ANIMATION LIST 20.11.2019

# LIST OF ALL SUPERCYAN CHARACTER PACK ANIMATIONS

This list is updated 20.11.2019

Please refer www.supercyanassets.com/animations for up to date listing.

Wiles Common people@blance.PIX Directer	Animation name Gestures/status/poses	.FBX name	Detailed description
Source Common, people@flance.FBX Character discress deletions imprimisable with finger owinging Varied Character driving. Chara		common people@wave.FBX	Character waves happily
Source Common, people@flance.FBX Character discress deletions imprimisable with finger owinging Varied Character driving. Chara	Victory gesture		
Shog Ommon, people@hou.pefMX Character shows bed in detail Losing gesture common, people@hou.pefMX Character induces in degress on additional package in the common people@hou.pefMX Character induces in degress on additional package in the common people@hou.pefMX Character induces in degress on additional package in the common people@hou.pefMX Character in the statement loop within seating floop, additional package in the common people@hou.pefMX Character in an attended loop within seating floop, addition pool for the common people@hou.pefMX Character in common		common_people@dance.FBX	Character dances sidesteps rhytmically with finger swinging
Two-Theat shake Comment people@flows_FERK Character bunkers in depression and shake head Coling gesture Common people@flows_FERK Character bunkers in depression and shake head Coling gesture Common people@flows_FERK Character bunkers in depression and shake head Coling gesture Common people@flows_FERK Character bunkers in depression and shake head Character bunkers in depression and shake head Character bunkers in depression and shake head Character great pick work head age to a bunker datable Character great pick work head age to a bunker datable Character great pick work head Character great pick work head great to a bunker datable Character great pick work head great to a bunker datable Character great pick work head great to a bunker datable Character greater greater	"Yes!" nodding	common_people@yes-gesture.FBX	Character nods approvingly
Conting gesture Common, people glicus2_FBX Character bunkers in depression and disks at an Sturning bit Character gets heavy hit and gets to a sturned state of stratay@sturned APX Character gets heavy hit and gets to a sturned state of stratay@sturned APX Character gets heavy hit and gets to a sturned state of stratay@sturned APX Character gets heavy hit and gets to a sturned state of stratay@sturned APX Character wides up from sturned state while standing common state standing common state standing common state state state state state state standing common state standing state state state state state state state standing common state standing state state state state state state standing common state standing state state sta	Shrug	common_people@shrug.FBX	Character shrugs
Loning glotture  Stormed Dit Britany@Stormed FDEX  Stormed Lope  Britany@Stormed FDEX  Character (see the south and age to a stormed state stormed Lope white standing (loop-able) whose up from storm than the stary@Stormed wakes pEX  Character (see the stormed date white standing (loop-able) whose up from storm than the stary@Stormed wakes pEX  Character (see the stormed date white standing (loop-able) whose up from stormed common people@Bottonpress.FDX  Character (see the stormed date white standing common people@Bottonpress.FDX  Common people@Bottonpr	"No." head shake	common_people@no-gesture.FBX	Character shakes head in denial
Stunning hit Stunned stop fartsay@stunned.RFEX Character is an stunned state while stunned state stunned state stunned state while stunning stunned stunned state while stunning stunned state while stunning stunned state while stunning stunned stu	Losing gesture	common_people@lose1.FBX	Character hunkers in depression and shakes head
Stanned loop  Instruge Stanned Flox  Calibration pene  common_people@stanned_wakeup.FRX  Character in a stunned loop white standing (soop-able)  Wake up from nut comed state white standing for instruction pene  common_people@standing.Wakeup.FRX  Character resease a button on a wall  Stutton press  Common_people@standing.FRX  Character presses a button on a wall  Conversation  common_people@standing.FRX  Character presses a button on a wall  Conversation  common_people@standing.FRX  Character presses a button on a wall  Conversation  common_people@standing.FRX  Character presses a button on a wall  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  Rempack.Bed mining.FRX  Character presses a button on a wall  A standing character press with on those presses a wall of the presse	Losing gesture	common_people@lose2.FBX	Character hunkers in depression and kicks air
