

PISTOL BASIC 2.7A - ANIMATION LIST

All Animations included as Root Motion and In-Place (IPC)

NAME		DESCRIPTION			
STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS					
W1_Stand_Aim_Idle	-	Stand Aiming loop			
W1_Stand_Aim_L_90	-	Stand Aim in-place turn left 90			
W1_Stand_Aim_R_90	-	Stand Aim in-place turn right 90			
W1_Stand_Aim_Jump	-	Stand Aim in-place Jump			
W1_Stand_Aim_Fgt_v1	-	Stand Aim look around variation 1			
W1_Stand_Aim_To_Relaxed	-	Stand Aim transition to Stand Relaxed			
W1_Stand_Aim_To_Walk_Aim_F	-	Stand Aim to Walk Aim Forward			
W1_Stand_Relaxed_Idle	-	Stand Relaxed with Pistol loop			
W1_Stand_Relaxed_Fgt_v2	-	Stand Relaxed look around			
W1_Stand_Relaxed_To_Aim	-	Stand Relaxed transition to Stand Aim			
W1_Stand_Relaxed_Death_F	-	Stand Relaxed death fall forward			
W1_Stand_Relaxed_Death_B	-	Stand Relaxed death fall backward			
W1_Stand_Relaxed_Death_L	-	Stand Relaxed death fall left			
W1_Stand_Relaxed_Death_R	-	Stand Relaxed death fall right			
TURN LOOPS		All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.			
W1_Stand_Aim_Turn_In_Place_L_Loop	-	Stand Aim in-place turn left 45 continuous Loop			
W1_Stand_Aim_Turn_In_Place_R_Loop	-	Stand Aim in-place turn right 45 continuous Loop			
W1_Stand_Rlx_Turn_In_Place_L_Loop	-	Stand Relaxed in-place turn left 45 continuous Loop			
W1_Stand_Rlx_Turn_In_Place_R_Loop	-	Stand Relaxed in-place turn right 45 continuous Loop			
W1_Crouch_Aim_Turn_In_Place_L_Loop	-	Crouch Aim in-place turn left 45 continuous Loop			
W1_Crouch_Aim_Turn_In_Place_R_Loop	-	Crouch Aim in-place turn right 45 continuous Loop			
W1_Crouch_Rlx_Turn_In_Place_L_Loop	-	Crouch Relaxed in-place turn left 45 continuous Loop			
W1_Crouch_Rlx_Turn_In_Place_R_Loop	-	Crouch Relaxed in-place turn right 45 continuous Loop			
AIM OFFSETS					
W1_Stand_Aim_Point_Center	-	Stand aim center, aim offset pose			
W1_Stand_Aim_Point_D90	-	Stand aim down 90, aim offset pose			
W1_Stand_Aim_Point_L90	-	Stand aim left 90, aim offset pose			
W1_Stand_Aim_Point_R90	-	Stand aim right 90, aim offset pose			
W1_Stand_Aim_Point_U90	-	Stand aim up 90, aim offset pose			
W1_Stand_Relaxed_Look_Center	-	Stand Relaxed look forward, aim offset pose			
W1_Stand_Relaxed_Look_D90	-	Stand Relaxed look down 90, offset pose			
W1_Stand_Relaxed_Look_U90	-	Stand Relaxed look up 90, offset pose			
W1_Crouch_Aim_Point_Center	-	Crouch aim forward, aim offset pose			
W1_Crouch_Aim_Point_D90	-	Crouch aim down 90, aim offset pose			
W1_Crouch_Aim_Point_L90	-	Crouch aim left 90, aim offset pose			
W1_Crouch_Aim_Point_R90	-	Crouch aim right 90, aim offset pose			
W1_Crouch_Aim_Point_U90	-	Crouch aim up 90, aim offset pose			
FIRE, RELOAD, HOLSTER, SWAPS					
LEGACY					

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W1_Crouch_Fire_Single	- Crouch firing single round
W1_Crouch_Fire_Continuous	- Crouch firing continuous full-auto loop

