Project Azreal Blend spaces and respective animations

**BS\_TransferRigV2 the blendspace for the walk/ idle blend**

-TransferRigV2\_WalkbackwardCycle01 unchanged

-TransferRigV2\_WalkbackwardLeftCycle01 unchanged

-TransferRigV2\_WalkLeftCycle01 unchanged

-TransferRigV2\_WalkForwardLeftCycle01 unchanged

-TransferRigV2\_WalkforwardCycle01 unchanged

-TransferRigV2\_WalkbackwardRightCycle01 unchanged

-TransferRigV2\_WalkRightCycle01 unchanged

-TransferRigV2\_WalkForwardRightCycle01 unchanged

-TransferRigV2\_IdleBaseCycle02Blend blended version of TransferRigV2\_IdleBaseCycle02

- TransferRigV2\_RunForwardCycle01 trimmed TransferRigV2-RunForward01

**CombatBSShortsword blendspace for short sword combat move/ idle**

**-** same walk cycles from BS\_TransferRigv2

**-** TransferRigV2\_CombatIdleBase02bMirrored mirrored TransferRigV2\_CombatIdleBase02b

**CombatBSShortswordPre blendspace for precision move/idle**

-same walk cycles from BS\_TransferRigv2

- TransferRigV2\_PrecisionIdleMirrored mirrored TransferRigV2\_PrecisionLightIdleRight

**Non Blendspace animations**

TransferRigV2\_IdleBaseCycle02 unchanged

TransferRigV2\_IdleBaseC01-To-ShortswordIdle01 unchanged

TransferRigV2\_CombatIdleBase02b unchanged

TransferRigV2\_LightAttackCycle01 trimmed to fit combat idle state

TransferRigV2\_PrecisionLightIdleRight trimmed TransferRigV2- Shortsword AimDownIdle01\_Anim

TransferRigV2\_PrecisionLightSlashStabStab01 trimmed version of TransferRigV2\_ Precision LightAttack02\_anim