

RIFLE BASIC - ANIMATION LIST

ANIMATION	DESCRIPTION
STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS	
W2_Stand_Aim_Idle_v2	- Stand Aiming loop
W2_Stand_Aim_L_90	- Stand Aim in-place turn left 90
W2_Stand_Aim_R_90	- Stand Aim in-place turn right 90
W2_Stand_Aim_Jump	- Stand Aim in-place Jump
W2_Stand_Aim_Holster	- Stand Aim put slinged Rifle away to back side
W2_Stand_Aim_Unholster	- Get slinged Rifle from back side to Stand Aim
W2_Stand_Aim_Reload	- Stand Aim reload Rifle
W2_Stand_Aim_Fgt_v1	- Stand Aim look around variation 1
W2_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed
W2_Stand_Aim_To_Walk_Aim_F	- Stand Aim to Walk Aim Forward
W2_Stand_Aim_Point_Center	- Stand aim center, aim offset pose
W2_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W2_Stand_Aim_Point_L90	- Stand aim left 90, aim offset pose
W2_Stand_Aim_Point_R90	- Stand aim right 90, aim offset pose
W2_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W2_Stand_Fire_Continuous	- Stand firing continuous full-auto loop
W2_Stand_Fire_Single	- Stand firing single round
W2_Stand_Relaxed_Idle	- Stand Relaxed with Rifle loop
W2_Stand_Relaxed_Idle_v2	- Stand Relaxed with Rifle loop
W2_Stand_Relaxed_Reload	- Stand Relaxed reload Rifle
NW_Stand_Relaxed_Rifle_Idle	- Stand Relaxed with no weapon loop
W2_Stand_Relaxed_Fgt_v2	- Stand Relaxed look around
W2_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim
W2_Stand_Relaxed_Death_F	- Stand Relaxed death fall forward
W2_Stand_Relaxed_Death_B	- Stand Relaxed death fall backward
W2_Stand_Relaxed_Death_L	- Stand Relaxed death fall left
W2_Stand_Relaxed_Death_R	- Stand Relaxed death fall right
W2_Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose
W2_Stand_Relaxed_Look_L90	- Stand Relaxed look left 90, aim offset pose
W2_Stand_Relaxed_Look_R90	- Stand Relaxed look right 90, aim offset pose
WALKS, TURNS, JUMPS, TRANSITIONS	
W2_Walk_Aim_F_Loop	- Walk Aim forward loop
W2_Walk_Aim_F_Loop_IP	- Walk Aim forward loop in-place (132.43 cm/sec)
W2_Walk_Aim_B_Loop	- Walk Aim backward loop
W2_Walk_Aim_B_Loop_IP	- Walk Aim backward loop in-place (-106.43 cm/sec)
W2_Walk_Aim_L_Loop	- Walk Aim Strafe left loop
W2_Walk_Aim_L_Loop_IP	- Walk Aim Strafe left loop in-place (120 cm/sec)
W2_Walk_Aim_R_Loop	- Walk Aim Strafe right loop
W2_Walk_Aim_R_Loop_IP	- Walk Aim Strafe right loop in-place (-111.16 cm/sec)
W2_Walk_Aim_L_CIR_Loop	- Walk Aim left circle loop
W2_Walk_Aim_L_CIR_Loop_IP	- Walk Aim left circle loop in-place
W2_Walk_Aim_R_CIR_Loop	- Walk Aim right circle loop
W2_Walk_Aim_R_CIR_Loop_IP	- Walk Aim right circle loop in-place
W2_Walk_Aim_F_Jump	- Walk Aim forward jump
W2_Walk_Aim_F_Jump_IP	- Walk Aim forward jump in-place
W2_Walk_Aim_F_Jump_RU	- Walk Aim forward jump right foot up
W2_Walk_Aim_F_Jump_RU_IP	- Walk Aim forward jump right foot up in-place
W2_Walk_Aim_F_to_Stand_Aim_RU	- Walk Aim Forward, transition right foot up to Stand Aim
CROUCH, TURNS, CROUCH WALKS, TRANSITION	
W2_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop

