

PUNCH STARTER - UE4 ANIMATION LIST

NAME	DESCRIPTION
IDLES, FIDGETS	
Idle	- Stand Fight Stance loop
Idle_Fidget_V1	- Shifting weight
RIGHT PUNCHES	
Right_Cross	- Right cross to body
Right_Hook	- Quick right hook drops arm, recover
Right_Uppercut	- Angled right uppercut
LEFT PUNCHES	
Left_Jab	- Straight jab with connecting hit
Left_Hook	- Angled left hook with strong connecting hit
Left_Uppercut	- Uppercut from hip up to above head lots of wind up
DEFENSE, HITS	
Hit_By_Combo_V1_Short	- Hit multiple times high and low and then recovers quickly
Hit_By_Hook_V1_Short	- Quick flinch from hit to right side of face from hook
Hit_By_Jab_V1_Short	- Hit by straight jab, reset hand position, quick recovery
DEFENSE, BLOCKS, MISC.	
Left_Dodge	- Steps out to the left to dodge, returns to center
Right_Dodge	- Steps out to the right to dodge, returns to center
Block_Loop	- Idle Loop of holding arms to cover face
Block_To_Idle	- Transition from blocking pose to fight stance
Idle_To_Block	- Fight Stance Transition to arms covering face
Block_Straight_Hit_V1	- Blocks hit while covered with a slight step back, recovers
KNOCKOUTS, CELEBRATIONS	
Knockout_Countdown_V1	- Gets knocked out cold then struggles to get back up
Knockout_V1	- Hit to left side of head and knocked out cold, falling right
Win_V1	- Walking around with hands held high, returns to center

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<http://www.motioncaptureonline.com>

<http://www.motioncaptureonline.com/products/fbx-punch-starter>

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