Fall.FBX

Fall

Fall_InPlace

Idle.FBX

Idle_000

Idle_000_AimDn

Idle 000 AimMid

Idle_000_AimUp

Idle_L090

Idle_L090_AimDn

Idle_L090_AimMid

Idle_L090_AimUp

Idle_L180

Idle_L180_AimDn

Idle L180 AimMid

Idle_L180_AimUp

Idle_R090

Idle_R090_AimDn

Idle_R090_AimMid

Idle_R090_AimUp

Idle R180

Idle_R180_AimDn

Idle_R180_AimMid

Idle_R180_AimUp

Idle.Pivot

Idle_Pivot_000

Idle_Pivot_L090

Idle_Pivot_L180

Idle_Pivot_R090

Idle_Pivot_R180

Jog.FBX

Jog_Fwd

Jog_Fwd_InPlace

Jog_Fwd_Lean_Lf

Jog_Fwd_Lean_Lf_InPlace

Jog_Fwd_Lean_Rt

Jog Fwd Lean Rt InPlace

Jog_Jump.FBX

Jog_Fwd_Jump

Jog_Fwd_Jump_InPlace

Jog_Fwd_Jump_Land

Jog_Fwd_Jump_Land_InPlace

Jog_Start.FBX

Jog_Fwd_Start

Jog_Fwd_Start_InPlace

Jog_Stop.FBX

Jog_Fwd_Stop

Jog_Fwd_Stop_InPlace

Jog_Strafe.FBX

Jog_000

Jog_045

Jog_090

Jog_135

Jog 180

10- 225

Jog_225

Jog_270

Jog_315

Jog_000_InPlace

Jog_045_InPlace

Jog_090_InPlace

Jog_135_InPlace

Jog 180 InPlace

Jog_225_InPlace

Jog_270_InPlace

Jog 315 InPlace

Jump.FBX

Jump_0.5m

Jump_0.5m_InPlace

Jump_1m

Jump_1m_InPlace

Jump_2m

Jump_2m_InPlace

Jump_3m

Jump_3m_InPlace

Jump_Land

Jump Land 0.5m

Land_Heroic.FBX

Land_Heroic

Land Heroic Idle

Land_Heroic_ToStand

Land_Roll_ToRun.FBX

Land_Roll_ToRun

Land_Roll_ToRun_InPlace

Land_Roll_ToStand.FBX

Land_Roll_ToStand

Land_Roll_ToStand_InPlace

Ledge_Mount.FBX

Ledge_Hang_ToStand_Dn

Ledge_Hang_ToStand_Dn_2m

Ledge_Hang_ToStand_Dn_2m_InPlace

Ledge_Hang_ToStand_Up

Ledge_Hang_ToStand_Up_InPlace

Stand_ToLedgeHang_Dn

Stand_ToLedgeHang_Dn_InPlace

Stand_ToLedgeHang_Up

Stand_ToLedgeHang_Up_2m

Stand_ToLedgeHang_Up_2m_InPlace

Ledge_Swing.FBX

Air_ToLedgeAttach

Air_ToLedgeAttach_InPlace

Ledge Attach ToHang

Ledge_Hang_Idle

Ledge_Hang_Pivot180

Ledge_Hang_Shimmy_Lf

Ledge_Hang_Shimmy_Lf_InPlace

Ledge_Hang_Shimmy_Rt

Ledge_Hang_Shimmy_Rt_InPlace

Ledge_Hang_ToSwingStart

Ledge Swing 360

Ledge_Swing_Pivot180

Ledge_Swing_ReleaseHigh

Ledge_Swing_ReleaseHigh_InPlace

Ledge_Swing_ReleaseLow

Ledge_Swing_ReleaseLow_InPlace

Ledge SwingStart

Ledge_SwingStart_ToHang

Ledge_SwingStart_ToRelease

Roll_ToRun.FBX

Roll_Fwd_ToRun

Roll Fwd ToRun InPlace

Roll_ToStand.FBX

Roll_Fwd_ToStand

Roll Fwd ToStand InPlace

Run.FBX

Run Fwd

Run Fwd InPlace

Run_Fwd_Lean_Lf

Run_Fwd_Lean_Lf_InPlace

Run_Fwd_Lean_Rt

Run_Fwd_Lean_Rt_InPlace

Run_Jump.FBX

Run_Fwd_Jump

Run_Fwd_Jump_InPlace

Run Fwd Jump Land

Run_Fwd_Jump_Land_InPlace

Run_Start.FBX

Run Fwd Start

Run_Fwd_Start_InPlace

Run_Stop.FBX

Run Fwd Stop

Run_Fwd_Stop_InPlace

Slide.FBX

Slide_Dn_045

Slide_Dn_045_Cycle

Slide Dn 045 Cycle InPlace

Slide_Dn_045_InPlace

Slide_Dn_045_ToStand

Slide_Dn_045_ToStand_InPlace

Slide_Fwd

Slide_Fwd_Cycle

Slide_Fwd_Cycle_InPlace

Slide_Fwd_InPlace

Slide_Fwd_ToStand

Slide_Fwd_ToStand_InPlace

Stand_Mount.FBX

Stand Dismount 0.5m

Stand_Dismount_0.5m_InPlace

Stand_Dismount_1m

Stand Dismount 1m InPlace

Stand_Dismount_2m

Stand_Dismount_2m_InPlace

Stand Dismount 3m

Stand_Dismount_3m_InPlace

Stand_Mount_0.5m

Stand_Mount_0.5m_InPlace

Stand_Mount_1m

Stand Mount 1m InPlace

Stand_Mount_2m

Stand_Mount_2m_InPlace

Stand Mount 3m

Stand_Mount_3m_InPlace

Walk.FBX

