

PISTOL PRO ANIMATION LIST

NAME	DESCRIPTION
STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS	
W1_Stand_Aim_Idle	- Stand Aiming loop
W1_Stand_Aim_L_45	- Stand Aim in-place turn left 45
W1_Stand_Aim_R_45	- Stand Aim in-place turn right 45
W1_Stand_Aim_L_90	- Stand Aim in-place turn left 90
W1_Stand_Aim_R_90	- Stand Aim in-place turn right 90
W1_Stand_Aim_L_135	- Stand Aim in-place turn left 135
NW_Stand_Relaxed_Pistol_Idle	- Stand Relaxed with Rifle loop wth No Weapon
W1_Stand_Aim_R_135	- Stand Aim in-place turn right 135
W1_Stand_Aim_L_180	- Stand Aim in-place turn left 180
W1_Stand_Aim_R_180	- Stand Aim in-place turn right 180
W1_Stand_Aim_Jump	- Stand Aim in-place Jump
W1_Stand_Aim_Holster	- Stand Aim put slinged Rifle away to back side
W1_Stand_Aim_Unholster	- Get slinged Rifle from back side to Stand Aim
W1_Stand_Aim_Reload	- Stand Aim reload Rifle
W1_Stand_Aim_Unjam	- Stand Aim unjam Rifle
W1_Stand_Aim_Fgt_v1	- Stand Aim look around variation 1
W1_Stand_Aim_Fgt_v2	- Stand Aim look around variation 2
W1_Stand_Aim_Fgt_v3	- Stand Aim look around variation 3
W1_Stand_Aim_Fgt_v4	- Stand Aim look around variation 4
W1_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed
W1_Stand_Aim_Point_Center	- Stand aim center, aim offset pose
W1_Stand_Aim_Point_D45	- Stand aim forward, aim offset pose
W1_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W1_Stand_Aim_Point_L45	- Stand aim left 45, aim offset pose
W1_Stand_Aim_Point_L90	- Stand aim left 90, aim offset pose
W1_Stand_Aim_Point_LD45	- Stand aim left and down 45, aim offset pose
W1_Stand_Aim_Point_LU45	- Stand aim left and up 45, aim offset pose
W1_Stand_Aim_Point_R45	- Stand aim right 45, aim offset pose
W1_Stand_Aim_Point_R90	- Stand aim right 90, aim offset pose
W1_Stand_Aim_Point_RD45	- Stand aim right and down 45, aim offset pose
W1_Stand_Aim_Point_RU45	- Stand aim right and up 45, aim offset pose
W1_Stand_Aim_Point_U45	- Stand aim up 45, aim offset pose
W1_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W1_Stand_Fire_Continuous	- Stand firing continuous full-auto loop
W1_Stand_Fire_Single	- Stand firing single round
W1_Stand_Relaxed_Idle	- Stand Relaxed with Rifle loop
W1_Stand_Relaxed_L_45	- Stand Relaxed in-place turn left 45
W1_Stand_Relaxed_R_45	- Stand Relaxed in-place turn right 45
W1_Stand_Relaxed_L_90	- Stand Relaxed in-place turn left 90
W1_Stand_Relaxed_R_90	- Stand Relaxed in-place turn right 90
W1_Stand_Relaxed_L_135	- Stand Relaxed in-place turn left 135
W1_Stand_Relaxed_R_135	- Stand Relaxed in-place turn right 135
W1_Stand_Relaxed_L_180	- Stand Relaxed in-place turn left 180
W1_Stand_Relaxed_R_180	- Stand Relaxed in-place turn right 180
W1_Stand_Relaxed_Jump	- Stand Relaxed jump in-place
W1_Stand_Relaxed_Reload	- Stand Relaxed reload Rifle
W1_Stand_Relaxed_Holster	- Stand Relaxed put slinged Rifle away to back side
W1_Stand_Relaxed_Unholster	- Get slinged Rifle from back side to Stand Relaxed
W1_Stand_Relaxed_Unjam	- Stand Relaxed unjam Rifle
W1_Stand_Relaxed_Fgt_v1	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v2	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v3	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v4	- Stand Relaxed look around

