Walking Animations:

1. Run while imitating holding a boot, using left hand as a base horizontal support, and right hand gripping side. Also pause with this hand motion, to create an idle for this hand position.
2. Run stopping in a freeze frame position with one foot in the air. Pause, then slowly come to rest.
3. Run into room, stopping, turning to wall, and place hands on head in a panic.
4. Run stopping into a freeze frame position with one foot in the air, looking backwards at something you passed. Then pivot, running back towards object.
5. Walk and bump into someone
6. After bump – look back at the person, but continue walking – head locked on person, as it leans further and further back until you are forced to pick it up again
7. Walk, and jump with slight surprise from bumping into a kid
8. Go through a few animated walks, looking at feet, waving, wiping nose, looking up at ceiling
9. Go through a few animated walks while holding heavy equipment over shoulder, or boxes in front of you. Show yourself picking up the objects, and setting them down. End each of these by turning head to a commotion, then slowing to a stop, taking full interest. Perhaps even setting down your load. (Low priority)

Sam

Boss

Friend

Workers