### **RIFLE STARTER 2.7 - UE4 ANIMATION LIST**

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

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ΔΝΙΜΑΤΙΩΝ	DESCRIPTION	

# STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS

Stand Aiming loop
Stand Aim in-place turn left 90
Stand Aim in-place turn right 90
Stand Aim transition to Stand Relaxed
Stand Aim to Walk Aim Forward
Stand firing single round
Stand Relaxed with Rifle loop
Stand Relaxed with no weapon loop
Stand Relaxed transition to Stand Aim

### AIM OFFSETS

W2 Stand Aim Point Center -	Stand aim center, aim offset pose
W2 Stand Aim Point L90 -	Stand aim left 90, aim offset pose
W2 Stand Aim Point R90 -	Stand aim right 90, aim offset pose

### WALKS, TURNS, JUMPS, TRANSITIONS

W2 Walk Aim F Loop	-	Walk Aim forward loop
W2 Walk Aim F Jump RU	-	Walk Aim forward jump right foot up
W2 Walk Aim F to Stand Aim RU	-	Walk Aim Forward, transition right foot up to Stand Aim
W2 Walk F Loop	-	Walk Relaxed forward loop

# CROUCH, TURNS, CROUCH WALKS, TRANSITION

W2 CrouchWalk Aim F Loop	- Crouch Walk forward loop
W2 Crouch Aim Idle v2	- Crouch Aiming loop
W2 Stand Aim To Crouch Aim v2	- Stand Aim transition to Crouch Aim
W2 Crouch Aim To Stand Aim v2	- Crouch Aim transition to Stand Aim
W2 Crouch Aim To CrouchWalk Aim F	- Crouch Aim, transition to CrouchWalk Aim Forward
W2 CrouchWalk Aim F to Crouch Aim RU	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim
W2 Crouch Fire Single	- Crouch firing single round
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### JOGS, TURNS, JUMPS, TRANSITIONS

# SPLIT JUMPS

Walk_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
Walk_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
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### **MOTION CAPTURE ONLINE / MOTUS DIGITAL**

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