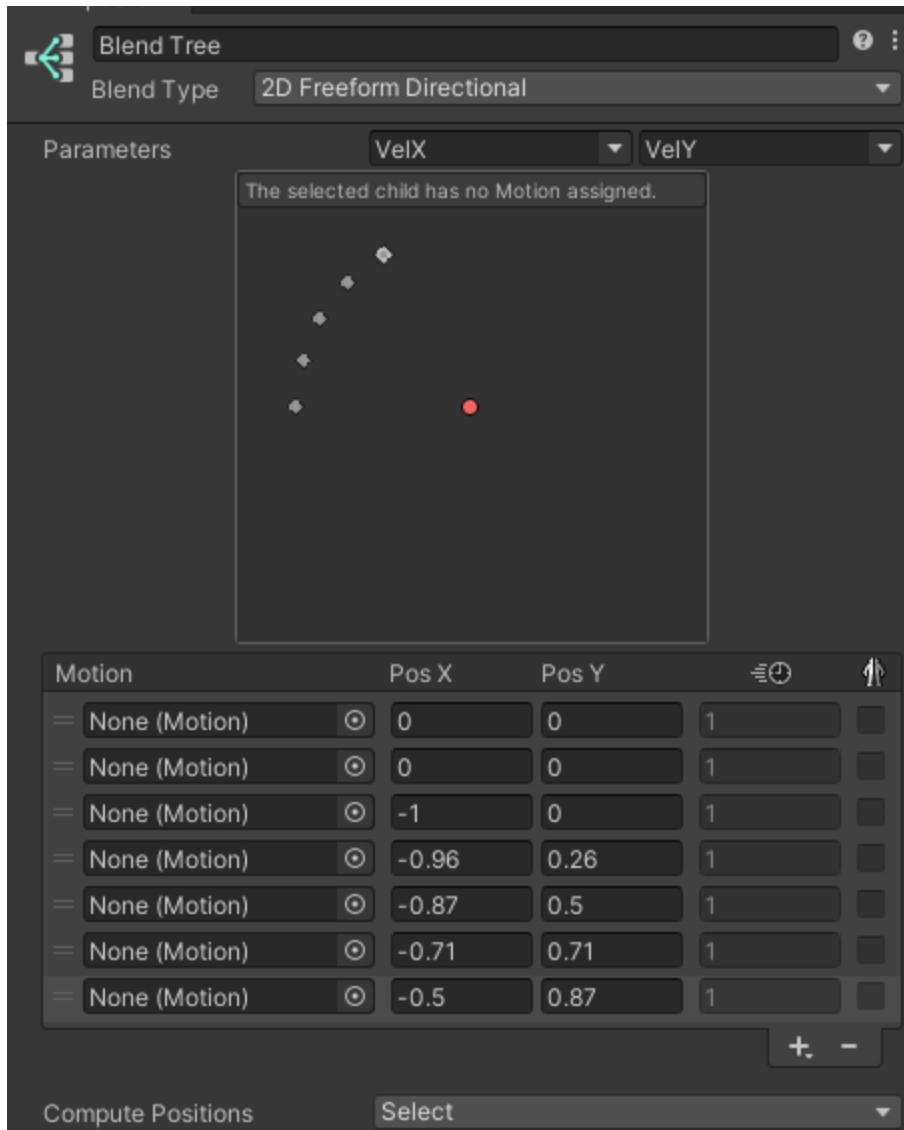


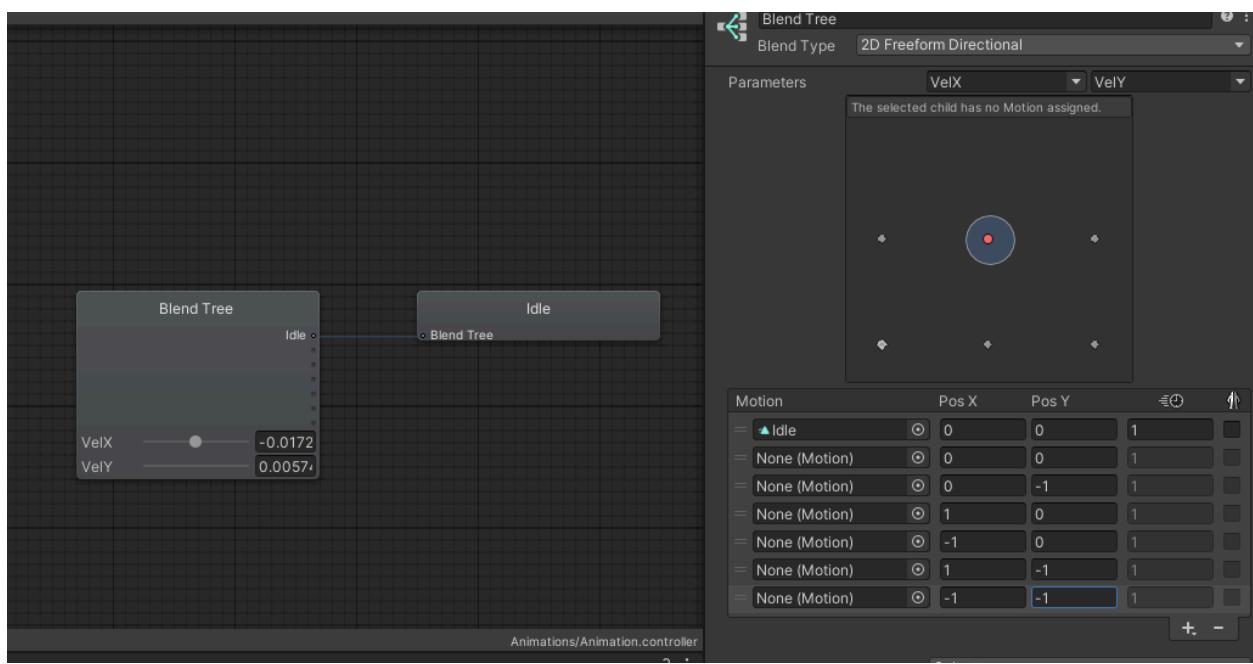
