

## FreeSampleAnimationSet\_Animation List

Category	Animation File	Description
Male Locomotion Set		
Run		
	A_RunFwd_Start	Idle to Run forward transition
	A_RunFwd_Loop	Loopable Run forward cycle
	A_RunFwd_Stop_Fast	Fast Stop Running
Female Locomotion Set		
Jog		
	A_JogFwd_Start	Idle to Jog forward transition
	A_JogFwd_Loop	Loopable Jog forward cycle
	A_JogFwd_Stop_Fast	Fast Stop Jogging
	A_JogBwd_Start	Idle to walk backward transition
	A_JogBwd_Loop	Loopable walk backward cycle
	A_JogBwd_Stop_Fast	Fast Stop walking
Cover Set		
	A_CoverHi_Walk_L_Start	Start for walking
	A_CoverHi_Walk_L_Loop	Walking loop
	A_CoverHi_Walk_L_Stop	Stop walking
Roll Dodge Dash Set		
Roll		
	A_Roll_IdleFwd	Roll Forward
Item Pickup Set		
	A_ItemPickup_fromidle_RH_100cm	Pickup an item that is lying at a height of 100cm, in front of the character, with the right hand
Survival Set		
Flashlight		
	A_Flashlight_PullOut_01_R	Pull Out Item and back to Idle
	A_Flashlight_Hide_01_R	Hide Item and back to Idle
	A_Flashlight_Idle_01_R	Idle with item
Stairs Set		
Walk Up		
	A_Stairs_WalkFwd_Up_Start	Start animation for going up the stairs
	A_Stairs_WalkFwd_Up_Loop	Loop animation for going up the stairs
	A_Stairs_WalkFwd_Up_Stop	Stop animation for going up the stairs
Ladder Set		
	A_Ladder_Up_Loop	Climbing ladder up
Storage Unit Set		
Locker Single Knob		
	A_LockerSingleKnob_100cm_Open_R	Animation of a 100 cm locker with a single knob, opening smoothly using a right hand, revealing the interior storage space.
	A_LockerSingleKnob_100cm_Close_R	Animation of a 100 cm locker with a single knob, closing smoothly using a right hand, sealing the interior securely.
School Locker Full Size		
	A_SchoolLockerFullSize_01_Open_R	Animation of a full-size school locker opening smoothly to the right, using a right hand, revealing the interior storage space.
	A_SchoolLockerFullSize_01_Close_R	Animation of a full-size school locker closing smoothly to the right, using a right hand, securing the locker.
Resource Gathering Set		
	A_Mining_PickAxe_2H_01_Start_02	Start interaction from Idle with item
	A_Mining_PickAxe_2H_01_Loop_01	Animation of digging using a pickaxe held with both hands.
	A_Mining_PickAxe_2H_01_End	Animation of digging using a pickaxe held with both hands.
Push Set		
Heavy		
	A_Push_Heavy_01_Start	Initiates the heavy push action.
	A_Push_Heavy_01_Idle	Maintains a stationary pushing stance.
	A_Push_Heavy_01_Loop	Continuous heavy pushing movement.
	A_Push_Heavy_01_End	Concludes the heavy push action.
Narrow Passage Set		
Type 01		
	A_NarrowPassage_01_a_Idle_R	Maintains a steady state while in the passage
	A_NarrowPassage_01_a_Loop_R	Continuous movement through the narrow space
Lift Set		
Type 02		
	A_Lift_Light_PickUp_0cm_02_R	Character picks up a light object from ground level (0 cm) using the right hand.
	A_Lift_Light_Idle_02_R	Character stands idle, holding a light object with the right hand.
Pull Set		

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	A_Pull_Rope_2H_01_Loop		