

ZOMBIE PRO 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 |
| Zombie_Atk_End_1 | - Let go from Attack Loop 1 to Stand |
| Zombie_Atk_KnockBack_1 | - Knocked back from Attack Loop 1 to Stand |
| Zombie_Stand_To_Atk_2 | - Standing to Attack Loop 2 |
| Zombie_Atk_Loop_2 | - Attack Loop 2 |
| Zombie_Atk_End_2 | - Let go from Attack Loop 2 to Stand |
| Zombie_Atk_KnockBack_2 | - Knocked back from Attack Loop 2 to Stand |
| Zombie_Stand_To_Atk_3 | - Standing to Attack Loop 3 |
| Zombie_Atk_Loop_3 | - Attack Loop 3 |
| Zombie_Atk_End_3 | - Let go from Attack Loop 3 to Stand |
| Zombie_Atk_KnockBack_3 | - Knocked back from Attack Loop 3 to Stand |
| Zombie_Stand_To_Atk_4 | - Standing to Attack Loop 4 |
| Zombie_Atk_Loop_4 | - Attack Loop 4 |
| Zombie_Atk_End_4 | - Let go from Attack Loop 4 to Stand |
| Zombie_Atk_KnockBack_4 | - Knocked back from Attack Loop 4 to Stand |
| Zombie_Stand_To_Atk_5 | - Standing to Attack Loop 5 |
| Zombie_Atk_Loop_5 | - Attack Loop 5 |
| Zombie_Atk_End_5 | - Let go from Attack Loop 5 to Stand |
| Zombie_Atk_KnockBack_5 | - Knocked back from Attack Loop 5 to Stand |
| Zombie_Atk_Arm_1_L | - Stand, strike with Left arm |
| Zombie_Atk_Arm_2_R | - Stand, strike with Right arm |
| Zombie_Atk_Arms_3 | - Stand, strike with both arms v1 |
| Zombie_Atk_Arms_4 | - Stand, strike with both arms overhead v2 |
| Zombie_HyperAttack_1 | - Frantic attack, continuous lashing with arms v1 |
| Zombie_HyperAttack_2 | - Frantic attack, continuous lashing with arms v2 |
| Zombie_HyperAttack_3 | - Frantic attack burst, with arms, then pause v1 |
| Zombie_HyperAttack_4 | - Frantic attack burst, with arms, then pause v2 |
| DEATHS | |
| Zombie_Death_Back_Mid_1 | - Death falling backwards |
| Zombie_Death_Back_Mid_2 | - Death falling backwards |
| Zombie_Death_Back_Mid_3 | - Death falling backwards |
| Zombie_Death_Forward_1 | - Death falling forwards |
| Zombie_Death_Forward_2 | - Death falling forwards |
| Zombie_Death_Left_1 | - Death falling left |
| Zombie_Death_Left_2 | - Death falling left |
| Zombie_Death_Left_3 | - Death falling left |
| Zombie_Death_Right_1 | - Death falling right |
| Zombie_Death_Right_2 | - Death falling right |
| Zombie_Death_Right_3 | - Death falling right |
| Zombie_Death_Hit_Back_1 | - Death Hit backwards |
| Zombie_Death_Hit_Forward_1 | - Death Hit forwards |
| Zombie_Death_Hit_Left_1 | - Death Hit left |
| Zombie_Death_Hit_Right_1 | - Death Hit right |
| Zombie_OnFire_1 | - On fire, flailing, then forward death |
| Zombie_OnFire_2A | - On fire, flailing, then backward death |
| Zombie_OnFire_2B | - On fire, turn around flailing, backward death |
| Zombie_OnFire_3A | - On fire, staggers Fwd, then death |
| Zombie_OnFire_3B | - On fire, staggers Fwd, then death |
| Zombie_OnFire_3C | - On fire, staggers Fwd, then death |
| Zombie_OnFire_4A | - On fire, staggers Bkwd, then death |
| Zombie_OnFire_4B | - On fire, staggers Bkwd, then death |

CRAWLS

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|-----------------------------|---------------------------------------|
| Zombie_Stand to_Crawl_1 | - Stand fall to Crawl 1 Loop |
| Zombie_Stand_Hit_to_Crawl_1 | - Stand legs hit fall to Crawl 1 Loop |
| Zombie_Crawl_1 | - Long non-looped Crawl 1 |
| Zombie_Crawl_1_Loop | - Crawl 1 looped |
| Zombie_Crawl_1_to_Stand | - Crawl 1 Loop to Stand |
| Zombie_Stand to_Crawl_2 | - Stand fall to Crawl 2 Loop |
| Zombie_Stand_Hit_to_Crawl_2 | - Stand legs hit fall to Crawl 2 Loop |
| Zombie_Crawl_2 | - Long non-looped Crawl 2 |
| Zombie_Crawl_2_Loop | - Crawl 2 looped |
| Zombie_Crawl_2_to_Stand | - Crawl 2 Loop to Stand |