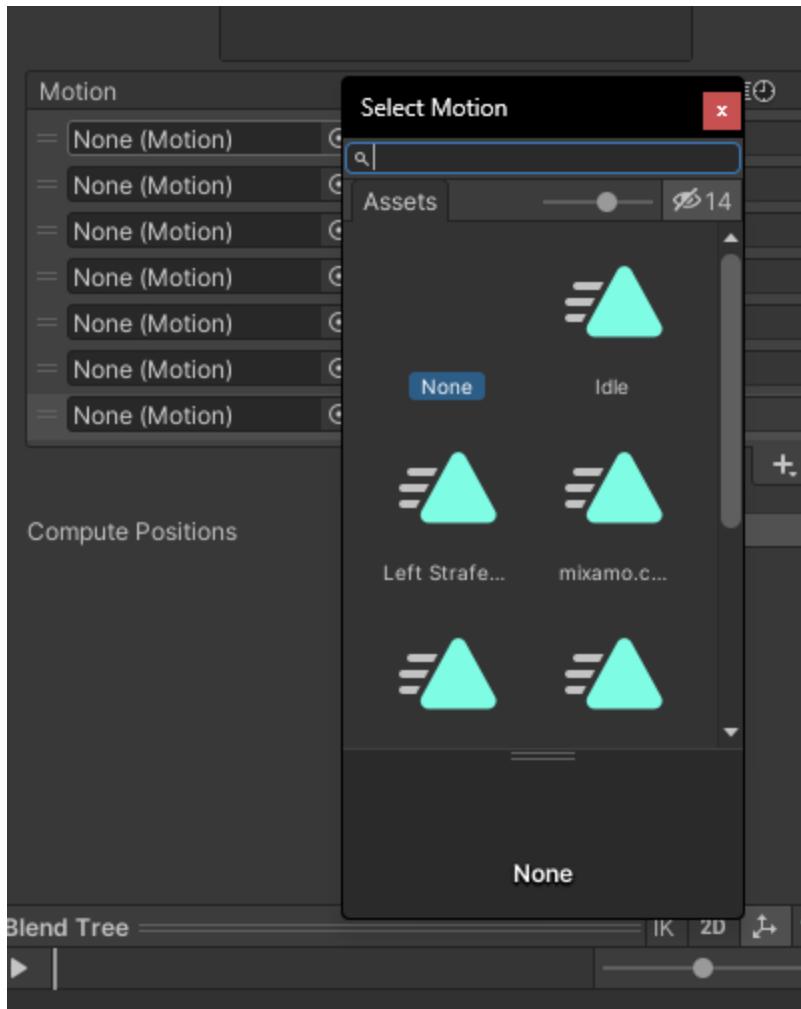


