

MOBILITY STARTER 2.7 - UE4 ANIMATION LIST

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

NAME	DESCRIPTION
STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS	
Stand_Relaxed_Idle_v2	- Stand Relaxed, more motion, loop
Stand_Relaxed_L90	- Stand Relaxed in-place turn left 90
Stand_Relaxed_R_90	- Stand Relaxed in-place turn right 90
Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose
Stand_Relaxed_Look_L90	- Stand Relaxed look left 90, aim offset pose
Stand_Relaxed_Look_R90	- Stand Relaxed look right 90, aim offset pose
Stand_Relaxed_to_Crouch	- Stand Relaxed to Crouch
Stand_Relaxed_to_Walk_F	- Stand Relaxed to Walk Forward
Stand_Relaxed_to_Jog_F	- Stand to Jog Forward
WALKS, TURNS, JUMPS, TRANSITIONS	
Walk_F	- Walk Forward loop
Walk_F_Jump	- Walk Forward jump
Walk_F_Jump_RU	- Walk Forward jump right foot up, end is frame 0 of Walk_F cycle
Walk_F_to_Stand_Relaxed_RU	- Walk Forward, transition right foot up to Stand Relaxed
CROUCH, TURNS, CROUCH WALKS, TRANSITION	
Crouch_Idle_V2	- Crouch, more motion, loop
CrouchWalk_F	- CrouchWalk Forward loop
Crouch_to_Stand_Relaxed	- Crouch to Stand Relaxed
Crouch_to_CrouchWalk_F	- Crouch, transition to Crouchwalk Forward
CrouchWalk_F_to_Crouch_RU	- Crouchwalk Forward, transition right foot up to Crouch
JOGS, TURNS, JUMPS, TRANSITIONS	
Jog_F	- Jog Forward loop
Jog_F_Jump	- Jog Forward jump
Jog_F_Jump_RU	- Jog Forward jump right foot up, end is frame 0 of Jog_F cycle
SPLIT JUMPS	
Walk_F_Jump_RU_Air	- Loop while in Air
Walk_F_Jump_RU_End	- Right Up Jump Landing
Walk_F_Jump_RU_Start	- Right Up Jump Start
Jog_F_Jump_RU_Air	- Loop while in Air
Jog_F_Jump_RU_End	- Right Up Jump Landing
Jog_F_Jump_RU_Start	- Right Up Jump Start

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