Wate up from sturn  Calibration poes  (common_sepole@butcongress.FBX  Character presses a button on a wall  Conversation  Conver	Stunning hit	fantasy@stunned_hit.FBX	Character gets heavy hit and gets to a stunned state
Calibration pope  Common, people@frows.FSK  Distracter press a button on a wall  Conversation  Common, people@flowtungress.FSK  Character presses a button on a wall  Conversation  Common, people@flowtungress.FSK  Character pricks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Pick up  Common, people@flowtungress.FSK  Character picks an object very fast  Pick up  Pick u	Stunned loop	fantasy@stunned.FBX	Character is in a stunned loop while standing (loop-able)
Interactions  Sinting press	Wake up from stun	fantasy@stunned_wakeup.FBX	Character wakes up from stunned state while standing
Button press Common_people@buttonpress.PRX Character presse a button on a wall Conversation Common_people@pickup Fist.PRX Character picks an object very fast Prick up Common_people@pickup.PRX Character picks an object causally Pricking pick picks p	Calibration pose	common_people@t-pose.FBX	Character in calibration "T pose"
Conversation   Common people@conversation.FBX	Interactions		
Conversation   Common people@conversation.FBX	Button press	common people@buttonpress.FBX	Character presses a button on a wall
Pick up common_people@pickupfask	Conversation	common people@conversation.FBX	Character have a conversation (loop-able)
Pick up  Common, people@pickup.FSK  Character picks an object casually  Drinking  Intermpack@pictinem_picks  Character takes a good sip from a coffee cup  Putring item pack to pocket  Interpack@pictinem_picks_pict_picks_pict_picks_pict_picks_pict_picks_pict_picks_picks_pict_picks_p	Pick up	common people@pickup-fast.FBX	Character picks an object very fast
Drinking   tempack@put.lem.back_10_pocketTIX   Character takes a good size of max coffee cup Putting item pack to pocket	Pick up		
Putting item pack to pocket  Itempack@put_Item_back_to_pocket_FIX  A standing_brander puts an item to trouser pocket with right hand  A standing_brander puts an item to trouser pocket with right hand  A standing_brander puts an item to trouser pocket with right hand  Nousepack@ait_files_ITEX  Character takes item from the pocket with right hand on the pocket with right hand hand right hand hand right hand hand right hand hand right hand righ	Throw	common people@throw.FBX	Character throws an object
Putting item pack to pocket  Itempack@put_Item_back_tp_Lopecke_FIX  A standing_transter puts an item to trouser pocket with right hand  Putting item down  Itempack@put_Item_down-FX  A standing_transter puts an item to trouser pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate takes item from the pocket with right hand  Indicate puts an item to trouser pocket with right hand  Indicate puts an item to trouser pocket with right hand  Indicate puts an item to trouser pocket with right hand  Indicate puts an item to trouser pocket with right hand  Indicate puts an item to trouser pocket  Indicate puts an item to trouser pocket  Indicate puts an item to trouser and item in the pocket with right hand  Indicate puts an item to trouser the right in the Indicate puts and item in	Drinking	itempack@drinking from cup.FBX	Character takes a good sip from a coffee cup
Taking ten from pocket Interpockeptable_Item_from_pocket_FRX Character takes Item from the pocket with right hand Hosp to sti Nousepack@ait_files_FRX Character star and sile Sitting and taking Nousepack@ait_files_FRX Character star and sile Sitting and taking Nousepack@ait_files_FRX Character star and sile Sitting and taking Nousepack@ait_files_FRX Character stars to type while sitting Character stops viping and just sit Stong typing and just sit S	Putting item pack to pocket	itempack@put_item_back_to_pocket.FBX	
Taking ten from pocket Interpockeptable_Item_from_pocket_FRX Character takes Item from the pocket with right hand Hosp to sti Nousepack@ait_files_FRX Character star and sile Sitting and taking Nousepack@ait_files_FRX Character star and sile Sitting and taking Nousepack@ait_files_FRX Character star and sile Sitting and taking Nousepack@ait_files_FRX Character stars to type while sitting Character stops viping and just sit Stong typing and just sit S			