55	W1_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim
56	W1_Stand_Relaxed_Death_F	- Stand Relaxed death fall forward
57	W1_Stand_Relaxed_Death_B	- Stand Relaxed death fall backward
58	W1_Stand_Relaxed_Death_B_Fly	- Stand Relaxed death fly backward
59	W1_Stand_Relaxed_Death_L	- Stand Relaxed death fall left
60	W1_Stand_Relaxed_Death_R	- Stand Relaxed death fall right
61		
62	WALKS, TURNS, JUMPS, TRANSITIONS	
63	W1_Walk_Aim_F	- Walk Aim forward continuous raw motion
64	W1_Walk_Aim_F_Loop	- Walk Aim forward loop
65	W1_Walk_Aim_F_Loop_IP	- Walk Aim forward loop in-place (132.43 cm/sec)
66	W1_Walk_Aim_B	- Walk Aim backward continuous raw motion
67	W1_Walk_Aim_B_Loop	- Walk Aim backward loop
68	W1_Walk_Aim_B_Loop_IP	- Walk Aim backward loop in-place (-106.43 cm/sec)
69	W1_Walk_Aim_L	- Walk Aim Strafe left continuous raw motion
70	W1_Walk_Aim_L_Loop	- Walk Aim Strafe left loop
71	W1_Walk_Aim_L_Loop_IP	- Walk Aim Strafe left loop in-place (120 cm/sec)
72	W1_Walk_Aim_R	- Walk Aim Strafe right continuous raw motion
73	W1_Walk_Aim_R_Loop	- Walk Aim Strafe right loop
74	W1_Walk_Aim_R_Loop_IP	- Walk Aim Strafe right loop in-place (-111.16 cm/sec)
75	W1_Walk_Aim_L_CIR	- Walk Aim left circle continuous raw motion
76	W1_Walk_Aim_R_CIR	- Walk Aim right circle continuous raw motion
77	W1_Walk_Aim_F_Jump	- Walk Aim forward jump
78	W1_Walk_Aim_F_Jump_IP	- Walk Aim forward jump in-place
79	W1_Walk_Aim_L_Jump	- Walk Aim Strafe left jump
80	W1_Walk_Aim_L_Jump_IP	- Walk Aim Strafe left jump in-place
81	W1_Walk_Aim_R_Jump	- Walk Aim Strafe right jump
82	W1_Walk_Aim_R_Jump_IP	- Walk Aim Strafe right jump in-place
83	W1_Walk_Aim_B_Jump	- Walk Aim back jump
84	W1_Walk_Aim_B_Jump_IP	- Walk Aim back jump in-place
85	W1_Walk_F	- Walk Relaxed forward continuous raw motion
86	W1_Walk_F_Loop	- Walk Relaxed forward loop
87	W1_Walk_F_Loop_IP	- Walk Relaxed forward loop in-place (127 cm/sec)
88	W1_Walk_B	- Walk Relaxed backward continuous raw motion
89	W1_Walk_B_Loop	- Walk Relaxed backward loop
90	W1_Walk_B_Loop_IP	- Walk Relaxed backward loop in-place (-106.87 cm/sec)
91	W1_Walk_L	- Walk Relaxed Strafe left continuous raw motion
92	W1_Walk_L_Loop	- Walk Relaxed Strafe left loop
93	W1_Walk_L_Loop_IP	- Walk Relaxed Strafe left loop in-place (118.79 cm/sec)
94	W1_Walk_R	- Walk Relaxed Strafe right continuous raw motion
95	W1_Walk_R_Loop	- Walk Relaxed Strafe right loop
96	W1_Walk_R_Loop_IP	- Walk Relaxed Strafe right loop in-place (-124.32 cm/sec)
97	W1_Walk_L_CIR	- Walk Relaxed left circle continuous raw motion
98	W1_Walk_R_CIR	- Walk Relaxed right circle continuous raw motion
99	W1_Walk_F_Jump	- Walk Relaxed forward jump
100	W1_Walk_F_Jump_IP	- Walk Relaxed forward jump in-place
101	W1_Walk_L_Jump	- Walk Relaxed Strafe left jump
102	W1_Walk_L_Jump_IP	- Walk Relaxed Strafe left jump in-place
103	W1_Walk_R_Jump	- Walk Relaxed Strafe right jump
104	W1_Walk_R_Jump_IP	- Walk Relaxed Strafe right jump in-place
105	W1_Walk_B_Jump	- Walk Relaxed backward jump
106	W1_Walk_B_Jump_IP	- Walk Relaxed backward jump in-place
107		
108	CROUCH, TURNS, CROUCH WALKS, TRANSITION	
109	W1_Crouch_Idle	- Crouch Idle loop
110	W1_Crouch_L_45	- Crouch in-place turn left 45
111	W1_Crouch_L_90	- Crouch in-place turn left 90

