Movement Animset Pro v.1.2

Animations description and usage

Idle	Standing in place
TurnRt90_Loop	Turn right 90 degrees. Can be use as a looping rotation in place, or as a single non-looping animation
TurnLt90_Loop	Turn left 90 degrees. Can be use as a looping rotation in place, or as a single non-looping animation
TurnRt180	Turn in place 180 degrees right
TurnLt180	Turn in place 180 degrees left
WalkFwdLoop	Loopable walk forward cycle
WalkFwdStart	Idle to walk forward transition
WalkFwdStart180_R	Idle to turn 180 deg. right to walk forward transition
WalkFwdStart180_L	Idle to turn 180 deg. left to walk forward transition
WalkFwdStart90_L	Idle to turn 90 deg. left to walk forward transition
WalkFwdStart90_R	Idle to turn 90 deg. right to walk forward transition
WalkFwdStop_LU	Stop walking, when the left foot is up in walking loop cycle
WalkFwdStop_RU	Stop walking, when the right foot is up in walking loop cycle
WalkFwdLoop_LeanR	This is an animation of walking forward and turning right in the same time. The root however is moving just forward. This animation is used, when you want to apply the rotation by code, on top of the root motion. You can blend this animation with WalkFwdLoop.
WalkArchLoop_R	This is an animation of walking forward and turning right in the same time. The root is moving in an arch. This animation is used when you want the animations to control the rotation as well as translation. You can blend this animation with WalkFwdLoop to control the amount of the turning.
WalkFwdLoop_LeanL	This is an animation of walking forward and turning left in the same time. The root however is moving just forward. This animation is used, when you want to apply the rotation by code, on top of the root motion. You can blend this animation with WalkFwdLoop.
WalkArchLoop_L	This is an animation of walking forward and turning left in the same time. The root is moving in an arch. This animation is used when you want the animations to control the rotation as well as translation. You can blend this animation with WalkFwdLoop to control the amount of the turning.
RunFwdLoop	Loopable run forward cycle
SprintFwdLoop	Loopable sprint forward cycle – faster than RunFwdLoop
RunFwdStart	Idle to run forward transition
RunFwdStart180_R	Idle to turn 180 deg. right to run forward transition
RunFwdStart180_L	Idle to turn 180 deg. left to run forward transition
RunFwdStart90_R	Idle to turn 90 deg. right to run forward transition
RunFwdStart90_L	Idle to turn 90 deg. left to run forward transition
RunFwdStop_RU	Stop running, when the right foot is up in walking loop cycle
RunFwdStop_LU	Stop running, when the left foot is up in walking loop cycle
RunFwdTurn180_R_LU	Running to quick turn 180 deg. right to running. This is used when the character has