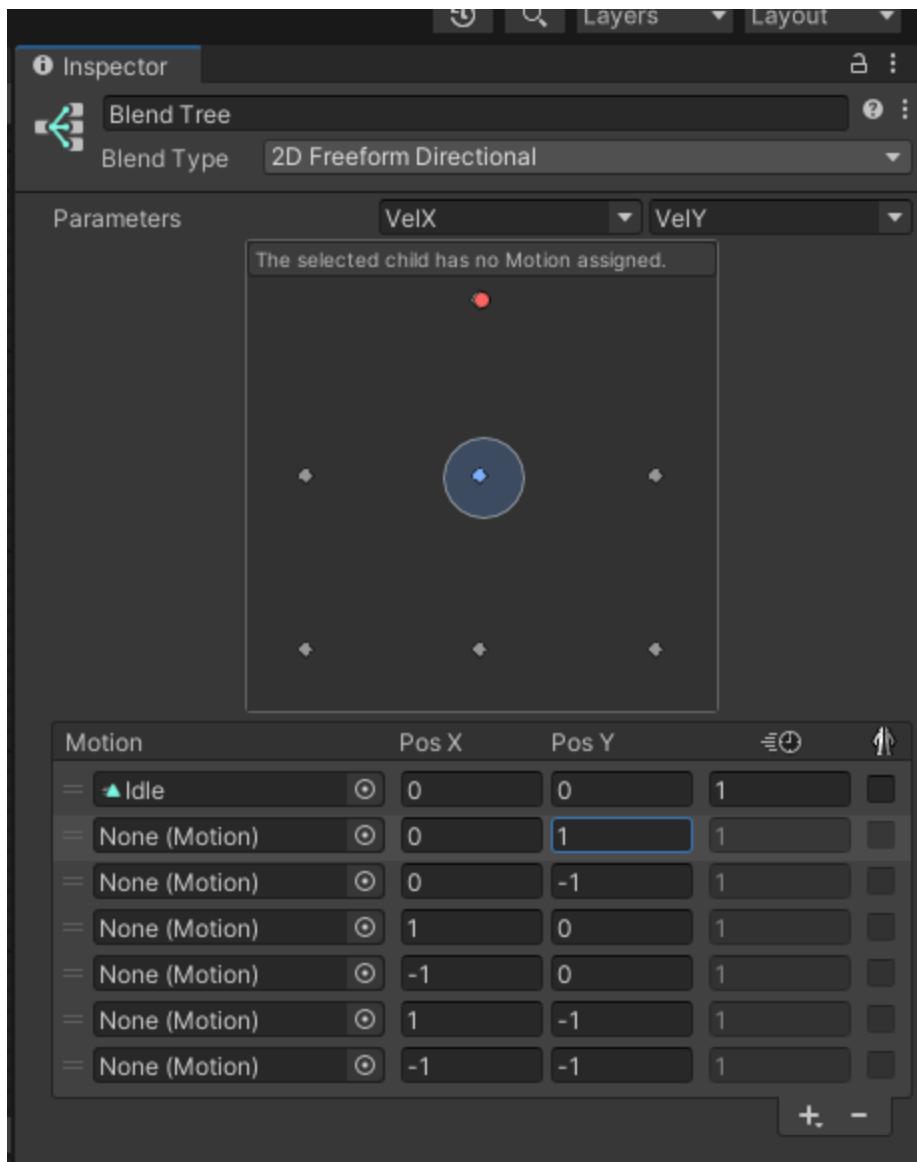


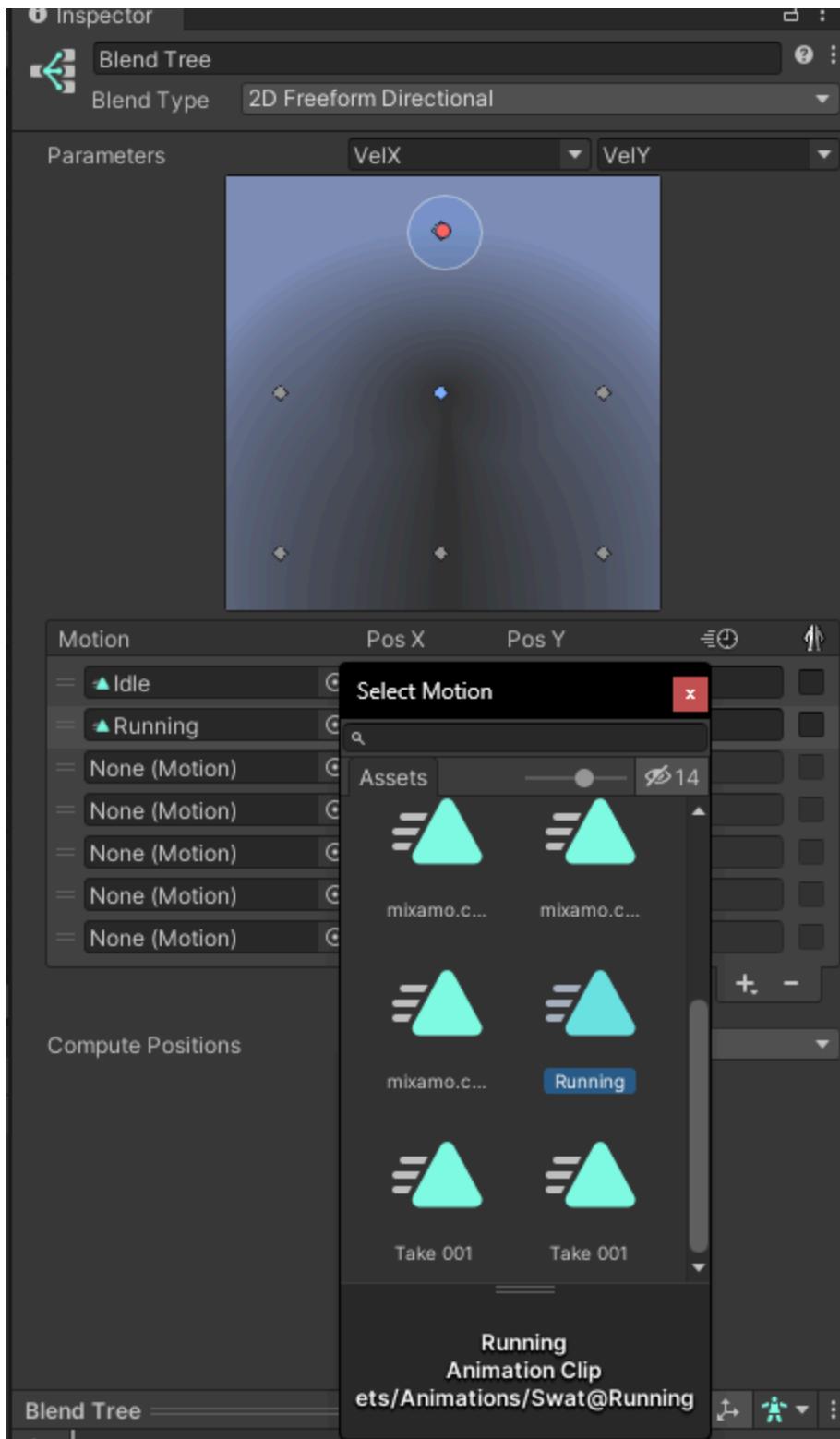


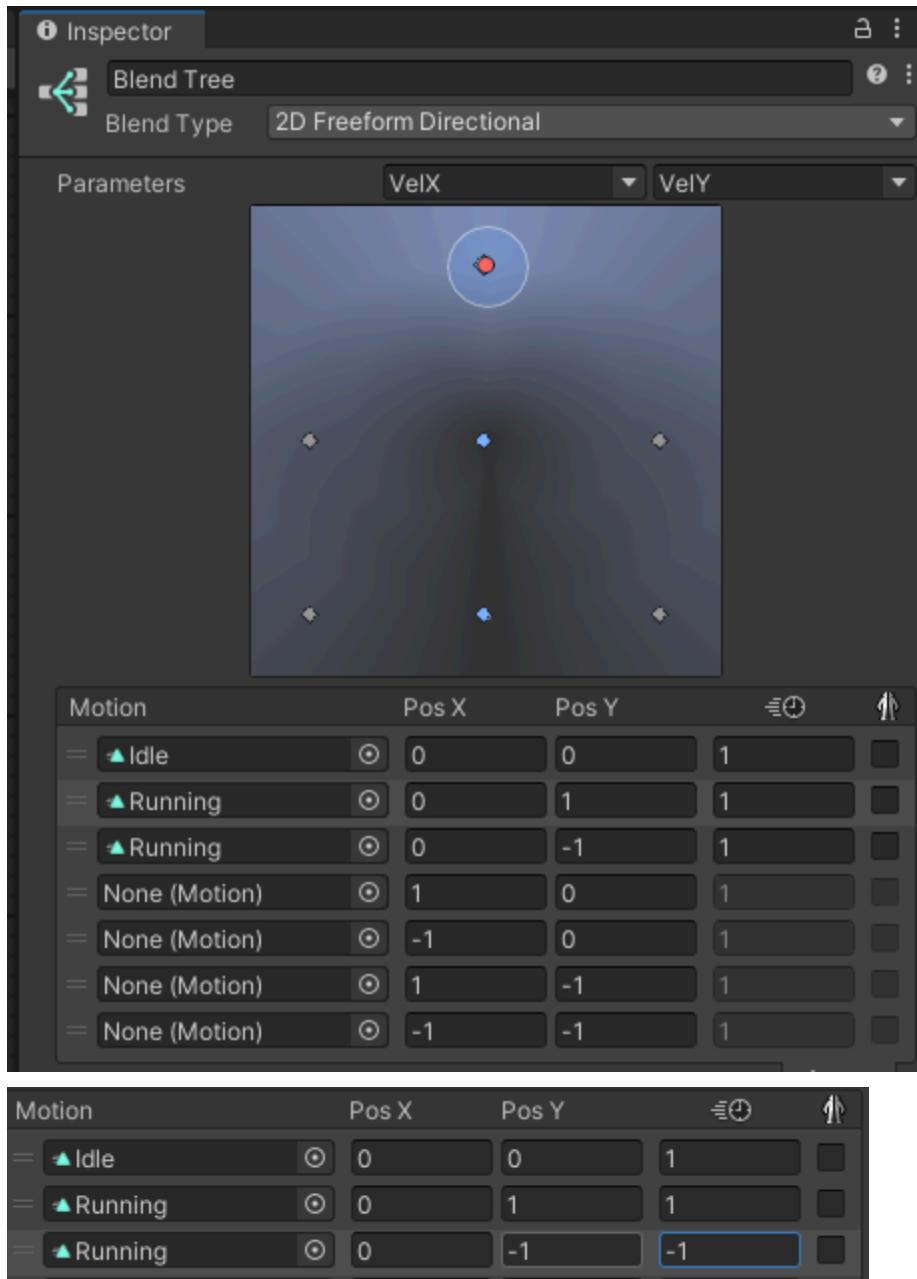


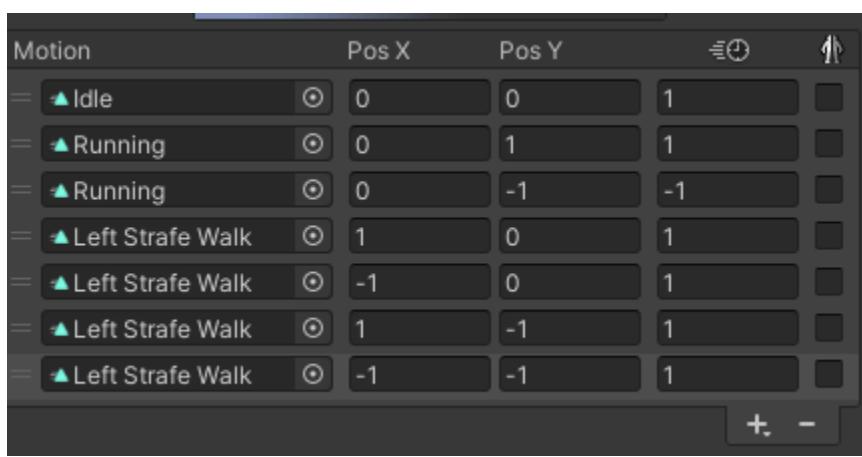
