MOBILITY STARTER 2.7B - ANIMATION LIST

Animations included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4/Unity)

NAME		DESCRIPTION
STAND, TURNS, TRANSITIONS		
Stand_Relaxed_Idle_v2	-	Stand Relaxed, more motion, loop
Stand_Relaxed_L_90	-	Stand Relaxed in-place turn left 90
Stand_Relaxed_R_90	-	Stand Relaxed in-place turn right 90
Stand_Rlx_Turn_In_Place_L_Loop	-	Stand Relaxed in-place turn left 45 Loop
Stand_Rlx_Turn_In_Place_R_Loop	-	Stand Relaxed in-place turn right 45 Loop
Stand_Relaxed_Look_Center	-	Stand Relaxed look forward, aim offset pose
Stand_Relaxed_To_Crouch	-	Stand Relaxed to Crouch
Stand_Relaxed_To_Walk_F	-	Stand Relaxed to Walk Forward
Stand_Relaxed_To_Jog_F	-	Stand to Jog Forward
AIM OFFSETS		
Stand_Relaxed_Look_D90	-	Stand Relaxed look down 90, aim offset pose
Stand_Relaxed_Look_U90	-	Stand Relaxed look up 90, aim offset pose
Stand_Relaxed_Look_L90	-	Stand Relaxed look left 90, aim offset pose
Stand_Relaxed_Look_R90	-	Stand Relaxed look right 90, aim offset pose
WALKS, JUMPS, TRANSITION		
Walk_F	-	Walk Forward loop
Walk_F_Jump	-	Walk Forward jump
Walk_F_Jump_RU	-	Walk Forward jump right foot up, end is frame 0 of Walk_F cycle
Walk_F_To_Stand_Relaxed_RU	-	Walk Forward, transition right foot up to Stand Relaxed
CROUCH, TURNS, CROUCH WALK, TRANSITION		
Crouch_Idle_V2	-	Crouch, more motion, loop
Crouch_Rlx_Turn_In_Place_L_Loop	-	Crouch in-place turn left 45 Loop
Crouch_Rlx_Turn_In_Place_R_Loop	-	Crouch in-place turn left 90 Loop
Crouch_L_90	-	Crouch in-place turn left 90
Crouch_R_90	-	Crouch in-place turn right 90
CrouchWalk_F	-	CrouchWalk Forward loop
Crouch_To_Stand_Relaxed	-	Crouch to Stand Relaxed
Crouch_To_CrouchWalk_F	-	Crouch, transition to Crouchwalk Forward
CrouchWalk_F_To_Crouch_RU	-	Crouchwalk Forward, transition right foot up to Crouch
JOG, JUMP		
Jog_F	-	Jog Forward loop
Jog_F_Jump	-	Jog Forward jump
Jog_F_Jump_RU	-	Jog Forward jump right foot up, end is frame 0 of Jog_F cycle
SPLIT JUMPS		
Walk_F_Jump_RU_Start	-	Right Up Jump Start
Walk_F_Jump_RU_Air	-	Loop while in Air
Walk_F_Jump_RU_Land	-	Right Up Jump Landing
Jog_F_Jump_RU_Start	-	Right Up Jump Start
Jog_F_Jump_RU_Air	-	Loop while in Air
Jog_F_Jump_RU_Land	-	Right Up Jump Landing

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