	his left foot up in the running cycle.
RunFwdTurn180_R_RU	Running to quick turn 180 deg. right to running. This is used when the character has his right foot up in the running cycle.
RunFwdTurn180_L_RU	Running to quick turn 180 deg. left to running. This is used when the character has his right foot up in the running cycle.
RunFwdTurn180_L_LU	Running to quick turn 180 deg. left to running. This is used when the character has his left foot up in the running cycle.
RunArchLoop_L	This is an animation of running forward and turning left in the same time. The root is moving in an arch. This animation is used when you want the animations to control the rotation as well as translation. You can blend this animation with RunFwdLoop to control the amount of the turning.
RunFwdLoop_LeanL	This is an animation of running forward and turning left in the same time. The root however is moving just forward. This animation is used, when you want to apply the rotation by code, on top of the root motion. You can blend this animation with RunFwdLoop.
RunArchLoop_R	This is an animation of running forward and turning right in the same time. The root is moving in an arch. This animation is used when you want the animations to control the rotation as well as translation. You can blend this animation with RunFwdLoop to control the amount of the turning.
RunFwdLoop_LeanR	This is an animation of running forward and turning right in the same time. The root however is moving just forward. This animation is used, when you want to apply the rotation by code, on top of the root motion. You can blend this animation with RunFwdLoop.
Jump_place_ALL	Jump form idle – just a preview how it should look
Jump_place_ALL_short	Jump form idle with fast start – just a preview how it should look
Jump_walk_ru_ALL	Jump form walking, from right foot up – just a preview how it should look
Jump_walk_lu_ALL	Jump form walking, from left foot up – just a preview how it should look
Jump_run_ru_ALL	Jump form running, from right foot up – just a preview how it should look
Jump_run_lu_ALL	Jump form running, from left foot up – just a preview how it should look
JumpIdleStart	Jump form idle with root motion. After the jump, the character falls, until he touches ground. You can detect that by physics collision, Character Controller or with a raycast for example. Then you should play landing animation.
JumpIdleLand	Landing animation for JumpIdleStart.
JumpIdleLand2Walk	Landing animation for JumpIdleStart, but it directly transitions the character to WalkFwdLoop.
JumpIdleLandHard	Landing animation for JumpIdleStart, with a hand touching the ground.
JumpWalkStart_RU	Jump form walking with root motion, from right foot up. After the jump, the character falls, until he touches ground. You can detect that by physics collision, Character Controller or with a raycast for example. Then you should play landing animation.
JumpWalk_RU_Land	Landing animation for JumpWalkStart_RU.
JumpWalk_RU_Land2Walk	Landing animation for JumpWalkStart_RU, but it directly transitions the character to WalkFwdLoop.
JumpWalkStart_LU	Jump form walking with root motion, from left foot up. After the jump, the character falls, until he touches ground. You can detect that by physics collision, Character Controller or with a raycast for example. Then you should play landing animation.
JumpWalk_LU_Land	Landing animation for JumpWalkStart_LU.
JumpWalk_LU_Land2Walk	Landing animation for JumpWalkStart_LU, but it directly transitions the character to WalkFwdLoop.
JumpRunStart_RU	Jump form running with root motion, from right foot up. After the jump, the character falls, until he touches ground. You can detect that by physics collision, Character

	Controller or with a raycast for example. Then you should play landing animation.
JumpRun_RU_Land	Landing animation for JumpRunStart_RU.
JumpRun_RU_Land2Run	Landing animation for JumpRunStart_RU, but it directly transitions the character to RunFwdLoop.
JumpRunStart_LU	Jump form running with root motion, from left foot up. After the jump, the character falls, until he touches ground. You can detect that by physics collision, Character Controller or with a raycast for example. Then you should play landing animation.
JumpRun_LU_Land	Landing animation for JumpRunStart_LU.
JumpRun_LU_Land2Run	Landing animation for JumpRunStart_LU, but it directly transitions the character to RunFwdLoop.
FallingLoop	Falling animation without root motion – play it when you use Gravity.
FallingLoop_RootMotion	Falling animation with root motion.
Idle2Crouch	Start Crouching
Crouch_Idle	Idling in crouch
Crouch2Idle	Stop Crouching
Crouch_WalkFwdLoop	Same as in normal walking, but in crouched position
Crouch_WalkFwdStart	Same as in normal walking, but in crouched position
Crouch_WalkFwdStop_LU	Same as in normal walking, but in crouched position
Crouch_WalkFwdStop_RU	Same as in normal walking, but in crouched position
Crouch_WalkFwdStart180_R	Same as in normal walking, but in crouched position
Crouch_WalkFwdStart180_L	Same as in normal walking, but in crouched position
Crouch_WalkFwdStart90_R	Same as in normal walking, but in crouched position
Crouch_WalkFwdStart90_L	Same as in normal walking, but in crouched position
ButtonPush_RH	Pushing a button in front of the character, with right hand.
ButtonPush_RH_90	Pushing a button to the right of the character, with right hand. You can blend it with ButtonPush_RH, to get in-between direction of pushing the button.
ButtonPush_LH	Pushing a button in front of the character, with left hand.
ButtonPush_LH_90	Pushing a button to the left of the character, with left hand. You can blend it with ButtonPush_LH, to get in-between direction of pushing the button.
KeypadUse_RH	Typing in a key code in front of the character, with right hand.
KeypadUse_RH_90	Typing in a key code to the right of the character, with right hand. You can blend it with KeypadUse_RH, to get in-between direction of pushing the button.
KeypadUse_LH	Typing in a key code in front of the character, with left hand.
KeypadUse_LH_90	Typing in a key code to the left of the character, with left hand. You can blend it with KeypadUse_LH, to get in-between direction of pushing the button.
PickUp_RH	Picking up a small object in front of the character, with right hand.
PickUp_RH_90	Picking up a small object to the right of the character, with right hand. You can blend it with PickUp_RH, to get in-between direction of pushing the button.
PickUp_LH	Picking up a small object in front of the character, with left hand.
PickUp_LH_90	Picking up a small object to the left of the character, with left hand. You can blend it with PickUp_LH, to get in-between direction of pushing the button.
PullLever_RH	Pulling a lever in front of the character, with right hand.

