RIFLE STARTER 2.7A - ANIMATION LIST

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

NAME		DESCRIPTION
STAND		
W2_Stand_Aim_Idle_v2	-	Stand Aiming loop
W2_Stand_Relaxed_Idle_v2	-	Stand Relaxed with Pistol loop
TURN LOOPS		All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.
W2_Stand_Aim_Turn_In_Place_L_Loop	-	Stand Aim in-place turn left 45 continuous Loop
W2_Stand_Aim_Turn_In_Place_R_Loop	-	Stand Aim in-place turn right 45 continuous Loop
AIM OFFSETS		
W2_Stand_Aim_Point_Center	-	Stand aim Base pose
W2_Stand_Aim_Point_D90	-	Stand aim down 90, aim offset pose
W2_Stand_Aim_Point_U90	-	Stand aim up 90, aim offset pose
W2_Crouch_Aim_Point_Center	-	Crouch aim Base pose
W2_Crouch_Aim_Point_D90	-	Crouch aim down 90, aim offset pose
W2_Crouch_Aim_Point_U90	-	Crouch aim up 90, aim offset pose
FIRE		
W2_Stand_Fire_Single	-	Stand firing single round
W2_Crouch_Fire_Single	-	Crouch firing single round
WALK		
W2_Walk_Aim_F_Loop	-	Walk Aim forward loop
CROUCH		
W2_CrouchWalk_Aim_F_Loop	-	Crouch Walk forward loop
W2_Crouch_Idle_v2	-	Crouch Idle loop
W2_Crouch_Aim_Idle_v2	-	Crouch Aiming loop
JOG		
W2_Jog_Aim_F_Loop	-	Jog Aim forward loop
SPLIT JUMPS		
W2_Stand_Aim_Jump_Start_IPC	-	Jump Start
W2_Stand_Aim_Jump_Air_IPC	-	Loop while in Air
W2_Stand_Aim_Jump_End_IPC	-	Jump Landing
W2_Walk_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W2_Jog_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing
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