ZOMBIE BASIC 2.7 - ANIMATION LIST

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

NAME		DESCRIPTION	Speed CM/Sec
BITING AND ARM ATTACKS			
Zombie_Stand_To_Atk_1	-	Standing to Attack Loop 1 - Single Speed	49.23
Zombie_Atk_Loop_1	-	Attack Loop 1 Biting	
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 - Single Speed	45.97
Zombie_Atk_Loop_2	-	Attack Loop 2 Biting	
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 - Single Speed	52.27
Zombie_Atk_Loop_3	-	Attack Loop 3 Biting	
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_Atk_Arm_1_L_Loop	-	Stand, strike with Left arm v1	
Zombie_Atk_Arm_1_L_SHORT_Loop	-	Stand, short quick strike with Left arm v1	
Zombie_Atk_Arm_1_R_SHORT_Loop	-	Stand, short quick strike with Right arm v1	
Zombie_Atk_Arms_3_Loop	-	Stand, strike with both arms v1	
Zombie_Atk_Arms_3_SHORT_Loop	-	Stand, short quick strike both arms v3	
Zombie_Atk_Arms_3A_SHORT_Loop	-	Stand, short quick strike both arms v3A	
Zombie_Atk_Arms_4_Loop	-	Stand, strike with both arms overhead v2	
Zombie_Atk_Arms_4_SHORT_Loop	-	Stand, short quick strike both arms v4	
Zombie_Atk_Arms_4A_SHORT_Loop	-	Stand, short quick strike both arms v4A	
HYPER ATTACKS WITH IDLES			
Zombie_HyperAttack_1_Loop	-	Frantic attack, continuous lashing with arms v1	
Zombie_HyperAttack_2_Loop	-	Frantic attack, continuous lashing with arms v2	
Zombie_HyperAttack_4_Loop	-	Frantic attack burst, with arms, then pause v2	
Zombie_HyperAttack_1_SHORT_Idle_Loop	-	HyperAttack 1 Ready Idle Loop	
Zombie_HyperAttack_1_SHORT_Loop	-	Frantic lashing with arms v1 - SHORT Loop	
Zombie_HyperAttack_2_SHORT_Idle_Loop	-	HyperAttack 2 Ready Idle Loop	
Zombie_HyperAttack_2_SHORT_Loop	-	Frantic lashing with arms v2 - SHORT Loop	
Zombie_HyperAttack_4_SHORT_Idle_Loop	-	HyperAttack 4 Ready Idle Loop	
Zombie_HyperAttack_4_SHORT_Loop	-	Frantic burst with arms v4 - SHORT Loop	
DEATHS			
Zombie_Death_Back_Mid_1	-	Death falling backwards	
Zombie_Death_Forward_1	-	Death falling forwards	
Zombie_Death_Left_1	-	Death falling left	
Zombie_Death_Right_1	-	Death falling right	
Zombie_Death_Hit_Back_1	-	Death Hit backwards	269.84
Zombie_Death_Hit_Back_1_Start	-	Death Hit backwards to ground contact	269.84
Zombie_Death_Hit_Back_1_End	-	Settle on Ground Death	0.00
Zombie_Death_Hit_Forward_1	-	Death Hit forwards	235.32
Zombie_Death_Hit_Forward_1_Start	-	Death Hit forwards to ground contact	235.32
Zombie_Death_Hit_Forward_1_End	-	Settle on Ground Death	
Zombie_Death_Hit_Left_1	-	Death Hit left	233.86
Zombie_Death_Hit_Left_1_Start	-	Death Hit left to ground contact	233.86
Zombie_Death_Hit_Left_1_End	-	Settle on Ground Death	0.00
Zombie_Death_Hit_Right_1	-	Death Hit right	175.30
Zombie_Death_Hit_Right_1_Start	-	Death Hit right to ground contact	175.30
Zombie_Death_Hit_Right_1_End	-	Settle on Ground Death	0.00

Zombie_OnFire_1	-	On fire, flailing, then forward death	
Zombie_OnFire_1_SHORT	-	On fire, flailing, forward death SHORT	53.00
Zombie_OnFire_1_SHORT_Start	-	On fire, flailing, forward death SHORT to Ground	53.00
Zombie_OnFire_1_SHORT_End	-	Settle on Ground Death	0.00
Zombie_OnFire_2A	-	On fire, flailing, then backward death	
Zombie_OnFire_2A_SHORT	-	On fire, flailing, backward death SHORT	38.20
Zombie_OnFire_2A_SHORT_Start	-	On fire, flailing, backward death SHORT to Ground	38.20
Zombie_OnFire_2A_SHORT_End	-	Settle on Ground	0.00
Zombie_OnFire_4B	-	On fire, staggers Bkwd, then death	
Zombie_OnFire_4B_SHORT	-	On fire, staggers Bkwd, death SHORT	65.22
Zombie_OnFire_4B_SHORT_Start	-	On fire, staggers Bkwd, death SHORT to Ground	65.22
Zombie_OnFire_4B_SHORT_End	-	Settle on Ground Death	0.00