Sitting and talking housepack@att.dieL.FBX Character sits and idle Sitting and talking housepack@att.giting, while sitting fixed by the while sitting housepack@att.giting, while sitting fixed by the while sitting housepack@att.giting, 10, type.fBX Character starts to type while sitting housepack@att.giting, 10, type.fBX Character starts to type while sitting stop typing and just sit housepack@florm, typing, to sit.fBX Character stops typing and just sit standing up fixed the sitting housepack@florm stiting housepack@florm stiting housepack@florm stit, to sleep.fBX Character stops typing and just sit standing by fixed starting housepack@florm stit, to sleep.fBX Character stops ship and just sit standing housepack@florm stit, to sleep.fBX Character sleeps, on back with the sleep.fBX Character sleeps, on back with standing housepack@florm stit, to sleep.fBX Character sleeps, on back with standing housepack@florm.stit, to sleep.fBX Character sleeps, on back with standing housepack@florm.stit, to sleep.fBX Character sleeps, on back with standing housepack@florm.stit, to sleep.fBX Character sleeps, on back with standing housepack@florm.stit, to sleep.fBX Character sleeps, on back with standing housepack@florm.stit, sleep.fBX Character sleeps, to back with standing housepack@florm.stit, sleeps, sleeps, sleeps, s			
Sitting and talking  Dousspack@talking, bother sitting  Dousspack@talking, bother sitt			
Starting to type while sitting Dousspack@typing.EIX	Sitting	housepack@sit_idle1.FBX	Character sits and idle
Typing while stiting bousepack@typing.FBX Character stops yhing and just sit bousepack@thom typing to jist FBX Character stops yhing and just sit bousepack@thom typing to jist FBX Character stands up Character stands up Character stands up Character goes to sleep after sitting bousepack@thom, sit to, sleep.FBX Character goes to sleep after sitting Siegeing bousepack@elep idle L.FBX Character goes to sleep after sitting Siegeing housepack@elep idle L.FBX Character goes to sleep after sitting Siegeing housepack@elep idle L.FBX Character goes to sleep after sitting Character and the siege of the sitting Siegeing Character and siegeing Character wakes up from sleep Character and siegeing up while standing Pistol aim militang@croub pistol aim plus45 v.FBX Character aims pistol siegeing while crouching Pistol aim militang@croub pistol aim plus45 v.FBX Character aims pistol siegeing while crouching Pistol aim militang@croub pistol aim plus45 v.FBX Character aims pistol siegeing while crouching Pistol aim militang@croub pistol aim plus45 v.FBX Character aims pistol siegeing up while crouching Pistol aim militang@croub pistol aim plus45 v.FBX Character aims pistol siegeing up while crouching Child aim militang@croub pistol aim plus45 v.FBX Character aims file directly straight while prone Pistol aim militang@croub pistol aim militang@croub	Sitting and talking	housepack@talking_while_sitting.FBX	Character talks while sitting
Stop typing and just sit bousepack@from typing to sit.FBX Character stands up bousepack@from sit to sisepack@from sit to sieperfrom sitting bousepack@from sit to, sieper.FBX Character stands up character stands up bousepack@from sit to, sieper.FBX Character stands up character stands up bousepack@from sit to, sieper.FBX Character stands up char	Starting to type while sitting	housepack@starting_to_type.FBX	Character starts to type while sitting
Standing up from sit   housepack@stand_up.FBX   Character gasts to step after stiting	Typing while sitting	housepack@typing.FBX	Character types while sitting
Going to sleep from sitting biosepack@From sit to, sleep.FBX Character sleeps to alea parter sitting sleeping in biosepack@epide 1_FBX Character sleeps to hack Nacet sleeps to alea back Nacet sleeps to alea sleep s	Stop typing and just sit	housepack@from_typing_to_sit.FBX	Character stops typing and just sits
Sieeping   Nousepack@wake_up_to_ist.FBX   Character sieeps on back	Standing up from sit	housepack@stand_up.FBX	Character stands up
Nake up from sleep and sit	Going to sleep from sitting	housepack@from_sit_to_sleep.FBX	Character goes to sleep after sitting
Pistol aim military@pistol aim 0 ver2 Character aims pistol directly straight while standing Pistol aim military@pistol aim minus95_ver2 Character aims pistol directly straight while standing Pistol aim military@pistol aim minus95_ver2 Character aims pistol directly down while standing Pistol aim military@pistol aim plus45_ver2 Character aims pistol directly up while standing Pistol aim military@pistol aim plus45_ver2 Character aims pistol directly up while standing Pistol aim military@pistol aim plus45_ver2 Character aims pistol directly up while standing Pistol aim military@crouch_pistol aim 0.4 zFBX Character aims pistol directly straight while crouching Pistol aim military@crouch_pistol aim vol. zFBX Character aims pistol directly down while crouching Pistol aim military@crouch_pistol aim military@crouch_pistol aim military@crouch_pistol aim military@crouch_pistol aim military@crouch_pistol aim military@crouch_pistol aim plus45_v2.FBX Character aims pistol directly up while crouching Pistol aim military@crouch_pistol aim plus45_v2.FBX Character aims pistol directly up while crouching Pistol aim military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol directly up while crouching Pistol aim military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol directly up while crouching Pistol aim zombie@prone.pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while prone Military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while prone Military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while prone Military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while standing Military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while standing Military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while standing Military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while crouching Military@crouch_pistol_aim_pissol_v2.FBX Character aims pistol_d45 degree up while crouching	Sleeping	housepack@sleep_idle_1.FBX	Character sleeps on back
