



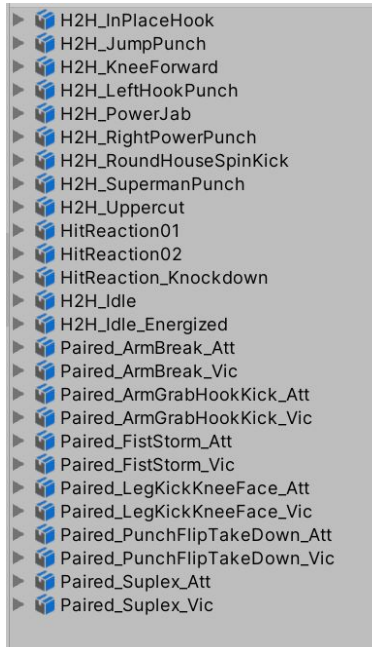
RamsterZ Animations  
Hand to Hand Finishers Volume 1

**Disclaimer**

This product is strictly an animation pack which means it does not include any gameplay or scripts. It is an asset pack for you to integrate into your project.

**Main Content**

- total animations: 26



12 paired finisher animations: 6 attacker, 6 victim

9 hand to hand attack animations

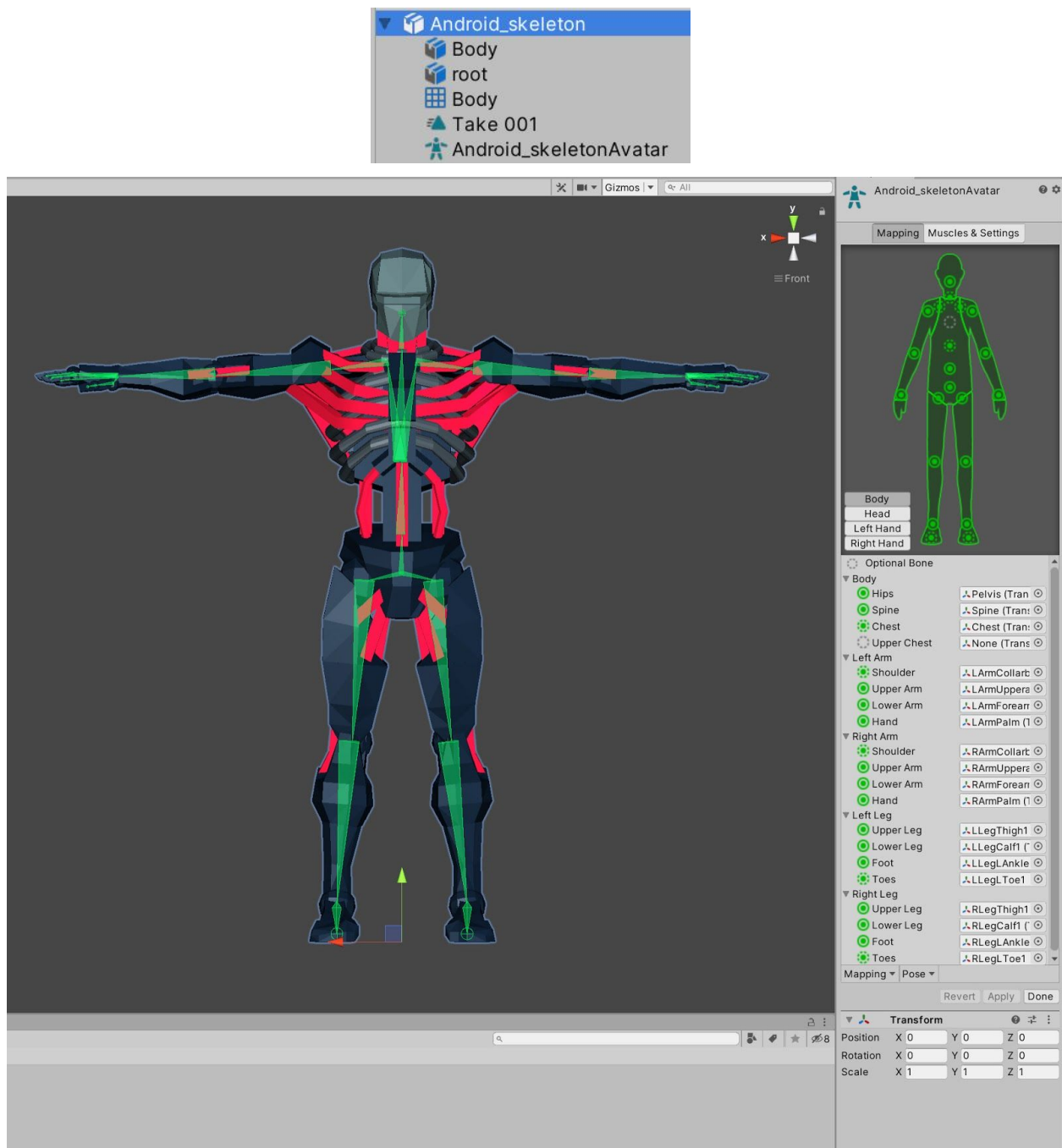
2 hit reaction animations

1 knocked down animation

2 standing idles

- 1 character model: Android\_Skeleton

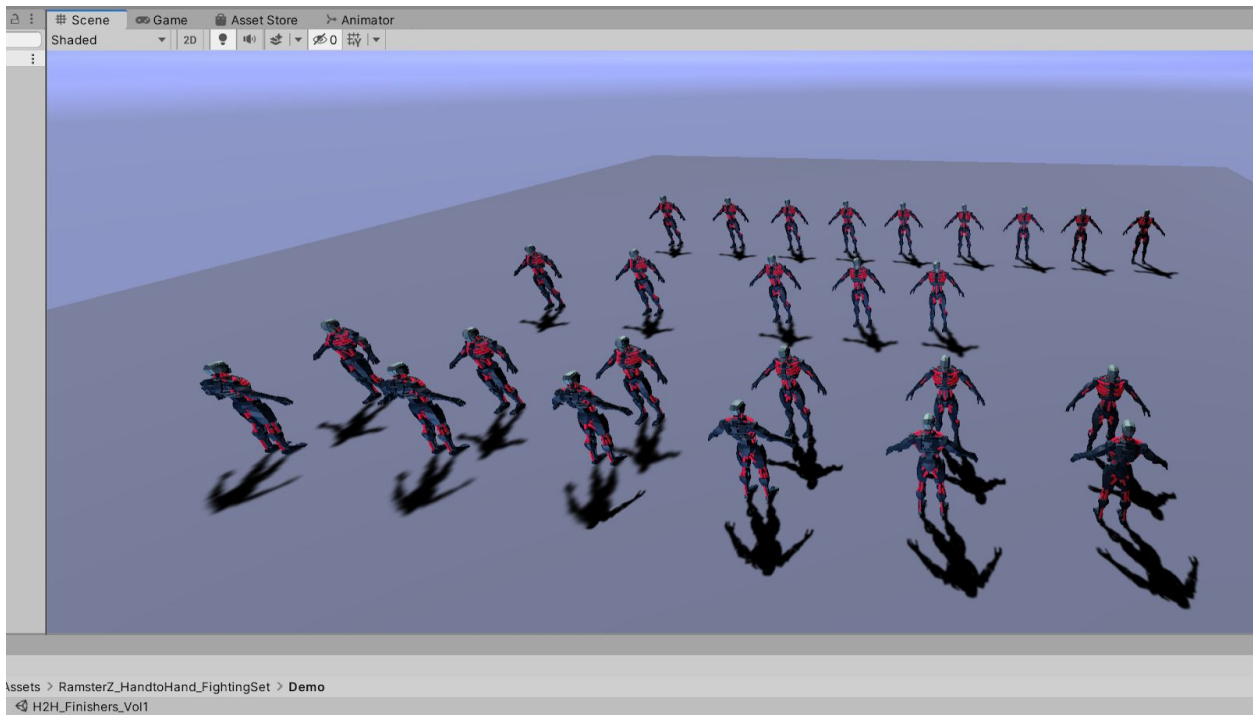
-This model has been properly configured for Humanoid rigs so you should not have any issues retargeting these animations to your own humanoid models.



