

PISTOL STARTER - UE4 ANIMATION LIST

NAME	DESCRIPTION
STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS	
NW_Stand_Relaxed_Pistol_Idle	- Stand Relaxed with no weapon loop
W1_Stand_Aim_Idle	- Stand Aiming loop
W1_Stand_Aim_L_90	- Stand Aim in-place turn left 90
W1_Stand_Aim_R_90	- Stand Aim in-place turn right 90
W1_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed
W1_Stand_Relaxed_Idle	- Stand Relaxed with Pistol loop
W1_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim
W1_Stand_Fire_Single	- Stand firing single round
AIM OFFSETS	
W1_Stand_Aim_Point_Center	- Stand aim center, aim offset pose
W1_Stand_Aim_Point_L90	- Stand aim left 90, aim offset pose
W1_Stand_Aim_Point_R90	- Stand aim right 90, aim offset pose
WALKS, TURNS, JUMPS, TRANSITIONS	
W1_Walk_Aim_F_Loop	- Walk Aim forward loop
W1_Walk_Aim_F_Loop_IP	- Walk Aim forward loop in-place (132.43 cm/sec)
W1_Walk_Aim_F_Jump	- Walk Aim forward jump
CROUCH, TURNS, CROUCH WALKS, TRANSITION	
W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_Aim_F_Loop_IP	- Crouch Walk forward loop in-place (90.29 cm/sec)
W1_Crouch_Aim_Idle	- Crouch Aiming loop
W1_Crouch_Aim_To_Crouch	- Crouch Aim transition to Crouch
W1_Crouch_Idle	- Crouch Idle loop
W1_Crouch_To_Crouch_Aim	- Crouch transition to Crouch Aim
W1_Stand_Aim_To_Crouch_Aim	- Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	- Crouch Aim transition to Stand Aim
W1_Crouch_Fire_Single	- Crouch firing single round
W1_Crouch_Aim_Point_Center	- Crouch aim forward, aim offset pose
W1_Crouch_Aim_Point_L90	- Crouch aim left 90, aim offset pose
W1_Crouch_Aim_Point_R90	- Crouch aim right 90, aim offset pose
JOGS, TURNS, JUMPS, TRANSITIONS	
W1_Jog_Aim_F_Loop	- Jog Aim forward loop
W1_Jog_Aim_F_Loop_IP	- Jog Aim forward loop in-place (325.21 cm/sec)
RUNS, TURNS, JUMPS, TRANSITIONS	