Pistol aim military@pistol aim Q ver2 Character aims pistod directly straight while standing Pistol aim military@pistol aim pistol ver2 Character aims pistol directly down while standing Pistol aim military@pistol aim pistol yer2 Character aims pistol directly up while standing Pistol aim military@pistol aim pistol yer2 Character aims pistol directly up while standing Pistol aim military@prouch pistol aim pistol yez.FBX Character aims pistol directly up while crouching Pistol aim military@prouch pistol aim pistol yez.FBX Character aims pistol directly up while crouching military@prouch pistol aim pistol yez.FBX Character aims pistol directly up while crouching Pistol aim zombie@prone. withPistol.FBX Character aims pistol directly up while crouching Pistol aim zombie@prone. withPistol.FBX Character aims pistol directly up while prone Pistol aim zombie@prone. withPistol.FBX Character aims pistol directly up while prone military@prile_aim _pistol.FBX Character aims pistol directly withile prone military@prile_aim_pistol.FBX Character aims pistol directly withile prone military@prile_aim_pistol.FBX Character aims pistol directly up while prone military@prile_aim_pistol.FBX Character aims pistol directly up while prone military@prile_aim_pistol.FBX Character aims rifle down while crouching military@prile_aim_pistol.FBX Character aims rifle 45 degree up while prone military@prile_aim_pistol.FBX Character aims rifle 45 degr	Wake up from sleep and sit	housepack@wake_up_to_sit.FBX	Character wakes up from sleep
Pistol aim military@pistol aim minus45 ver2 Character aims pistol 45 degree down while standing Pistol aim military@pistol aim pinus90_ver2 Character aims pistol directly down while standing Pistol aim military@pistol aim plus90_ver2 Character aims pistol directly up while standing Pistol aim military@pistol aim plus90_ver2 Character aims pistol directly up while standing Pistol aim military@pistol pistol aim Qv2.FBX Character aims pistol directly up while standing Pistol aim military@prouch pistol aim plus45_v2.FBX Character aims pistol directly down while crouching Pistol aim military@prouch pistol aim plus45_v2.FBX Character aims pistol 45 degree up while crouching Pistol aim military@prouch pistol aim plus45_v2.FBX Character aims pistol 45 degree up while prouch pistol aim plus45_v2.FBX Character aims pistol 45 degree up while prone military@prouch pistol aim plus45_v2.FBX Character aims pistol 45 degree up while prone military@prouch pistol aim military@prouch pistol aim plus45_v2.FBX Character aims pistol 45 degree up while prone military@prouch pistol aim military@prouch pistol aim plus45_v2.FBX Character aims pistol 45 degree up while prone military@prouch pistol aim plus45_v2.FBX Character aims rifle 45 degree down while standing military@prouch pistol aim plus45_v2.FBX Character aims rifle 45 degree up while prone military@prouch pistol aim plus45_v2.FBX Character aims rifle 45 degree up while prouching military@prouch rifle aim plus45_v2.FBX Character aims rifle 45 degree up while	Aim		
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Magic staff aim     fantasy@holding_Staff_Ver2.FBX     Character holds a magic staff while standing       Magic staff aim     fantasy@holding_Staff_crouch.FBX     Character holds a magic staff while crouching       Sword and shield aim     fantasy@holding_SwordAndShield_Ver2.FBX     Character holds a sword and shield while standing       Sword and shield aim     fantasy@holding_SwordAndShield_crouch.FBX     Character holds a sword and shield while crouching       Unarmed aim     fantasy@holding_Unarmed_Ver2.FBX     Character holds two fist ready to fight while standing			
Magic staff aim     fantasy@holding_Staff_crouch.FBX     Character holds a magic staff while crouching       Sword and shield aim     fantasy@holding_SwordAndShield_Ver2.FBX     Character holds a sword and shield while standing       Sword and shield aim     fantasy@holding_SwordAndShield_crouch.FBX     Character holds a sword and shield while crouching       Unarmed aim     fantasy@holding_Unarmed_Ver2.FBX     Character holds two fist ready to fight while standing		•	