W2_CrouchWalk_Aim_F_Loop_IP	- Crouch Walk forward loop in-place (90.29 cm/sec)
W2_CrouchWalk_Aim_B_Loop	- Crouch Walk backward loop
W2_CrouchWalk_Aim_B_Loop_IP	- Crouch Walk backward loop in-place (-77.84 cm/sec)
W2_CrouchWalk_Aim_L_Loop	- Crouch Walk Aim Strafe left loop
W2_CrouchWalk_Aim_L_Loop_IP	- Crouch Walk Aim Strafe left loop in-place (97.76 cm/sec)
W2_CrouchWalk_Aim_R_Loop	- Crouch Walk Aim Strafe right loop
W2_CrouchWalk_Aim_R_Loop_IP	- Crouch Walk Aim Strafe right loop in-place (-107.87 cm/sec)
W2_Crouch_Aim_Idle	- Crouch Aiming loop
W2_Crouch_Aim_Idle_v2	- Crouch Aiming loop
W2_Crouch_Aim_L_90	- Crouch Aim in-place turn left 90
W2_Crouch_Aim_R_90	- Crouch Aim in-place turn right 90
W2_Stand_Aim_To_Crouch_Aim_v2	- Stand Aim transition to Crouch Aim
W2_Crouch_Aim_To_Stand_Aim_v2	- Crouch Aim transition to Stand Aim
W2_Crouch_Aim_To_CrouchWalk_Aim_F	- Crouch Aim, transition to CrouchWalk Aim Forward
W2_CrouchWalk_Aim_F_to_Crouch_Aim_RU	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim
W2_Crouch_Aim_Point_Center	- Crouch aim forward, aim offset pose
W2_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
W2_Crouch_Aim_Point_L90	- Crouch aim left 90, aim offset pose
W2_Crouch_Aim_Point_R90	- Crouch aim right 90, aim offset pose
W2_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
W2_Crouch_Fire_Single	- Crouch firing single round

JOGS, TURNS, JUMPS, TRANSITIONS

W2_Jog_Aim_F_Loop	- Jog Aim forward loop
W2_Jog_Aim_F_Loop_IP	- Jog Aim forward loop in-place (325.21 cm/sec)
W2_Jog_Aim_B_Loop	- Jog Aim backward loop
W2_Jog_Aim_B_Loop_IP	- Jog Aim backward loop in-place (-226.78 cm/sec)
W2_Jog_Aim_L_Loop	- Jog Aim Strafe left loop
W2_Jog_Aim_L_Loop_IP	- Jog Aim Strafe left loop in-place (346.64 cm/sec)
W2_Jog_Aim_R_Loop	- Jog Aim Strafe right loop
W2_Jog_Aim_R_Loop_IP	- Jog Aim Strafe right loop in-place (-399.37 cm/sec)
W2_Jog_Aim_L_CIR_Loop	- Jog Aim left circle loop
W2_Jog_Aim_L_CIR_Loop_IP	- Jog Aim left circle loop in-place
W2_Jog_Aim_R_CIR_Loop	- Jog Aim right circle loop
W2_Jog_Aim_R_CIR_Loop_IP	- Jog Aim right circle loop in-place
W2_Jog_Aim_F_Jump	- Jog Aim forward jump
W2_Jog_Aim_F_Jump_IP	- Jog Aim forward jump in-place
W2_Jog_Aim_F_Jump_RU	- Jog Aim forward jump right foot up
W2_Jog_Aim_F_Jump_RU_IP	- Jog Aim forward jump right foot up in-place
W2_Jog_Aim_L_Jump	- Jog Aim Strafe left jump
W2_Jog_Aim_L_Jump_IP	- Jog Aim Strafe left jump in-place
W2_Jog_Aim_L_Jump_RU	- Jog Aim Strafe left jump right foot up
W2_Jog_Aim_L_Jump_RU_IP	- Jog Aim Strafe left jump right foot up in-place
W2_Jog_Aim_R_Jump	- Jog Aim Strafe right jump
W2_Jog_Aim_R_Jump_IP	- Jog Aim Strafe right jump in-place
W2_Jog_Aim_R_Jump_RU	- Jog Aim Strafe right jump right foot up
W2_Jog_Aim_R_Jump_RU_IP	- Jog Aim Strafe right jump right foot up in-place
W2_Jog_Aim_F_to_Stand_Aim_RU	- Jog Aim Forward, transition right foot up to Stand Aim

RUNS, TURNS, JUMPS, TRANSITIONS

W2_Run_F_Loop	- Run forward loop
W2_Run_F_Loop_IP	- Run forward loop in-place (497.29 cm/sec)
W2_Run_L_Loop	- Run Strafe left loop
W2_Run_L_Loop_IP	- Run Strafe left loop in-place (475.78 cm/sec)
W2_Run_R_Loop	- Run Strafe right loop
W2_Run_R_Loop_IP	- Run Strafe right loop in-place (-468.45 cm/sec)
W2_Run_L_CIR_Loop	- Run left circle loop

W2_Run_L_CIR_Loop_IP	- Run left circle loop in-place
W2_Run_R_CIR_Loop	- Run right circle loop
W2_Run_R_CIR_Loop_IP	- Run right circle loop in-place
W2_Run_F_Jump	- Run forward jump
W2_Run_F_Jump_RU	- Run forward jump right foot up
W2_Run_F_Jump_RU_IP	- Run forward jump right foot up in-place
W2_Run_F_to_Stand_Relaxed	- Run Forward, transition to Stand Relaxed
W2_Run_F_to_Stand_Relaxed_RU	- Run Forward, transition right foot up to Stand Relaxed

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<http://www.motioncaptureonline.com>

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