112	W1_Crouch_L_135	- Crouch in-place turn left 135
113	W1_Crouch_L_180	- Crouch in-place turn left 180
114	W1_Crouch_R_45	- Crouch in-place turn right 45
115	W1_Crouch_R_90	- Crouch in-place turn right 90
116	W1_Crouch_R_135	- Crouch in-place turn right 135
117	W1_Crouch_R_180	- Crouch in-place turn right 180
118	W1_CrouchWalk_F	- Crouch Walk forward continuous raw motion
119	W1_CrouchWalk_F_Loop	- Crouch Walk forward loop
120	W1_CrouchWalk_F_Loop_IP	- Crouch Walk forward loop in-place (101.22 cm/sec)
121	W1_CrouchWalk_B	- Crouch Walk backward continuous raw motion
122	W1_CrouchWalk_B_Loop	- Crouch Walk backward loop
123	W1_CrouchWalk_B_Loop_IP	- Crouch Walk backward loop in-place (-85.33 cm/sec)
124	W1_CrouchWalk_L	- Crouch Walk Strafe left continuous raw motion
125	W1_CrouchWalk_L_Loop	- Crouch Walk Strafe left loop
126	W1_CrouchWalk_L_Loop_IP	- Crouch Walk Strafe left loop in-place (100.81 cm/sec)
127	W1_CrouchWalk_R	- Crouch Walk Strafe right continuous raw motion
128	W1_CrouchWalk_R_Loop	- Crouch Walk Strafe right loop
129	W1_CrouchWalk_R_Loop_IP	- Crouch Walk Strafe right loop in-place (-107.87 cm/sec)
130	W1_CrouchWalk_Aim_F	- Crouch Walk forward continuous raw motion
131	W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
132	W1_CrouchWalk_Aim_F_Loop_IP	- Crouch Walk forward loop in-place (90.29 cm/sec)
133	W1_CrouchWalk_Aim_B	- Crouch Walk backward continuous raw motion
134	W1_CrouchWalk_Aim_B_Loop	- Crouch Walk backward loop
135	W1_CrouchWalk_Aim_B_Loop_IP	- Crouch Walk backward loop in-place (-77.84 cm/sec)
136	W1_CrouchWalk_Aim_L	- Crouch Walk Aim Strafe left continuous raw motion
137	W1_CrouchWalk_Aim_L_Loop	- Crouch Walk Aim Strafe left loop
138	W1_CrouchWalk_Aim_L_Loop_IP	- Crouch Walk Aim Strafe left loop in-place (97.76 cm/sec)
139	W1_CrouchWalk_Aim_R	- Crouch Walk Aim Strafe right continuous raw motion
140	W1_CrouchWalk_Aim_R_Loop	- Crouch Walk Aim Strafe right loop
141	W1_CrouchWalk_Aim_R_Loop_IP	- Crouch Walk Aim Strafe right loop in-place (-107.87 cm/sec)
142	W1_Crouch_To_Crouch_Aim	- Crouch transition to Crouch Aim
143	W1_Crouch_Aim_To_Crouch	- Crouch Aim transition to Crouch
144	W1_Crouch_Aim_Idle	- Crouch Aiming loop
145	W1_Stand_Aim_To_Crouch_Aim	- Stand Aim transition to Crouch Aim
146	W1_Crouch_Aim_To_Stand_Aim	- Crouch Aim transition to Stand Aim
147	W1_Crouch_Aim_Point_Center	- Crouch aim forward, aim offset pose
148	W1_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
149	W1_Crouch_Aim_Point_L90	- Crouch aim left 90, aim offset pose
150	W1_Crouch_Aim_Point_LD45	- Crouch aim left and down 45, aim offset pose
151	W1_Crouch_Aim_Point_LU45	- Crouch aim left and up 45, aim offset pose
152	W1_Crouch_Aim_Point_R90	- Crouch aim right 90, aim offset pose
153	W1_Crouch_Aim_Point_RD45	- Crouch aim right and down 45, aim offset pose
154	W1_Crouch_Aim_Point_RU45	- Crouch aim right and up 45, aim offset pose
155	W1_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
156	W1_Crouch_Fire_Continuous	- Crouch firing continuous full-auto loop
157	W1_Crouch_Fire_Single	- Crouch firing single round
158	W1_Stand_Relaxed_To_Crouch	- Stand Relaxed transition to Crouch
159	W1_Crouch_To_Stand_Relaxed	- Crouch transition to Stand Relaxed

JOGS, TURNS, JUMPS, TRANSITIONS

162	W1_Jog_Aim_F	- Jog Aim forward continuous raw motion
163	W1_Jog_Aim_F_Loop	- Jog Aim forward loop
164	W1_Jog_Aim_F_Loop_IP	- Jog Aim forward loop in-place (325.21 cm/sec)
165	W1_Jog_Aim_B	- Jog Aim backward continuous raw motion
166	W1_Jog_Aim_B_Loop	- Jog Aim backward loop
167	W1_Jog_Aim_B_Loop_IP	- Jog Aim backward loop in-place (-226.78 cm/sec)
168	W1_Jog_Aim_L	- Jog Aim Strafe left continuous raw motion

