

PUNCH PRO - ANIMATION LIST

NAME	DESCRIPTION
IDLES, FIDGETS	
Idle	- Stand Fight Stance loop
Idle_Fidget_V1	- Shifting weight
Idle_Fidget_V2	- Quick weight shift with hip and shoulder for a slight feint
Idle_Fidget_V3	- Taunt with right hand motioning them to come get some
Idle_Fidget_V4	- Taunt holds arm out and open while shifting weight side to side
Idle_Fidget_V5	- Hoping up and down while shaking out arms
Idle_Fidget_V6	- Drops weight and shifts right and back for a quick feint dodge
Idle_Fidget_V7	- Drops weight and shifts right and forward a quick feint punch
Idle_Fidget_V8	- Shuffling in-place ready to fight
Idle_Hurt_V1	- Stand Fight Stance with slight limp during in-place shuffle
Idle_Hurt_V2	- Stand Fight Stance tired and labored shifting of weight
Idle_Hurt_V3	- Stand Fight Stance tired and labored shifting of weight
Idle_Really_Tired_V1	- Stand Fight Stance but having trouble keeping hands up
Idle_Really_Tired_V2	- Stand Fight Stance with slow tired shifting of weight
Idle_Slightly_Tired	- Slower shifting of weight and with arms lower
Idle_Tired	- Stand Slow and tired loop
RIGHT PUNCHES	
Right_Cross	- Right cross to body
Right_Cross_A	- Quick tight cross to face
Right_Cross_B	- Normal speed cross with solid connect
Right_Cross_C	- Slightly angled right cross with solid connect
Right_Cross_Hard	- Hard right cross with lots of wind up
Right_Cross_Hurt	- Weak fast right cross
Right_Cross_Miss	- Wild cross with wind up misses loses balance, recovers
Right_Cross_Special	- Really slow hard right cross with lots of wind up
Right_Cross_FT	- Right cross to body solid connect with follow through
Right_Cross_Hurt_FT	- Weak right cross leans into punch follow through
Right_Cross_Hard_FT	- Hard right cross with wind up and follow through
Right_Hook	- Quick right hook drops arm, recover
Right_Hook_FT	- Solid right hook with follow through
Right_Hook_Hard	- Hard right hook with wind up
Right_Hook_Hard_FT	- Hard right hook with wind up, step forward, recovers
Right_Hook_Hurt	- Slower weaker but tight right hook
Right_Hook_Hurt_FT	- Downward angled hook to the lower body, slow, weak
Right_Hook_Miss	- Hook with wind up, misses, leans forward, recovers
Right_Hook_Special	- Steps back huge right hook, steps through the punch, recovers
Right_Uppercut	- Angled right uppercut
Right_Uppercut_Hard	- Hard right uppercut that connects hard
Right_Uppercut_Miss	- Right uppercut, misses with small stumble and shuffle
Right_Uppercut_FT	- Right uppercut with lots of wind up, follow through
Right_Uppercut_Hard_FT	- Strong inward angled right upper cut with follow through
Right_Uppercut_Hurt	- Very slow weak right uppercut
Right_Uppercut_Hurt_FT	- Weak right uppercut with wind up and body twist
Right_Uppercut_Special	- Strong wild upper cut with slow recovery
LEFT PUNCHES	

Left_Jab	-	Straight jab with connecting hit
Left_Jab_A	-	Straight jab at face slightly angled with good recoil to punch
Left_Jab_B	-	Quick straight jab
Left_Jab_C	-	Straight jab slower recoil
Left_Jab_Hurt	-	Weak straight jab, glances downward, recovers hand position
Left_Jab_Hard	-	Straight jab really trying to make solid connect, slow
Left_Jab_Miss	-	Jab, miss, losing balance forward, recover
Left_Jab_Special	-	Throws really hard solid jab with slow recoil
Left_Jab_FT	-	Straight jab really turns body into the punch
Left_Jab_Hard_FT	-	Strong jab with windup, follow through
Left_Jab_Hurt_FT	-	Weak slow jab, follow through, body movement put into punch
Left_Hook	-	Angled left hook with strong connecting hit
Left_Hook_V2	-	Tight left hook with good connecting hit
Left_Hook_FT	-	Left hook with follow through
Left_Hook_Hard	-	Large wind up to a left hook hard connect
Left_Hook_Hard_FT	-	Hard fast hook with follow through
Left_Hook_Hurt	-	Weak half hearted left hook
Left_Hook_Hurt_FT	-	Weak half hearted left hook with follow through
Left_Hook_Miss	-	Left hook misses and has slow recover
Left_Hook_Special	-	Large wind up for an all or nothing slow left hook
Left_Uppercut	-	Uppercut from hip up to above head lots of wind up
Left_Uppercut_FT	-	Uppercut really turning body into the punch
Left_Uppercut_Hard	-	Quick hard angled uppercut straight at the face
Left_Uppercut_Hard_FT	-	Hard angled uppercut straight at the face with lots of wind up
Left_Uppercut_Hurt	-	Quick weak angled uppercut straight at the face
Left_Uppercut_Hurt_FT	-	Quick weak angled uppercut straight to face, follow through
Left_Uppercut_Miss	-	Upper cut and misses going into a spin right, recover
Left_Uppercut_Special	-	Exaggerated uppercut over the head, entire body turns, recover

