Part 1:

Menus

Dynamic Objects

Save Point

Travel Point

Aetheryte

Environment

Static Object

Character

Kingdom Hearts 2 Final Mix All Abilities + Attacks In S...
YouTube | Updated 07-10-2024 @ 23:21 GMT-04:00

pld character ref
YouTube | Updated 07-10-2024 @ 21:27 GMT-04:00

How much faster Sora runs by KH3 compared to KH...
YouTube | Updated an hour ago

Part 2:

Time Lines

Primary

Secondary

Save Point Timeline

Sora Attack Anim

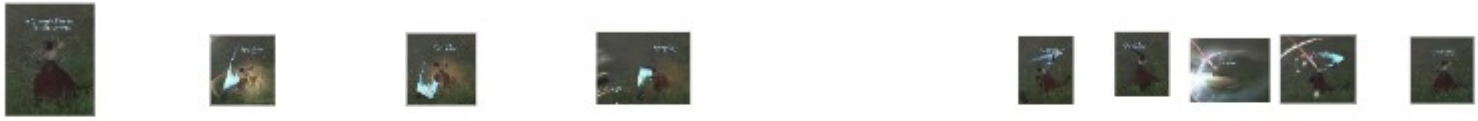
- Squashed
- Knees bent
- Overall Position is low to the ground
- Arms also bent toward Sora's back, anticipating to attack
- Left shoulder facing forward the target, somewhat bracing for an incoming attack
- Head tilted slightly downward.

- Still at a low position
- Faces of the hit
- Arms more straightened
- Torso faced forward the target
- Slight springing up

- Stretched up
- Arms fully straight
- Body's momentum is going upwards
- Torso pointed away from the target
- Legs and feet springing upwards

- Tipped back and to the right
- Recovering from the swing
- Legs bent to prepare to turn back to the default combat stance

Paladin Attack Anim



0:00:00
- Both feet planted firmly and apart into the ground guard[s] to each other
- Body is straight and perpendicular to the target
- Left arm is braced for an enemy attack
- Right arm is here to prepared to swing or pular

0:00:08
- Rotates the torso to face the enemy
- Left arm moves as a counterbalance to the swing
- Right arm swings downward
- Body is tilted toward the swing
- Start of the hit

0:00:16
- Rotates the torso to face the enemy
- Left arm moves as a counterbalance to the swing
- Right arm swings downward
- Body is tilted toward the swing
- Start of the hit

0:00:24
- Lowers/Squashes body further down
- Takes a while to swing the sword arm back up due to its weight and that its from a full swap
- Body tilted to face the enemy

0:01:10
- Stretches arm up as the sword carries some momentum from the climb
- Torso tilt[s] tilted towards the enemy
- Legs facing perpendicular

0:01:14
- Facing away and spinning with the sword
- Lowering down slightly as sits the climb

0:01:24

0:01:26
- Lowering down to return to default body stance

0:02:02

Sora Run Anim

0:00:00
- Right foot planted
- Left foot above the ground and leg bent
- Squashes downward to prepare to spring forwards

