

ZOMBIE STARTER 2.5 - FBX ANIMATION LIST

NAME	DESCRIPTION
ATTACKS	
Zombie_Stand_To_Atk_1	- Standing to Attack Loop 1
Zombie_Atk_Loop_1	- Attack Loop 1
DEATHS	
Zombie_Death_Back_Mid_1	- Death falling backwards
CRAWLS	
Zombie_Crawl_1	- Long non-looped Crawl 1
Zombie_Crawl_1_Loop	- Crawl 1 looped
CHASES	
Zombie_Chase_1_Loop	- Short loop
Zombie_Chase_1_Loop_IP	- In-Place (45.23 cm/sec)
WALKS	
Zombie_Stand_Walk_F_1	- Standing to Walk forward v1
Zombie_Walk_F_1_Loop	- Short loop
Zombie_Walk_F_1_Loop_IP	- In-Place (19.88 cm/sec)
Zombie_Walk_F_1_Full_Loop	- Long version loop
Zombie_Walk_F_1_Full_Loop_IP	- In-Place (19.88 cm/sec)
STANDS, REACHES, TURNS, SHAMBLES	
MOB_Stand_to_Zombie_Idle_1-v2	- Mobility_Stand transition to Zombie_Idle_1-v2
Zombie_Idle_1-v2_to_MOB_Stand	- Zombie_Idle_1-v2 transition to Mobility_Stand
Zombie_Idle_1-v2_Full	- Long Standing Idle
Zombie_Idle_1-v2	- Standing Idle, v1.2 with New Pose
Zombie_Turn_L_90_1	- Standing turn Left 90
Zombie_Turn_R_90_1	- Standing turn Right 90
Zombie_Reach_1	- Reaching stuck behind an object

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MOTION CAPTURE ONLINE / MOTUS DIGITAL

<https://motioncaptureonline.zendesk.com>

<http://www.motioncaptureonline.com/collection/fbx-zombie-starter>

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