Sword and shield aim     fantasy@holding_SwordAndShield_Ver2.FBX     Character holds a sword and shield while standing       Sword and shield aim     fantasy@holding_SwordAndShield_crouch.FBX     Character holds a sword and shield while crouching       Unarmed aim     fantasy@holding_Unarmed_Ver2.FBX     Character holds two fist ready to fight while standing			
Sword and shield aim     fantasy@holding_SwordAndShield_crouch.FBX     Character holds a sword and shield while crouching       Unarmed aim     fantasy@holding_Unarmed_Ver2.FBX     Character holds two fist ready to fight while standing			
Unarmed aim fantasy@holding_Unarmed_Ver2.FBX Character holds two fist ready to fight while standing			
	Unarmed aim	fantasy@holding_Unarmed_crouch.FBX	Character holds two fist ready to fight while crouching

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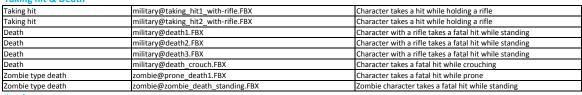
Attack / Fire / Defence		
Pistol fire	military@pistol_fire_0	Charcter shoots with a pistol straight while standing
Pistol fire	military@pistol_fire_minus45.FBX	Shoots with a pistol in 45 degree angle down while standing
Pistol fire	military@pistol_fire_minus90.FBX	Shoots with a pistol in 90 degree angle down while standing
Pistol fire	military@pistol_fire_plus45.FBX	Shoots with a pistol in 45 degree angle up while standing
Pistol fire	military@pistol_fire_plus90.FBX	Shoots with a pistol in 45 degree angle up while standing
Pistol fire	military@crouch_pistol_fire_0.FBX	Shoots with a pistol in 45 degree angle up while crouching
Pistol fire	military@crouch_pistol_fire_minus45.FBX	Shoots with pistol in 45 degree angle down while crouching
Pistol fire	military@crouch_pistol_fire_minus90.FBX	Shoots with pistol in 90 degree angle down while crouching
Pistol fire	military@crouch_pistol_fire_plus45.FBX	Shoots with a pistol in 45 degree angle up while crouching
Pistol fire	military@crouch_pistol_fire_plus90.FBX	Shoots with a pistol in 90 degree angle up while crouching
Pistol fire	zombie@prone_pistol_shoot.FBX	Charcter shoots with a pistol straight while prone
Pistol fire	zombie@prone_pistol_shoot_AimUp45.FBX	Shoots with a pistol in 45 degree angle up while prone
Rifle fire	military@rifle_fire_0.FBX	Charcter shoots with a rifle straight while standing
Rifle fire	military@rifle_fire_minus45.FBX	Shoots with a rifle in 45 degree angle down while standing
Rifle fire	military@rifle fire minus90.FBX	Shoots with a rifle in 90 degree angle down while standing
Rifle fire	military@rifle fire plus45.FBX	Shoots with a rifle in 45 degree angle up while standing
Rifle fire	military@rifle_fire_plus90.FBX	Shoots with a rifle in 45 degree angle up while standing
Rifle fire	zombie@prone rifle shoot Aim0.FBX	Charcter shoots with a rifle straight while prone
Rifle fire	zombie@prone rifle shoot AimUp45.FBX	Shoots with a rifle in 45 degree angle up while prone
Rifle fire	military@crouch_rifle_fire_0.FBX	Shoots with a rifle in 45 degree angle up while crouching
Rifle fire	military@crouch rifle fire minus45.FBX	Shoots with a rifle in 45 degree angle down while crouching
Rifle fire	military@crouch rifle fire minus90.FBX	Shoots with a rifle in 90 degree angle down while crouching
Rifle fire	military@crouch rifle fire plus45.FBX	Shoots with a rifle in 45 degree angle up while crouching
Rifle fire	military@crouch_rifle_fire_plus90.FBX	Shoots with a rifle in 90 degree angle up while crouching
Sniper rifle fire	military@sniper fire 0.FBX	Charcter shoots with a sniper rifle straight while standing
Sniper rifle fire	military@sniper_fire_minus45.FBX	Shoots with a sniper rifle in 45 degree down while standing
Sniper rifle fire	military@sniper fire minus90.FBX	Shoots with a sniper rifle in 45 degree down while standing
Sniper rifle fire	military@sniper_fire_plus45.FBX	Shoots with a sniper rifle in 45 degree up while standing
Sniper rifle fire	military@sniper_fire_plus4931.BX	Shoots with a sniper rifle in 45 degree up while standing  Shoots with a sniper rifle in 45 degree up while standing
Sniper rifle fire	military@crouch sniper fire 0.FBX	Shoots with a stifle in 45 degree up while standing  Shoots with a rifle in 45 degree up while crouching
Sniper rifle fire	military@crouch_sniper_fire_minus45.FBX	Shoots with a rifle in 45 degree apple down while crouching
Sniper rifle fire Sniper rifle fire	military@crouch_sniper_fire_minus90.FBX military@crouch_sniper_fire_plus45.FBX	Shoots with a rifle in 90 degree angle down while crouching  Shoots with a rifle in 45 degree angle up while crouching
•		
Sniper rifle fire	military@crouch_sniper_fire_plus90.FBX	Shoots with a rifle in 90 degree angle up while crouching
Bow and arrow fire	fantasy@attack_Bow_ShootAndReload_Ver3.FBX fantasy@attack_Bow_ShootAndReload_crouch.FBX	Shoots an arrow with a bow and "reloads" while standing  Shoots an arrow with a bow and "reloads" while crouching