PullLever_RH_90	Pulling a lever to the right of the character, with right hand. You can blend it with PullLever_RH, to get in-between direction of pushing the button.
PullLever_LH	Pulling a lever in front of the character, with left hand.
PullLever_LH_90	Pulling a lever to the left of the character, with left hand. You can blend it with PullLever_LH, to get in-between direction of pushing the button.
DontKnow	A gesture – character doesn't know what to do
ThrowAway_RH	Throw away small item with right hand
ThrowAway_LH	Throw away small item with left hand
WalkThroughDoor_RH	Character pushed the door with right hand and walks through.
WalkThroughDoor_LH	Character pushed the door with left hand and walks through.
WalkFwdStart135_R	Idle to turn 135 deg. right to walk forward transition
WalkFwdStart135_L	Idle to turn 135 deg. left to walk forward transition
RunFwdStart135_R	Idle to turn 135 deg. right to run forward transition
RunFwdStart135_L	Idle to turn 135 deg. left to run forward transition
WalkBwdStart	Idle to WalkBwdLoop transition
WalkBwdLoop	Loopable walk backward cycle
WalkBwdStop_RU	Stop walking, when the right foot is up in walking loop cycle
WalkBwdStop_LU	Stop walking, when the left foot is up in walking loop cycle
StrafeRightStart	Idle to StrafeRightLoop transition
StrafeRightLoop	Loopable walk sideways to right cycle
StrafeRightStop_LU	Stop walking, when the left foot is up in walking loop cycle
StrafeRightStop_RU	Stop walking, when the right foot is up in walking loop cycle
StrafeLeftStart	Idle to StrafeLeftLoop transition
StrafeLeftLoop	Loopable walk sideways to left cycle
StrafeLeftStop_RU	Stop walking, when the right foot is up in walking loop cycle
StrafeLeftStop_LU	Stop walking, when the left foot is up in walking loop cycle
Idle2Fists	Put fists up
Fists_Idle	Idle with fists up
Fists2Idle	Put fists down
Idle_Punch_Move_L	Move forward and punch with left hand form fists down pose
Fists_Punch_Move_L	Move forward and punch with left hand
Fists_Punch_Move_R	Move forward and punch with right hand
Fists_Punch_L	Punch with left hand
Fists_Punch_R	Punch with right hand
Fists_Kick_Front_Move_R	Move forward and frontal kick with right foot
Fists_Kick_Front_L	Frontal kick with left foot
Fists_Punch_Heavy2Idle	Heavy overhand swing and return to fists down idle – good for last, knocking out attack
Fists_Hit_Left	Hit reaction from left hand attack
Fists_Hit_Right	Hit reaction from right hand attack

Idle_Hit_Strong_Left	Hit reaction from left hand attack
Idle_Hit_Strong_Right	Hit reaction from right hand attack
Idle_Knockdown_Front	Knock down from frontal attack
Idle_Knockdown_Right	Knock down from right hand attack
Idle_Knockdown_Left	Knock down fromleft hand attack
Death_1	Death 1
Death_2	Death 2