Walk Fwd

Walk_Fwd_InPlace

Walk_Fwd_Lean_Lf

Walk_Fwd_Lean_Lf_InPlace

Walk_Fwd_Lean_Rt

Walk Fwd Lean Rt InPlace

Walk_Jump.FBX

Walk_Fwd_Jump

Walk_Fwd_Jump_InPlace

Walk_Fwd_Jump_Land

Walk_Fwd_Jump_Land_InPlace

Walk_Start.FBX

Walk_Fwd_Start

Walk_Fwd_Start_InPlace

Walk_Stop.FBX

Walk_Fwd_Stop

Walk_Fwd_Stop_InPlace

Walk_Strafe.FBX

Walk_000

Walk 045

Walk_090

Walk_135

Walk 180

Walk_225

Walk_270

Walk_315

Walk_000_InPlace

Walk_045_InPlace

Walk_090_InPlace

Walk_135_InPlace

Walk 180 InPlace

Walk_225_InPlace

Walk_270_InPlace

Walk 315 InPlace

Wall_Climb.FBX

Air_ToWallClimb

Air ToWallClimb InPlace

Stand_ToWallClimb_Dn_1m

 $Stand_ToWallClimb_Dn_1m_InPlace$

Stand_ToWallClimb_Up_1m

Stand_ToWallClimb_Up_1m_InPlace

Stand_ToWallClimb_Up_2m

Stand_ToWallClimb_Up_2m_InPlace

Wall_Climb_Dismount_1m_ToStand

Wall Climb Dismount 1m ToStand InPlace

Wall_Climb_Dismount_2m_ToStand

Wall_Climb_Dismount_2m_ToStand_InPlace

Wall_Climb_L180

Wall_Climb_L180_InPlace

Wall_Climb_L225

Wall_Climb_L225_InPlace

Wall_Climb_L270

Wall Climb L270 InPlace

Wall_Climb_L315

Wall_Climb_L315_InPlace

Wall Climb L360

Wall_Climb_L360_InPlace

Wall_Climb_Lf_Corner_In

Wall_Climb_Lf_Corner_In_InPlace

Wall_Climb_Lf_Corner_Out

Wall_Climb_Lf_Corner_Out_InPlace

Wall_Climb_Mount_1m_ToStand

Wall_Climb_Mount_1m_ToStand_InPlace

Wall_Climb_Pivot180

Wall_Climb_Pivot180_InPlace

Wall_Climb_R000

Wall_Climb_R000_InPlace

Wall_Climb_R045

Wall_Climb_R045_InPlace

Wall Climb R090

Wall_Climb_R090_InPlace

Wall_Climb_R135

Wall_Climb_R135_InPlace

Wall_Climb_R180

Wall_Climb_R180_InPlace

Wall_Climb_Rt_Corner_In

Wall_Climb_Rt_Corner_In_InPlace

Wall Climb Rt Corner Out

Wall Climb Rt Corner Out InPlace

Wall_Climb_Idle.FBX

Wall Climb Idle 000

Wall_Climb_Idle_000_AimDn

Wall_Climb_Idle_000_AimMid

Wall Climb Idle 000 AimUp

Wall_Climb_Idle_L090

Wall_Climb_Idle_L090_AimDn

Wall_Climb_Idle_L090_AimMid

Wall_Climb_Idle_L090_AimUp

Wall Climb Idle L180

Wall_Climb_Idle_L180_AimDn

Wall_Climb_Idle_L180_AimMid

Wall Climb Idle L180 AimUp

Wall_Climb_Idle_R090

Wall_Climb_Idle_R090_AimDn

Wall Climb Idle R090 AimMid

Wall_Climb_Idle_R090_AimUp

Wall_Climb_Idle_R180

Wall_Climb_Idle_R180_AimDn

Wall_Climb_Idle_R180_AimMid

Wall Climb Idle R180 AimUp

Wall_Climb_Jump.FBX

Wall_Climb_Jump_000

Wall Climb Jump 000 InPlace

Wall_Climb_Jump_L090

Wall_Climb_Jump_L090_InPlace

Wall_Climb_Jump_L180

Wall_Climb_Jump_L180_InPlace

Wall_Climb_Jump_R090

Wall Climb Jump R090 InPlace

Wall_Climb_Jump_R180

Wall_Climb_Jump_R180_InPlace

Wall_Run.FBX

Air_ToWallRun_Lf

Air_ToWallRun_Lf_InPlace

Air_ToWallRun_Rt

Air_ToWallRun_Rt_InPlace

Wall Climb ToWallRun Lf

Wall_Climb_ToWallRun_Lf_InPlace

Wall_Climb_ToWallRun_Rt

Wall_Climb_ToWallRun_Rt_InPlace

Wall_Run_Lf

Wall_Run_Lf_InPlace

Wall_Run_Lf_ToWallClimb

Wall_Run_Lf_ToWallClimb_InPlace

Wall Run Rt

Wall_Run_Rt_InPlace

Wall_Run_Rt_ToWallClimb

Wall_Run_Rt_ToWallClimb_InPlace

Wall_Run_Jump.FBX

Wall_Run_Lf_Jump_090

Wall_Run_Lf_Jump_090_InPlace

Wall_Run_Lf_Jump_180

Wall_Run_Lf_Jump_180_InPlace

Wall_Run_Rt_Jump_090

Wall_Run_Rt_Jump_090_InPlace

Wall_Run_Rt_Jump_180

Wall_Run_Rt_Jump_180_InPlace