CRAWLS

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_Loop	-	Crawl 1 Loop - Single Speed	8.05
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_Loop	-	Crawl 2 Loop - Single Speed	6.53
Zombie_Crawl_2_to_Stand	-	Crawl 2 Loop to Stand	

CHASES, WALKS, HYPER CHASES

Zombie_Stand_To_Chase_1	-	Standing to Chase 1 Loop - Single Speed	20.01
Zombie_Chase_1_Loop	-	Chase 1 Loop - Single Speed	45.17
Zombie_Chase_1_Full_Loop	-	Chase 1 Long version loop - Single Speed	58.49
Zombie_Chase_1_KnockBack_Chase	-	Chase 1 Loop, knocked back, resume chase	
Zombie_Stand_To_Chase_4_Full	-	Standing to Chase 4 Full Loop - Single Speed	33.71
Zombie_Chase_4_Full_Loop	-	Chase 4 Full Loop - Single Speed	59.90
Zombie_Chase_4_KnockBack_Chase	-	Chase 4 Loop, knocked back, resume chase	
Zombie_Stand_To_HyperChase_1	-	Standing to sprinting, HyperChase 1 Loop	
Zombie_HyperChase_1_Loop	-	Sprinting, wild uncoordinated, stiff legs	273.04
Zombie_HyperChase_1_SHORT_Loop	-	Shorter Loop	273.04
Zombie_HyperChase_1_SHORT_CIR_L_Loop	-	Lean/Turn Left	273.04
Zombie_HyperChase_1_SHORT_CIR_R_Loop	-	Lean/Turn Right	273.04
Zombie_Stand_To_HyperChase_2	-	Standing to sprinting, HyperChase 2 Loop	
Zombie_HyperChase_2_Loop	-	Sprinting, loose arms down	342.47
Zombie_HyperChase_2_SHORT_Loop	-	Shorter Loop	342.47
Zombie_HyperChase_2_SHORT_CIR_L_Loop	-	Lean/Turn Left	342.47
Zombie_HyperChase_2_SHORT_CIR_R_Loop	-	Lean/Turn Right	342.47
Zombie_Stand_To_HyperChase_3	-	Standing to sprinting, HyperChase 3 Loop	
Zombie_HyperChase_3_Loop	-	Sprinting, arms out, Faster Aggressive	420.83
Zombie_HyperChase_3_SHORT_Loop	-	Shorter Loop	420.83
Zombie_HyperChase_3_SHORT_CIR_L_Loop	-	Lean/Turn Left	420.83
Zombie_HyperChase_3_SHORT_CIR_R_Loop	-	Lean/Turn Right	420.83
Zombie_Stand_To_HyperChase_4	-	Standing to sprinting FAST, HyperChase 4 Loop	542.53
Zombie_HyperChase_4_Loop	-	Sprinting, arms out, Very Fast Aggressive!	542.53
Zombie_HyperChase_4_SHORT_Loop	-	Shorter Loop	542.53
Zombie_HyperChase_4_SHORT_CIR_L_Loop	-	Lean/Turn Left	542.53
Zombie_HyperChase_4_SHORT_CIR_R_Loop	-	Lean/Turn Right	542.53

Zombie_Stand_Walk_F_1	-	Standing to Walk forward v1 - Single Speed	10.11
Zombie_Walk_F_1_Loop	-	Walk 1 Loop - Single Speed	19.88
Zombie_Walk_F_1_Full_Loop	-	Long version loop - Single Speed	20.09
Zombie_Walk_F_1_KnockBack_Walk	-	Walk 1 Loop, knocked back, resume Walk	

Zombie_Stand_Walk_F_2	-	Standing to Walk forward v2 - Single Speed	26.77
Zombie_Walk_F_2_Loop	-	Walk 2 Loop - Single Speed	31.37
Zombie_Walk_F_2_KnockBack_Walk	-	Walk 2 Loop, knocked back, resume Walk	
Zombie_Stand_Walk_F_3	-	Standing to Walk forward v3 - Single Speed	33.27
Zombie_Walk_F_3_Loop	-	Walk 3 Loop - Single Speed	37.73
Zombie_Walk_F_3_KnockBack_Walk	-	Walk 3 Loop, knocked back, resume Walk	
Zombie_Stand_Walk_F_4	-	Standing to Walk forward v4 - Single Speed	45.26
Zombie_Walk_F_4_Loop	-	Walk 4 Loop - Single Speed	40.53
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 - Single Speed	34.58
Zombie_Walk_F_5_Loop	-	Walk 5 Loop - Single Speed	33.03
Zombie_Walk_F_5_KnockBack_Walk	-	Walk 5 Loop, knocked back, resume Walk	