Bow and arrow fire	7	
Axe attack	fantasy@attack_DualAxes_Chops_Ver2.FBX	Character attacks with two axes while standing
Axe attack	fantasy@attack_DualAxes_Chops_crouch.FBX	Character attacks with two axes while crouching
Axe attack	fantasy@attack_DualAxes_DualChop.FBX	Character attacks with two axes while standing
Axe attack	fantasy@attack_DualAxes_SingleChop.FBX	Character attacks with an axe while standing
Axe attack	fantasy@attack_DualAxes_SingleChop_crouch.FBX	Character attacks with an axe while crouching
Knife attack	fantasy@attack_DualKnives_Piercings.FBX	Chracater attacks with two knives while standing
Knife attack	fantasy@attack_DualKnives_Piercings_crouch.FBX	Chracater attacks with two knives while crouching
Knife attack	fantasy@attack_DualKnives_SinglePierce.FBX	Chracater attacks with two knives and standing
Knife attack	fantasy@attack_DualKnives_Slash.FBX	Chracater attacks with two knives while standing
Spear attack	fantasy@attack_Spear_Thrust_Ver2.FBX	Character attacks with a spear while standing
Spear attack	fantasy@attack_Spear_Thrust_crouch.FBX	Character attacks with a spear while crouching
Staff magic attack	fantasy@attack_Staff_casting_ProjectileAttack_Ver2.FBX	Character pulls arms front for magical attack while standind
Staff magic attack	fantasy@attack_Staff_casting_ProjectileAttack_crouch.FBX	Character pulls arms front for magical attack while crouching
Staff magic attack	fantasy@attack_Staff_casting_Summon.FBX	Character waves arms in fashion of summon while standing
Sword and shield attack	fantasy@attack_SwordAndShield_Chop.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Shield_bash.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Shield_Slash2.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Slash.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Thrust.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Thrust_crouch.FBX	Attack with a sword while holding a shield and crouching
Unarmed attack	fantasy@attack_Unarmed_HookAndPunch_Ver2.FBX	Character punches while standing
Unarmed attack	fantasy@attack_Unarmed_SinglePunch.FBX	Character punches while standing
Unarmed attack	fantasy@attack_Unarmed_SinglePunch_crouch.FBX	Character punches while crouching
Sword and shield attack	fantasy@defence_SwordAndShield_Block.FBX	Character blocks an attack while holding a shield
Zombie style attack	zombie@zombie_attack.FBX	Zombie character attacks zombie style while standig
Zombie style attack	zombie@zombie prone attack.FBX	Zombie character attacks zombie style while prone
Reload		· · · · · · · · · · · · · · · · · · ·

## Reload

Pistol reload	military@crouch_pistol_reload.FBX	Character reloads pistol while crouching
Pistol reload	military@pistol_reload_ver3.FBX	Character reloads pistol while standing
Pistol reload	zombie@prone_pistol_reload.FBX	Character reloads pistol while prone
Rifle reload	military@rifle_reload_ver3.FBX	Character reloads rifle while standing
Rifle reload	military@crouch_rifle_reload.FBX	Character reloads rifle while crouching
Rifle reload	zombie@prone_rifle_reload.FBX	Character reloads rifle while prone

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### Arming

Arming with bow and arrow	fantasy@arming_bow.FBX	Character pulls out bow and arrow
Arming with axes	fantasy@arming_dual_axes.FBX	Character pulls out two axes
Arming with knives	fantasy@arming_dual_knives.FBX	Character pulls out two knives
Arming with staff	fantasy@arming_mage_staff.FBX	Character pulls out a magic staff
Arming with spear	fantasy@arming_spear.FBX	Character pulls out a spear
Arming with sword and shield	fantasy@arming_sword_and_shield.FBX	Character pulls out a sword and a shield
Raising fists	fantasy@arming_unarmed_fast.FBX	Character prepares for a fist fight
Raising fists	fantasy@arming_unarmed_slowly.FBX	Character prepares for a fist fight

Movement		
Human movement	common_people@idle.FBX	Character stands idling
Human movement	military@idle.FBX	Character stands idling
Human movement	zombie@crouchIdle.FBX	Character idles with rifle while crouching
Human movement	common_people@run.FBX	Character runs
Human movement	military@backwards_run_withWeapon.FBX	Character runs backwards
Human movement	military@run_withWeapon.FBX	Character runs
Human movement	common_people@backwards-run.FBX	Character runs directly backwards
Human movement	common_people@walk.FBX	Character walks
Human movement	common_people@backwards-walk.FBX	Character walks directly backwards
Human movement	military@backwards_walk_withWeapon.FBX	Character walks backwards
Human movement	common_people@jump-up.FBX	Character jumps up
Human movement	common_people@jump-float.FBX	Character floats after jump
Human movement	common_people@jump-down.FBX	Character lands after floating/jump