CHASES

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|--------------------------------|--|
| Zombie_Chase_1_Loop | - Short loop |
| Zombie_Chase_1_Loop_IP | - In-Place (45.23 cm/sec) |
| Zombie_Chase_1_KnockBack_Chase | - Chase 1 Loop, knocked back, resume chase |
| Zombie_Chase_1_Full_Loop | - Long version loop |
| Zombie_Chase_1_Full_Loop_IP | - In-Place (45.23 cm/sec) |
| Zombie_Chase_2_Loop | - Short loop |
| Zombie_Chase_2_Loop_IP | - In-Place (77.82 cm/sec) |
| Zombie_Chase_2_KnockBack_Chase | - Chase 2 Loop, knocked back, resume chase |
| Zombie_Chase_2_Full_Loop | - Long version loop |
| Zombie_Chase_2_Full_Loop_IP | - In-Place (77.82 cm/sec) |
| Zombie_Chase_3_Loop | - Short loop |
| Zombie_Chase_3_Loop_IP | - In-Place (66.03 cm/sec) |
| Zombie_Chase_3_KnockBack_Chase | - Chase 3 Loop, knocked back, resume chase |
| Zombie_Chase_3_Full_Loop | - Short loop |
| Zombie_Chase_3_Full_Loop_IP | - In-Place (66.03 cm/sec) |
| Zombie_Chase_4_Full_Loop | - Long version loop |
| Zombie_Chase_4_Full_Loop_IP | - In-Place (68.80 cm/sec) |
| Zombie_Chase_4_KnockBack_Chase | - Chase 4 Loop, knocked back, resume chase |
| Zombie_Chase_5_Loop | - Short loop |
| Zombie_Chase_5_Loop_IP | - In-Place (91.20 cm/sec) |
| Zombie_Chase_5_Full_Loop | - Long version loop |
| Zombie_Chase_5_Full_Loop_IP | - In-Place (91.20 cm/sec) |
| Zombie_Chase_5_KnockBack_Chase | - Chase 5 Loop, knocked back, resume chase |
| Zombie_Stand_To_Chase_1 | - Standing to Chase 1 Loop |
| Zombie_Stand_To_Chase_2 | - Standing to Chase 2 Loop |
| Zombie_Stand_To_Chase_3 | - Standing to Chase 3 Loop |
| Zombie_Stand_To_Chase_4 | - Standing to Chase 4 Full Loop |
| Zombie_Stand_To_Chase_5 | - Standing to Chase 5 Loop |
| Zombie_Stand_To_Chase_Full_1 | - Standing to Chase 1 Full Loop |
| Zombie_Stand_To_Chase_Full_2 | - Standing to Chase 2 Full Loop |
| Zombie_Stand_To_Chase_Full_3 | - Standing to Chase 3 Full Loop |
| Zombie_Stand_To_Chase_Full_5 | - Standing to Chase 5 Full Loop |
| Zombie_Stand_To_HyperChase_1 | - Standing to sprinting, HyperChase 1 Loop |
| Zombie_HyperChase_1 | - Sprinting Loop, wild uncoordinated, stiff legs |
| Zombie_HyperChase_1_IP | - In Place version |
| Zombie_Stand_To_HyperChase_2 | - Standing to sprinting, HyperChase 2 Loop |
| Zombie_HyperChase_2 | - Sprinting Loop, loose arms down |
| Zombie_HyperChase_2_IP | - In Place version |
| Zombie_Stand_To_HyperChase_3 | - Standing to sprinting, HyperChase 3 Loop |
| Zombie_HyperChase_3 | - Sprinting Loop, arms forward, fast aggressive |
| Zombie_HyperChase_3_IP | - In Place version |