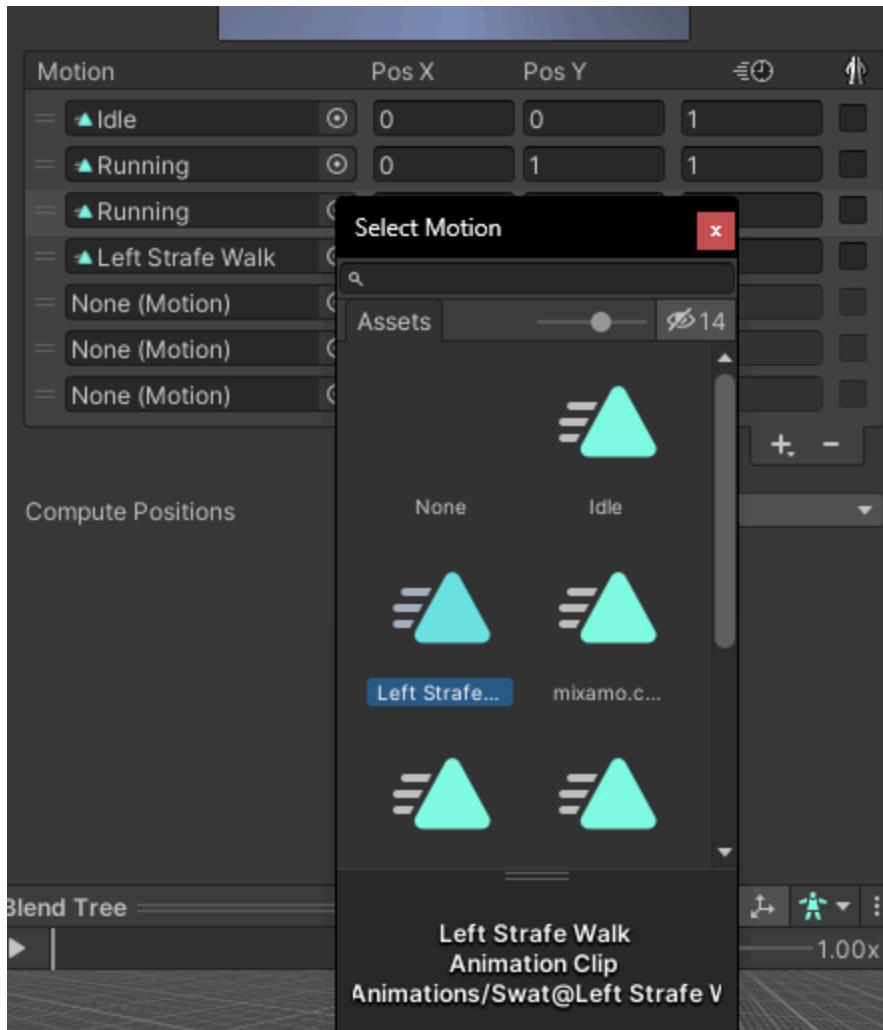












Inspector

Blend Tree
Blend Type: 2D Freeform Directional

Parameters: VelX, VelY

Motion Pos X Pos Y

Motion	Pos X	Pos Y	Weight	Enabled
= ▲ Idle	0	0	1	
= ▲ Running	0	1	1	
= ▲ Running	0	-1	-1	
= ▲ Left Strafe Walk	1	0	1	
= ▲ Left Strafe Walk	-1	0	1	✓
= ▲ Left Strafe Walk	1	-1	1	✓
= ▲ Left Strafe Walk	-1	-1	1	

+

Compute Positions: Select

Adjust Time Scale: Select

Blend Tree