WALKS, TURNS, JUMPS, TRANSITIONS

W1_Walk_Aim_F_Loop	- Walk Aim forward loop
W1_Walk_Aim_B_Loop	- Walk Aim backward loop
W1_Walk_Aim_L_Loop	- Walk Aim Strafe left loop
W1_Walk_Aim_R_Loop	- Walk Aim Strafe right loop
W1_Walk_Aim_L_CIR_Loop	- Walk Aim left circle loop
W1_Walk_Aim_R_CIR_Loop	- Walk Aim right circle loop
W1_Walk_Aim_F_Jump_RU	- Walk Aim forward jump right foot up
W1_Walk_Aim_F_to_Stand_Aim_RU	- Walk Aim Forward, transition right foot up to Stand Aim
W1_Walk_F_Loop	- Walk Relaxed forward loop
W1_Walk_B_Loop	- Walk Relaxed backward loop
W1_Walk_L_Loop	- Walk Relaxed Strafe left loop
W1_Walk_R_Loop	- Walk Relaxed Strafe right loop

CROUCH, TURNS, CROUCH WALKS, TRANSITION

W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_Aim_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_Aim_L_Loop	- Crouch Walk Aim Strafe left loop
W1_CrouchWalk_Aim_R_Loop	- Crouch Walk Aim Strafe right loop
W1_Crouch_Idle	- Crouch Idle loop
W1_Crouch_Aim_Idle	- Crouch Aiming loop
W1_CrouchWalk_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_L_Loop	- Crouch Walk Strafe left loop
W1_CrouchWalk_R_Loop	- Crouch Walk Strafe right loop
W1_Crouch_To_Crouch_Aim	- Crouch transition to Crouch Aim
W1_Crouch_Aim_To_Crouch	- Crouch Aim transition to Crouch
W1_Crouch_Aim_L_90	- Crouch Aim in-place turn left 90
W1_Crouch_Aim_R_90	- Crouch Aim in-place turn right 90
W1_Stand_Aim_To_Crouch_Aim	- Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	- Crouch Aim transition to Stand Aim
W1_Crouch_Aim_To_CrouchWalk_Aim_F	- Crouch Aim, transition to CrouchWalk Aim Forward
W1_CrouchWalk_Aim_F_to_Crouch_Aim_RU	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim

JOGS, TURNS, JUMPS, TRANSITIONS

W1_Jog_Aim_F_Loop	- Jog Aim forward loop
W1_Jog_Aim_B_Loop	- Jog Aim backward loop
W1_Jog_Aim_L_Loop	- Jog Aim Strafe left loop
W1_Jog_Aim_R_Loop	- Jog Aim Strafe right loop
W1_Jog_F_Loop	- Jog Relaxed forward loop
W1_Jog_B_Loop	- Jog Relaxed backward loop
W1_Jog_L_Loop	- Jog Relaxed Strafe left loop
W1_Jog_R_Loop	- Jog Relaxed Strafe right loop
W1_Jog_Aim_L_CIR_Loop	- Jog Aim left circle loop
W1_Jog_Aim_R_CIR_Loop	- Jog Aim right circle loop
W1_Jog_Aim_F_Jump_RU	- Jog Aim forward jump right foot up
W1_Jog_Aim_L_Jump_RU	- Jog Aim Strafe left jump right foot up
W1_Jog_Aim_R_Jump_RU	- Jog Aim Strafe right jump right foot up
W1_Jog_Aim_F_to_Stand_Aim_RU	- Jog Aim Forward, transition right foot up to Stand Aim

RUNS, TURNS, JUMPS, TRANSITIONS

W1_Run_F_Loop	- Run forward loop
W1_Run_L_Loop	- Run Strafe left loop
W1_Run_R_Loop	- Run Strafe right loop
W1_Run_L_CIR_Loop	- Run left circle loop
W1_Run_R_CIR_Loop	- Run right circle loop
W1_Run_F_Jump_RU	- Run forward jump right foot up
W1_Run_F_to_Stand_Relaxed_RU	- Run Forward, transition right foot up to Stand Relaxed

SPLIT JUMPS

W1_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W1_Stand_Aim_Jump_End_IPC	- Jump Landing
W1_Stand_Aim_Jump_Start_IPC	- Jump Start
W1_Stand_Relaxed_Jump_Air_IPC	- Loop while in Air
W1_Stand_Relaxed_Jump_End_IPC	- Jump Landing
W1_Stand_Relaxed_Jump_Start_IPC	- Jump Start
W1_Walk_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_F_Jump_RU_Air_IPC	- Loop while in Air

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W1_Walk_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_Aim_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_Aim_L_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_L_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_L_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_Aim_R_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_R_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_R_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Run_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Run_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Run_F_Jump_RU_End_IPC	-	Right Up Jump Landing
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