WALKS

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|--------------------------------|--|
| 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) |
| Zombie_Walk_F_1_KnockBack_Walk | - Walk 1 Loop, knocked back, resume Walk |
| Zombie_Stand_Walk_F_2_Full | - Standing to Walk forward v2 Full |
| Zombie_Stand_Walk_F_2 | - Standing to Walk forward v2 |
| Zombie_Walk_F_2_Loop | - Short loop |
| Zombie_Walk_F_2_Loop_IP | - In-Place (31.37 cm/sec) |
| Zombie_Walk_F_2_Full_Loop | - Long version loop |
| Zombie_Walk_F_2_Full_Loop_IP | - In-Place (31.37 cm/sec) |
| Zombie_Walk_F_2_KnockBack_Walk | - Walk 2 Loop, knocked back, resume Walk |
| Zombie_Stand_Walk_F_3_Full | - Standing to Walk forward v3 Full |
| Zombie_Stand_Walk_F_3 | - Standing to Walk forward v3 |
| Zombie_Walk_F_3_Loop | - Short loop |
| Zombie_Walk_F_3_Loop_IP | - In-Place (37.73 cm/sec) |
| Zombie_Walk_F_3_Full_Loop | - Long version loop |
| Zombie_Walk_F_3_Full_Loop_IP | - In-Place (37.73 cm/sec) |
| Zombie_Walk_F_3_KnockBack_Walk | - Walk 3 Loop, knocked back, resume Walk |
| Zombie_Stand_Walk_F_4_Full | - Standing to Walk forward v4 Full |
| Zombie_Stand_Walk_F_4 | - Standing to Walk forward v4 |
| Zombie_Walk_F_4_Loop | - Short loop |
| Zombie_Walk_F_4_Loop_IP | - In-Place (40.52 cm/sec) |
| Zombie_Walk_F_4_Full_Loop | - Long version loop |
| Zombie_Walk_F_4_Full_Loop_IP | - In-Place (40.52 cm/sec) |
| Zombie_Walk_F_4_KnockBack_Walk | - Walk 4 Loop, knocked back, resume Walk |
| Zombie_Stand_Walk_F_5 | - Standing to Walk forward v5 including Full |
| Zombie_Walk_F_5_Loop | - Short loop |
| Zombie_Walk_F_5_Loop_IP | - In-Place (33.03 cm/sec) |
| Zombie_Walk_F_5_Full_Loop | - Long version loop |
| Zombie_Walk_F_5_Full_Loop_IP | - In-Place (33.03 cm/sec) |
| Zombie_Walk_F_5_KnockBack_Walk | - Walk 5 Loop, knocked back, resume Walk |
| Zombie_Stand_Walk_F_6 | - Standing to Walk forward v6 including Full |
| Zombie_Walk_F_6_Loop | - Short loop |
| Zombie_Walk_F_6_Loop_IP | - In-Place (63.26 cm/sec) |
| Zombie_Walk_F_6_Full_Loop | - Long version loop |
| Zombie_Walk_F_6_Full_Loop_IP | - In-Place (63.26 cm/sec) |
| Zombie_Walk_F_6_KnockBack_Walk | - Walk 6 Loop, knocked back, resume Walk |

STANDS, REACHES, TURNS, SHAMBLES

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| Zombie_Idle_1-v2_Full | - Long Standing Idle |
| Zombie_Idle_1-v2 | - Standing Idle, v1.2 with New Pose |
| 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_2 | - Standing Idle, Animated, looking around |
| Zombie_Idle_3 | - Standing Idle, Very animated, turning L/R |
| Zombie_Idle_4 | - Standing Idle, Restless, belly out, slow turning L/R |
| Zombie_Turn_L_180_1 | - Standing turn Left 180 |
| Zombie_Turn_L_180_2 | - Standing turn Left 180 |
| Zombie_Turn_L_180_3 | - Standing turn Left 180 |
| Zombie_Turn_L_180_4 | - Standing turn Left 180 |
| Zombie_Turn_L_90_1 | - Standing turn Left 90 |
| Zombie_Turn_L_90_2 | - Standing turn Left 90 |
| Zombie_Turn_L_90_3 | - Standing turn Left 90 |
| Zombie_Turn_L_90_4 | - Standing turn Left 90 |

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| Zombie_Turn_L_90_5 | - Standing turn Left 90 |
| Zombie_Turn_R_180_1 | - Standing turn Right 180 |
| Zombie_Turn_R_180_2 | - Standing turn Right 180 |
| Zombie_Turn_R_180_3 | - Standing turn Right 180 |
| Zombie_Turn_R_180_4 | - Standing turn Right 180 |
| Zombie_Turn_R_90_1 | - Standing turn Right 90 |
| Zombie_Turn_R_90_2 | - Standing turn Right 90 |
| Zombie_Turn_R_90_3 | - Standing turn Right 90 |
| Zombie_Turn_R_90_4 | - Standing turn Right 90 |
| Zombie_Turn_R_90_5 | - Standing turn Right 90 |
| Zombie_Reach_1 | - Reaching stuck behind an object |
| Zombie_Reach_2 | - Reaching stuck behind an object |
| Zombie_Reach_Full_1 | - Reaching stuck behind an object, long version |
| Zombie_Reach_Full_2 | - Reaching stuck behind an object, long version |
| Zombie_Shamble_1 | - Partial walk and standing |
| Zombie_Shamble_2 | - Partial walk and standing |
| Zombie_Shamble_Long_1 | - Partial walk and standing |
| Zombie_Shamble_Long_2 | - Partial walk and standing |

MOTION CAPTURE ONLINE / MOTUS DIGITAL

<https://motioncaptureonline.zendesk.com>

<http://www.motioncaptureonline.com/products/fbx-zombie-pro>

<http://www.motioncaptureonline.com>