STANDS, REACHES, TURNS, SHAMBLES (Also See HYPER ATTACK IDLES)

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_1_v2_Full	-	Long Standing Idle
Zombie_Idle_1_v2	-	Standing Idle, v2 with New Pose
Zombie_Idle_2	-	Standing Idle, Animated, looking around
Zombie_Idle_4	-	Standing Idle, Restless, belly out, slow turning L/R
Zombie_Reach_1_Loop	-	Reaching stuck behind an object loop
Zombie_Reach_2_Loop	-	Reaching stuck behind an object loop
Zombie_Shamble_1	-	Partial walk and standing
Zombie_Shamble_Long_1	-	Partial walk and standing

TURNS

Zombie_Turn_L_180_1	-	Slow Turn - Left 180
Zombie_Turn_L_90_1	-	Slow Turn - Left 90
Zombie_Turn_R_180_1	-	Slow Turn - Right 180
Zombie_Turn_R_90_1	-	Slow Turn - Right 90

TURNING LOOPS **(Constant Yaw Speed)**

Zombie_Turn_L_45_Loop	-	Turn - Left 45 Idle Loop
Zombie_Turn_R_45_Loop	-	Turn - Right 45 Idle Loop
Zombie_Turn_L_90_1_Loop	-	Turn - Left 90 Loop
Zombie_Turn_L_90_1_SHORT_Loop	-	Turn Faster - Left 90 Loop
Zombie_Turn_L_180_1_Loop	-	Turn - Left 180 Loop
Zombie_Turn_L_180_1_SHORT_Loop	-	Turn Faster - Left 180 Loop
Zombie_Turn_R_90_1_Loop	-	Turn - Right 90 Loop
Zombie_Turn_R_90_1_SHORT_Loop	-	Turn Faster - Right 90 Loop
Zombie_Turn_R_180_1_Loop	-	Turn - Right 180 Loop
Zombie_Turn_R_180_1_SHORT_Loop	-	Turn Faster - Right 180 Loop
Zombie_Turn_L_45_HA_2_Loop	-	Short Turn - Left 45 Hyper Attack 2 Idle Loop
Zombie_Turn_R_45_HA_2_Loop	-	Short Turn - Right 45 Hyper Attack 2 Idle Loop
Zombie_Turn_L_90_HA_2_SHORT_Loop	-	Short Turn - Left 90 Hyper Attack 2 Idle Loop
Zombie_Turn_R_90_HA_2_SHORT_Loop	-	Short Turn - Right 90 Hyper Attack 2 Idle Loop
Zombie_Turn_L_180_HA_2_SHORT_Loop	-	Short Turn - Left 180 Hyper Attack 2 Idle Loop
Zombie_Turn_R_180_HA_2_SHORT_Loop	-	Short Turn - Right 180 Hyper Attack 2 Idle Loop
Zombie_Turn_L_45_HA_4_Loop	-	Short Turn - Left 45 Hyper Attack 4 Idle Loop
Zombie_Turn_R_45_HA_4_Loop	-	Short Turn - Right 45 Hyper Attack 4 Idle Loop
Zombie_Turn_L_90_HA_4_SHORT_Loop	-	Short Turn - Left 90 Hyper Attack 4 Idle Loop
Zombie_Turn_L_180_HA_4_SHORT_Loop	-	Short Turn - Left 180 Hyper Attack 4 Idle Loop
Zombie_Turn_R_90_HA_4_SHORT_Loop	-	Short Turn - Right 90 Hyper Attack 4 Idle Loop
Zombie_Turn_R_180_HA_4_SHORT_Loop	-	Short Turn - Right 180 Hyper Attack 4 Idle Loop

SPLIT JUMPS

Zombie_HyperChase_4_Jump_Start_IPC	-	HyperChase 4 Jump Take Off
Zombie_HyperChase_4_Jump_Air_IPC	-	HyperChase 4 Air Loop

Zombie_HyperChase_4_Jump_End_HA1_IPC	-	Jump Landing to HyperAttack Idle 1	
Zombie_HyperChase_4_Jump_End_HA2_IPC	-	Jump Landing to HyperAttack Idle 2	
Zombie_HyperChase_4_Jump_End_HA4_IPC	-	Jump Landing to HyperAttack Idle 4	
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