169	W1_Jog_Aim_L_Loop	- Jog Aim Strafe left loop
170	W1_Jog_Aim_L_Loop_IP	- Jog Aim Strafe left loop in-place (346.64 cm/sec)
171	W1_Jog_Aim_R	- Jog Aim Strafe right continuous raw motion
172	W1_Jog_Aim_R_Loop	- Jog Aim Strafe right loop
173	W1_Jog_Aim_R_Loop_IP	- Jog Aim Strafe right loop in-place (-399.37 cm/sec)
174	W1_Jog_Aim_L_CIR	- Jog Aim left circle continuous raw motion
175	W1_Jog_Aim_R_CIR	- Jog Aim right circle continuous raw motion
176	W1_Jog_Aim_F_Jump	- Jog Aim forward jump
177	W1_Jog_Aim_F_Jump_IP	- Jog Aim forward jump in-place
178	W1_Jog_Aim_L_Jump	- Jog Aim Strafe left jump
179	W1_Jog_Aim_L_Jump_IP	- Jog Aim Strafe left jump in-place
180	W1_Jog_Aim_R_Jump	- Jog Aim Strafe right jump
181	W1_Jog_Aim_R_Jump_IP	- Jog Aim Strafe right jump in-place
182	W1_Jog_F	- Jog Relaxed forward continuous raw motion
183	W1_Jog_F_Loop	- Jog Relaxed forward loop
184	W1_Jog_F_Loop_IP	- Jog Relaxed forward loop in-place (319.22 cm/sec)
185	W1_Jog_B	- Jog Relaxed backward continuous raw motion
186	W1_Jog_B_Loop	- Jog Relaxed backward loop
187	W1_Jog_B_Loop_IP	- Jog Relaxed backward loop in-place (-224.42 cm/sec)
188	W1_Jog_L	- Jog Relaxed Strafe left continuous raw motion
189	W1_Jog_L_Loop	- Jog Relaxed Strafe left loop
190	W1_Jog_L_Loop_IP	- Jog Relaxed Strafe left loop in-place (354.08 cm/sec)
191	W1_Jog_R	- Jog Relaxed Strafe right continuous raw motion
192	W1_Jog_R_Loop	- Jog Relaxed Strafe right loop
193	W1_Jog_R_Loop_IP	- Jog Relaxed Strafe right loop in-place (-371.46 cm/sec)
194	W1_Jog_L_CIR	- Jog Relaxed left circle continuous raw motion
195	W1_Jog_R_CIR	- Jog Relaxed right circle continuous raw motion
196	W1_Jog_F_Jump	- Jog Relaxed forward jump
197	W1_Jog_F_Jump_IP	- Jog Relaxed forward jump in-place
198	W1_Jog_L_Jump	- Jog Relaxed Strafe left jump
199	W1_Jog_L_Jump_IP	- Jog Relaxed Strafe left jump in-place
200	W1_Jog_R_Jump	- Jog Relaxed Strafe right jump
201	W1_Jog_R_Jump_IP	- Jog Relaxed Strafe right jump in-place
202	W1_Jog_B_to_Stand_Relaxed	- Jog Relaxed Backward transition to Stand Relaxed
203	W1_Jog_F_to_Stand_Relaxed	- Jog Relaxed Forward, transition to Stand Relaxed
204	W1_Jog_L_to_Stand_Relaxed	- Jog Relaxed Left Strafe, transition to Stand Relaxed
205	W1_Jog_R_to_Stand_Relaxed	- Jog Relaxed Right Strafe, transition to Stand Relaxed

RUNS, TURNS, JUMPS, TRANSITIONS

208	W1_Run_F	- Run forward continuous raw motion
209	W1_Run_F_Loop	- Run forward loop
210	W1_Run_F_Loop_IP	- Run forward loop in-place (497.29 cm/sec)
211	W1_Run_L	- Run Strafe left continuous raw motion
212	W1_Run_L_Loop	- Run Strafe left loop
213	W1_Run_L_Loop_IP	- Run Strafe left loop in-place (475.78 cm/sec)
214	W1_Run_R	- Run Strafe right continuous raw motion
215	W1_Run_R_Loop	- Run Strafe right loop
216	W1_Run_R_Loop_IP	- Run Strafe right loop in-place (-468.45 cm/sec)
217	W1_Run_L_CIR	- Run left circle continuous raw motion
218	W1_Run_R_CIR	- Run right circle continuous raw motion
219	W1_Run_F_Jump	- Run forward jump
220	W1_Run_F_Jump_IP	- Run forward jump in-place
221	W1_Run_F_to_Stand_Relaxed	- Run Forward, transition to Stand Relaxed
222	W1_Run_L_to_Stand_Relaxed	- Run Left Strafe, transition to Stand Relaxed
223	W1_Run_R_to_Stand_Relaxed	- Run Right Strafe, transition to Stand Relaxed

MOTION CAPTURE ONLINE / MOTUS DIGITAL

<https://motioncaptureonline.zendesk.com>

<http://www.motioncaptureonline.com/collection/fbx-Pistol>

<http://www.motioncaptureonline.com>