Human movement	military@walk_withWeapon.FBX	Character walks
Human movement	military@walk_strafe_left.FBX	Character strafes left with casual speed
Human movement	military@walk_strafe_left_withWeapon.FBX	Character strafes left with rifle with casual speed
Human movement	military@walk_diagonal_back_left.FBX	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_back_left_withWeapon.fbx	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_front_left_NEXT.FBX	Character walks diagonally forward with casual speed
Human movement	military@walk_diagonal_front_left_withWeapon.fbx	Character walks diagonally forward with casual speed
Human movement	military@strafe_left.FBX	Character strafes left while running
Human movement	military@run_diagonal_back_left_NEXT.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_back_left_withWeapon.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_front_left.FBX	Character runs diagonally forwards
Human movement	military@run_diagonal_front_left_withWeapon.FBX	Character runs diagonally forwards
Human movement	military@walk_strafe_right_NEXT.FBX	Character strafes right
Human movement	military@walk_strafe_right_withWeapon.FBX	Character strafes right
Human movement	military@run_strafe_left_withWeapon.FBX	Character strafes left while running
Human movement	military@run_strafe_right_NEXT.FBX	Character strafes right while running
Human movement	military@run_strafe_right_withWeapon.FBX	Character strafes right while running
Human movement	military@walk_diagonal_back_right_NEXT.FBX	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_back_right_withWeapon.fbx	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_front_right.FBX	Character walks diagonally forward with casual speed
Human movement	military@walk_diagonal_front_right_withWeapon.fbx	Character walks diagonally forward with casual speed
Human movement	military@run_diagonal_back_right_NEXT.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_back_right_withWeapon.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_front_right_NEXT.FBX	Character runs diagonally forwards
Human movement	military@run_diagonal_front_right_withWeapon.FBX	Character runs diagonally forwards
Human movement	zombie@noWeapon_proneBackwards.FBX	Character moves backwards while prone
Human movement	zombie@noWeapon_proneBackwardsLeft.FBX	Character moves diagonally backwards while prone
Human movement	zombie@noWeapon_proneBackwardsRight.FBX	Character moves diagonally backwards while prone
Human movement	zombie@noWeapon_proneDiagonalLeft.FBX	Character moves diagonally sideways while prone
Human movement	zombie@noWeapon_proneDiagonalRight.FBX	Character moves diagonally sideways while prone
Human movement	zombie@noWeapon_proneForward.FBX	Character prones forwards
Human movement	zombie@noWeapon_proneIdle.FBX	Character idles while prone
Human movement	zombie@noWeapon_proneLeft.FBX	Character prones left
Human movement	zombie@noWeapon_proneRight.FBX	Character prones right

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Human movement transition	zombie@noWeapon_crouchToProne.FBX	Character lowers from crouch to prone
Human movement transition	zombie@noWeapon_croucHTOFTone.FBX	Character rises from prone to crouch
Human movement	zombie@crouchWalkBackLeft.FBX	Moves diagonally backwards with rifle while crouching
Human movement	zombie@crouchWalkBackRight.FBX	Moves diagonally backwards with rifle while crouching
Human movement	zombie@crouchWalkBackwards.FBX	Character moves backwards with rifle while crouching
luman movement	zombie@crouchWalkDiagonalLeft.FBX	Moves diagonally forward with rifle while crouching
luman movement	zombie@crouchWalkDiagonalRight.FBX	Moves diagonally forward with rifle while crouching
luman movement	zombie@crouchWalkForward.FBX	Character moves forwards with rifle while crouching
luman movement	zombie@crouchWalkLeft.FBX	Character strafe left with rifle while crouching
luman movement	zombie@crouchWalkRight.FBX	Character strafe right with rifle while crouching
luman movement	military@crouchBackwardsLeft noWeapon v2.FBX	Character moves diagonally backwards while crouching
luman movement	zombie@crouchBackwardsLeft noWeapon.FBX	Character moves diagonally backwards while crouching
luman movement	military@crouchBackwardsRight noWeapon v2.FBX	Character moves diagonally backwards while crouching
luman movement	zombie@crouchBackwardsRight noWeapon.FBX	Character moves diagonally backwards while crouching
luman movement	military@crouchBackwards noWeapon.FBX	Character moves backwards while crouching
luman movement	zombie@crouchBackwards_noWeapon.FBX	Character moves backwards while crouching  Character moves backwards while crouching
luman movement	military@crouchDiagonalLeft noWeapon v2.FBX	Character moves diagonally forwards while crouching
