

PISTOL STARTER 2.7A - ANIMATION LIST

All Animations included as Root Motion and In-Place (IPC)

NAME	DESCRIPTION
STAND	
W1_Stand_Aim_Idle	- Stand Aiming loop
W1_Stand_Relaxed_Idle	- Stand Relaxed with Pistol loop
TURN LOOPS	
All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.	
W1_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W1_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
AIM OFFSETS	
W1_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W1_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W1_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
W1_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
FIRE	
W1_Stand_Fire_Single	- Stand firing single round
W1_Crouch_Fire_Single	- Crouch firing single round
WALK	
W1_Walk_Aim_F_Loop	- Walk Aim forward loop
CROUCH	
W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W1_Crouch_Idle	- Crouch Idle loop
W1_Crouch_Aim_Idle	- Crouch Aiming loop
JOG	
W1_Jog_Aim_F_Loop	- Jog Aim forward loop
SPLIT JUMPS	
W1_Stand_Aim_Jump_Start_IPC	- Jump Start
W1_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W1_Stand_Aim_Jump_End_IPC	- Jump Landing
W1_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
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