DEFENSE, HITS

Hit_By_Combo_V1	-	Hit multiple times high and low and then recovers
Hit_By_Combo_V1_Short	-	Hit multiple times high and low and then recovers quickly
Hit_By_Combo_V2	-	Hit multiple times high and then recovers
Hit_By_Combo_V2_Short	-	Hit multiple times high and then recovers quickly
Hit_By_Cross_V1	-	Hit by cross to face and then recover
Hit_By_Cross_V1_Short	-	Hit by cross to face and then recovers quickly
Hit_By_Cross_V2	-	Hit by cross to left side of face and then recover
Hit_By_Cross_V2_Short	-	Hit by cross to left face and then recovers quickly
Hit_By_Cross_V3	-	Center face hit by strong cross, large stumble back, recover
Hit_By_Cross_V4	-	Center face hit by strong cross, small stumble back, recover
Hit_By_GutShot_V1	-	Hit to left side of gut shrugs it off
Hit_By_GutShot_V1_Short	-	Quick flinch to hit to left side of gut
Hit_By_GutShot_V2	-	Hit to center of gut, steps back winded, recovers
Hit_By_GutShot_V2_Short	-	Hit back from punch to gut, less winded, recovers
Hit_By_GutShot_V3	-	Hit to right side of gut, stumbles then recovers
Hit_By_Hook_V1	-	Hit by hook to right side of face
Hit_By_Hook_V1_Short	-	Quick flinch from hit to right side of face from hook
Hit_By_Hook_V2	-	Side of head whipped from hook to left side
Hit_By_Hook_V2_Short	-	Side of head has quick flinch from hook to left side
Hit_By_Hook_V3	-	Hit by hook to left side of head, stumbles, recovers
Hit_By_Hook_V3_Short	-	Hit by hook to left side of head, quick step back, recover
Hit_By_Hook_V5	-	Hit by hook to right side of head makes him lean in, recover
Hit_By_Hook_V6	-	Hit to head from the right whipping head left and down, recover

Hit_By_Hook_V6_Short	-	Hit to head right whipping head left and down, quick recovery
Hit_By_Hook_V7	-	Hit hard by hook right, fall and lean left, recover
Hit_By_Hook_V7_Short	-	Hit hard by hook right, fall and lean left, quick recovery
Hit_By_Hook_V8	-	Hit hard by hook to the right, slow lean and recovery left
Hit_By_Hook_V8_Short	-	Hit hard by hook to the right, slow lean, quick recovery left
Hit_By_Jab_V1	-	Hit by straight jab, reset hand position
Hit_By_Jab_V1_Short	-	Hit by straight jab, reset hand position, quick recovery
Hit_By_Jab_V2	-	Hit by straight jab to face
Hit_By_Jab_V2_Short	-	Hit by straight jab to face, quick recovery
Hit_By_Jab_V3	-	Small flinch from straight jab to body
Hit_By_Jab_V4	-	Head whipped back from straight jab to face
Hit_By_Jab_V4_Short	-	Head whipped back from straight jab to face, quick recovery
Hit_By_Jab_V5	-	Head jostled back and left from jab to face
Hit_By_Jab_V5_Short	-	Head jostled back and left from jab to face, quick recovery
Hit_By_Kidneyshot_V1	-	Stumbles right from hard shot to left kidney, recover
Hit_By_Uppercut_V1	-	Sent reeling backwards from uppercut to face, recover

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
Back_Dodge	-	Steps Back to dodge, returns to center
Left_Weave	-	Leans to the left to dodge punch
Right_Weave	-	Leans to the right to dodge punch
Back_Weave	-	Leans back to dodge punch
Combo_LH_RU	-	Throws left hook, right uppercut
Combo_Punch	-	Throws left jab, right cross, left hook
Body_Shot	-	Drops low to throw a strong right cross to the lower body
Quick_Weave	-	Pulls back and to the right to dodge punch
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
Block_Straight_Hit_V2	-	Blocks hits while covered up, mostly absorbs hit
Block_Straight_Hit_V3	-	Blocks hard hit while covered up, stumbles back,recovers
Kidney_Shot	-	Steps in low to the left and throws strong hook to the kidney

KNOCKOUTS, CELEBRATIONS

Knockout_Countdown_V1	-	Gets knocked out cold then struggles to get back up
Knockout_Countdown_V2	-	Gets knocked out cold then struggles to get back up
Knockout_Countdown_V3	-	Gets knocked out cold then struggles to get back up
Knockout_V1	-	Hit to left side of head and knocked out cold, falling right
Knockout_V2	-	Hit to left side of head and knocked out cold, fallingt right
Knockout_V3	-	Hit to right side of head and knocked out cold, falling left
Knockout_V4	-	Hit with uppercut and knocked out cold, falling backwards
Knockout_V5	-	Hit to the gut then face and falling backwards, knocked out
Knockout_V6	-	Hit to gut falls to knee in pain, slowly gets back up
Knockout_V7	-	Hit in the face ringing his bell. Wobbly stumbles right, falls
Knockout_V8	-	Hook to right side of the face, falls left onto back, knocked out
Win_V1	-	Walking around with hands held high, returns to center
Win_V2	-	Jumping around with hands held over head
Win_V3	-	Jumping around fist pumping over head
Win_V4	-	Air pummeling with his fist then hands over head, returns center
Win_V5	-	Points to chest, holds arms out playing to crowd, returns center

Win_V6	-	Relaxed saunter, gestures to stay down, returns to center
Win_V7	-	Walking around blowing kisses to crowd, arms over head
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www.MocapOnline.com

Mocap@MotusDigital.com