uman movement	zombie@crouchDiagonalLeft_noWeapon.FBX	Character moves diagonally forwards while crouching
uman movement	military@crouchDiagonalRight noWeapon v2.FBX	Character moves diagonally forwards while crouching
uman movement uman movement	zombie@crouchDiagonalRight_noWeapon.FBX military@crouchForward_noWeapon.FBX	Character moves diagonally forwards while crouching Character moves forwards while crouching
uman movement	zombie@crouchForward_noWeapon.FBX	Character moves forwards with rifle while crouching
uman movement	military@crouchIdle noWeapon.FBX	Character moves forwards with rifle while crouching  Character idles while crouching
uman movement	military@crouchIdle_noWeapon_v2.FBX	Character idles while crouching  Character idles while crouching
luman movement	zombie@crouchIdle_noWeapon_FBX	Character idles while crouching  Character idles while crouching
luman movement	military@crouchWalkBackwards noWeapon v2.FBX	Character moves diagonally backwards while crouching
luman movement	military@crouchWalkForward noWeapon_v2.FBX	Character moves diagonally backwards while crouching  Character moves forward while crouching
		Character strafes left while crouching
uman movement	military@crouchWalkLeft_noWeapon_v2.FBX	_
uman movement uman movement	zombie@crouchWalkLeft_noWeapon.FBX	Character strafes left while crouching
	military@crouchWalkRight_noWeapon_v2.FBX	Character strafes right while crouching
luman movement luman movement	zombie@crouchWalkRight_noWeapon.FBX	Character moves right while crouching
luman movement	zombie@proneBackwards.FBX	Character moves backwards with rifle while prone  Moves diagonally backwards with rifle while prone
luman movement	zombie@proneBackwardsDiagonalLeft.FBX zombie@proneBackwardsDiagonalRight.FBX	,
luman movement	zombie@proneDiagonalLeft.FBX	Moves diagonally backwards with rifle while prone  Moves diagonally forwards with rifle while prone
luman movement		
	zombie@proneDiagonalRight.FBX	Character moves diagonally forwards with rifle while prone
luman movement luman movement	zombie@proneForward.FBX zombie@proneIdle.FBX	Character moves forwards with rifle while prone Character prone with rifle and idles
luman movement	zombie@proneLeft.FBX	Character moves left with rifle while prone
luman movement luman movement transition	zombie@proneRight.FBX zombie@stand to prone.FBX	Character moves right with rifle while prone
		Character moves standing position to prone with rifle
luman movement transition	zombie@prone_to_stand.FBX	Character moves from prone position to stand with rifle
luman movement transition	zombie@crouch_to_prone_with_pistol.FBX	Character lowers from crouch position to prone with pistol
luman movement transition	zombie@crouch_to_prone_with_rifle.FBX	Character lowers from crouch position to prone with rifle
uman movement transition	zombie@prone_to_crouch_with_pistol.FBX	Character rises from prone to crouch with pistol
luman movement transition	zombie@prone_to_crouch_with_rifle.FBX	Character rises from prone to crouch with rifle
ombie type movement	zombie@zombie_idle.FBX	Zombie character idles standing.
ombie type movement	zombie@zombie_walk_backwards.FBX	Zombie character walks clumsily backwards
ombie type movement ombie type movement	zombie@zombie_walk_BL.FBX	Zombie character walks clumsily diagonally backwards (left)
**	zombie@zombie_walk_BR.FBX	Zombie character walks clumsily diagonally backwards (right)
ombie type movement ombie type movement	zombie@zombie_walk_FL.FBX zombie@zombie walk FR.FBX	Zombie character walks clumsily diagonally forward (left)  Zombie character walks clumsily diagonally forward (right)
	zombie@zombie_walk_FR.FBX zombie@zombie walk_forward.FBX	, , , , , ,
ombie type movement		Zombie character walks clumsily forward
ombie type movement	zombie@zombie_walk_left.FBX	Zombie character strafes left clumsily
ombie type movement	zombie@zombie_waik_right.FBX	Zombie character strates right clumsily  Zombie character moves backwards while prope
ombie type movement	zombie@zombie_prone_backwards.FBX	Zombie character moves backwards while prone
ombie type movement	zombie@zombie_prone_BL.FBX	Zombie type moving diagonally backwards while prone (left)
ombie type movement	zombie@zombie_prone_BR.FBX	Zombie moving diagonally backwards while prone (right)
ombie type movement	zombie@zombie_prone_FL.FBX	Zombie type moving diagonally forwards while prone (left)
ombie type movement	zombie@zombie_prone_FR.FBX	Zombie type moving diagonally forwards while prone (right)
ombie type movement	zombie@zombie_prone_forward.FBX	Zombie character moves forwards while prone
ombie type movement	zombie@zombie_prone_ldle.FBX	Zombie character idles while prone
ombie type movement	zombie@zombie_prone_Left.FBX	Zombie character strafes left while prone
ombie type movement	zombie@zombie_prone_Right.FBX	Zombie character strafes right while prone