0:00:04
- Stretch Vertically

0:00:06
- Apex of the stride

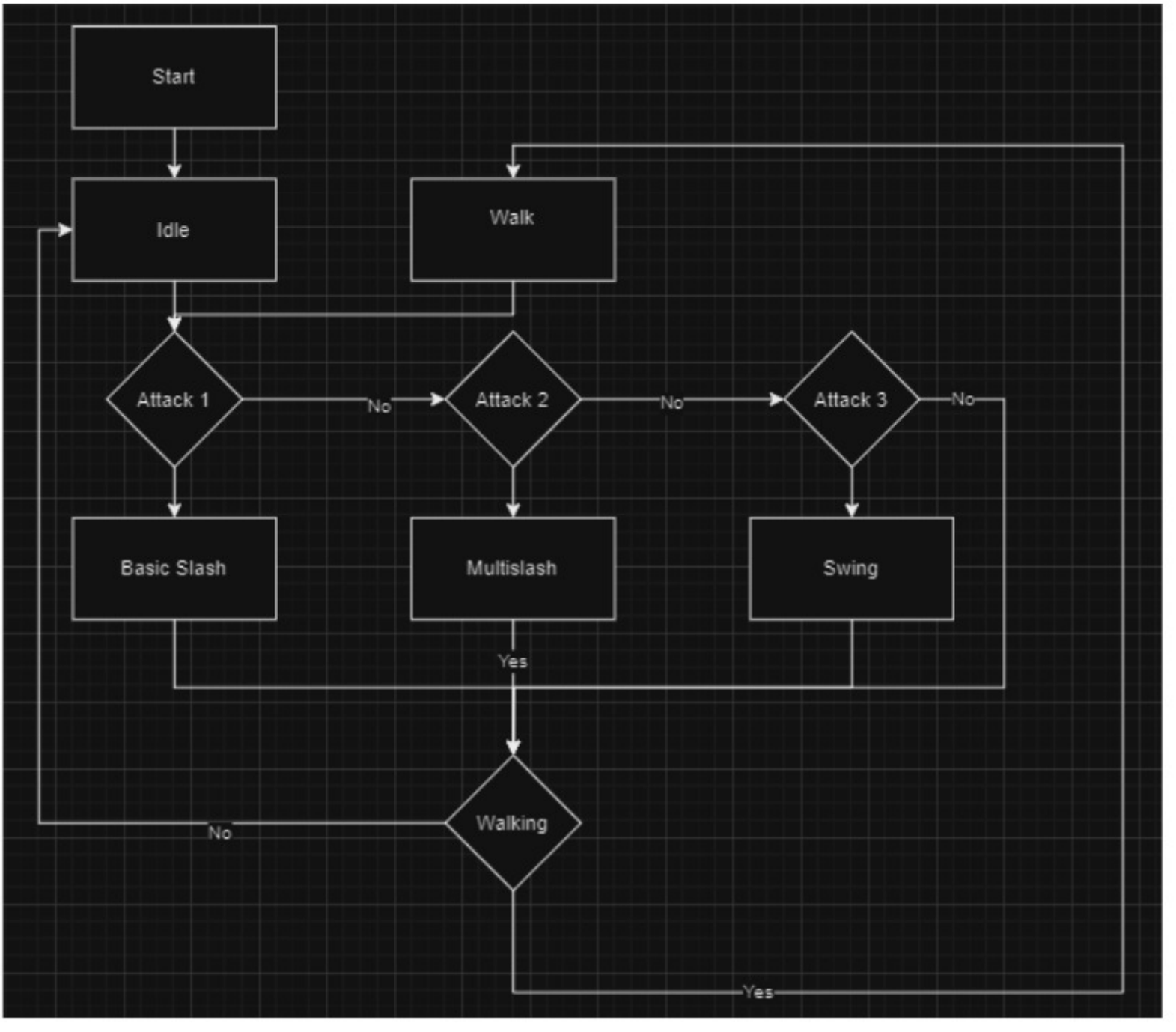
0:00:09

0:00:13
- Stretch Vertically

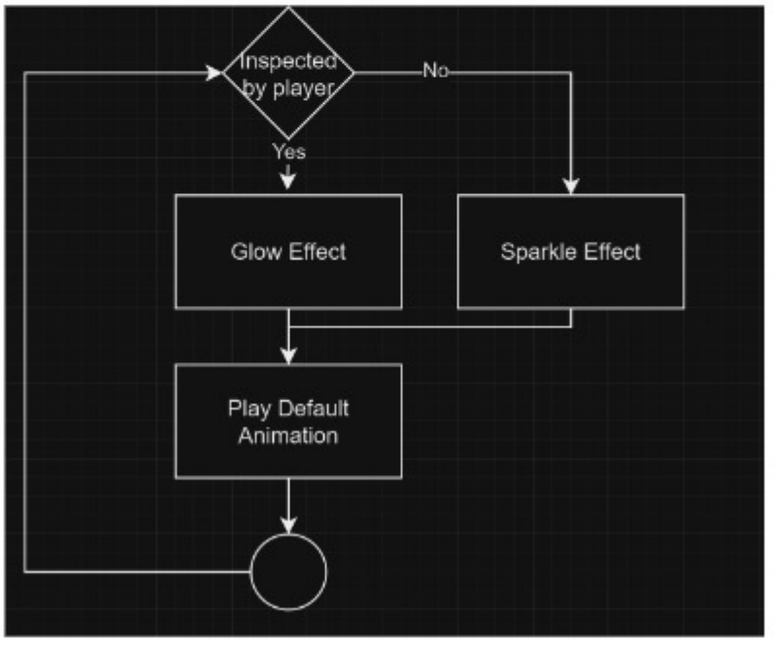
0:00:15
- Apex of the stride

0:00:18

Character Animation Flowchart



Interactable Object Flowchart



Menu Storyboard