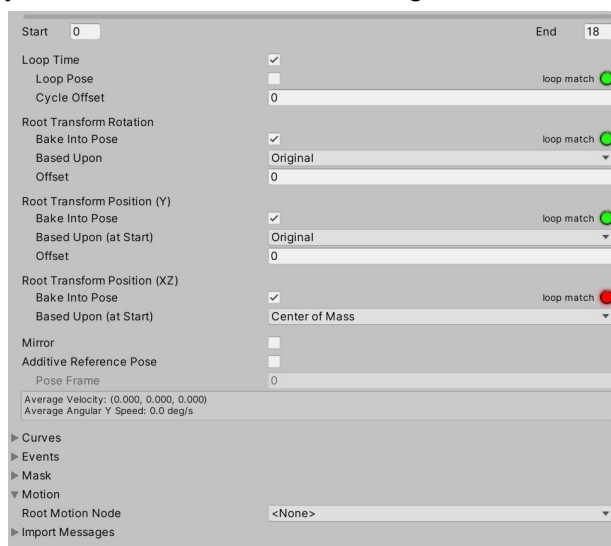
- 1 demo scene

-This demo scene is simply a showroom. There is no gameplay. The purpose is for you to be able to view all of the animations quickly.

-The demo scene also shows the proper distance between two actors that are engaged in a paired animation. Depending on the size and proportions of your own model you may have to adjust the distance between the actors to avoid clipping.



-Currently all of the animations are configured with these settings:



-it was set this way so that they would loop and return to their origin for the demo scene.

## Root Motion

-For root motion animation, change to these setting:

Start 0 End 43

Loop Time ☐

Loop Pose ☐ loop match

Cycle Offset 0

Root Transform Rotation

Bake Into Pose ☐ loop match

Based Upon (at Start) Original

Offset 0

Root Transform Position (Y)

Bake Into Pose ☐ loop match

Based Upon Original

Offset 0

Root Transform Position (XZ)

Bake Into Pose ☐ loop match

Based Upon Center of Mass

Mirror ☐

Additive Reference Pose ☐

Pose Frame 0

Average Velocity: (0.469, -0.248, 0.740)

Average Angular Y Speed: -0.2 deg/s

► Curves

▼ Events

0+ 0:00, 0:08, 0:17, 0:25, 0:33, 0:42, 0:50, 0:58, 0:67, 0:75, 0:83, 0:92, 1:00

Function

Float 0

Int 0

String

Object None (Object)

► Mask

▼ Motion

Root Motion Node root

► Import Messages

Revert Apply

-This will ensure that the root bone will follow the Pelvis for the duration of the animation.

## Materials

-total:

Assets > RamsterZ\_HandtoHand\_FightingSet > Asset > **Materials**

- CyberPink\_Mat
- Mellow\_white\_Mat
- Metal\_Blue\_Mat 1
- Metal\_GrayBlue\_Mat
- Metal\_LightTeal\_Mat
- Skybox\_Mat

-character model materials:

Body	● Metal_Blue_Mat 1	⊙
Cables	● CyberPink_Mat	⊙
Head	● Metal_LightTeal_Mat	⊙
ribs	● Metal_GrayBlue_Mat	⊙

-Skybox: skybox\_Mat

-Mellow\_white\_Mat: demo floors

## Animation Controllers

-These were made solely for the demo scene and are not crucial to your project:

Assets > RamsterZ\_HandtoHand\_FightingSet > Asset > **Animation\_Controllers**

- H2H\_Idle
- H2H\_Idle\_Energized
- H2H\_InPlaceHook
- H2H\_JumpPunch
- H2H\_KneeForward
- H2H\_LeftHookPunch
- H2H\_PowerJab
- H2H\_RightPowerPunch
- H2H\_RoundHouseSpinKick
- H2H\_SupermanPunch
- H2H\_Uppercut
- HitReaction01
- HitReaction02
- HitReaction\_Knockdown
- Paired\_ArmBreak\_Attacker
- Paired\_ArmBreak\_Victim
- Paired\_ArmGrabHookKick\_Attacker
- Paired\_ArmGrabHookKick\_Victim
- Paired\_FistStorm\_Attacker
- Paired\_FistStorm\_Victim
- Paired\_LegKickKneeFace\_Att
- Paired\_LegKickKneeFace\_Vic
- Paired\_PunchFlipTakeDown\_Att
- Paired\_PunchFlipTakeDown\_Vic
- Paired\_Suplex\_Att
- Paired\_Suplex\_Vic

### **Scripts**

-this pack only has a single script for the free moving camera when you play the demo scene:  
SimpleCameraController