

# Woohoojin x Voltaic Routine

## › READ THE SCENARIO DESCRIPTIONS BEFORE PLAYING

› AIM TRAINING DISCUSSION: [DISCORD.GG/VOLTAIC](https://discord.gg/voltaic)

› VALORANT DISCUSSION: [DISCORD.GG/WOOHOOJIN](https://discord.gg/woohoojin)

› [NOVICE PLAYLIST URL](#) (PLATINUM AND BELOW)

› [INTERMEDIATE PLAYLIST URL](#) (DIAMOND AND ABOVE)

PLAY ONCE A DAY, AT LEAST 5 DAYS A WEEK TO SEE RESULTS

### NOVICE – Duration 30 Minutes

#### VT x WHJ Smooth Strafe Sphere Easy

3x

**[ Why ]** Smoothness is fundamental to the correct execution of many elements of aiming whether it's flicking, tracking, or target switching. The strafes are relatively small, to simulate having to hit a shot on a moving target with good crosshair placement.

**[ How ]** Focus on staying relaxed and don't try to anticipate any strafes from the bot. Naturally react to changes in direction and continue tracking strafes for their entire length.

#### VT Adjust Track VALORANT Easy

3x

**[ Why ]** In addition to providing further smoothness practice, this scenario's bot introduces rapid target movements that the aim training community refers to as "blinks".

**[ How ]** Try to remain as centered as possible within the bot itself and make sure you're properly acquiring the target's new location immediately following the occurrence of a blink before you correct to it. While this correction should always be a fast flick, ensure you prioritize control and push that starting speed further overtime.

### INTERMEDIATE – Duration 30 Minutes

#### VT x WHJ Smooth Strafe Sphere

3x

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**[ How ]** Focus on staying relaxed and don't try to anticipate any strafes from the bot. Naturally react to changes in direction and continue tracking strafes for their entire length.

#### VT Adjust Track VALORANT

3x

**[ Why ]** In addition to providing further smoothness practice, this scenario's bot introduces rapid target movements that the aim training community refers to as "blinks".

**[ How ]** Try to remain as centered as possible within the bot itself and make sure you're properly acquiring the target's new location immediately following the occurrence of a blink before you correct to it. While this correction should always be a fast flick, ensure you prioritize control and push that starting speed further overtime.

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2 Minutes Rest

## VT BerryTS Static Entry

3x

**[ Why ]** Wide angle flicks see the most use in VALORANT when an immediate threat appears from an unexpected location. There's also use in closer ranges where opponents can cross your field of view rapidly, with fewer steps.

**[ How ]** These targets are large enough that the need for micro-correcting should be infrequent. Try to land your initial flick directly onto the bot in one fast and controlled motion. The speed of these flicks should be intentional. as newer players tend to "drag" their mouse slowly on larger flicks.

## VT x WHJ ww4t Small Pokeball

3x

**[ Why ]** This scenario puts an extra emphasis on control as opposed to the previous scenario.

**[ How ]** Since these targets are smaller along with the playable area of this scenario being wider, controlled accurate movements are an absolute must. A more frequent use of micro-corrections is necessary to approach a reasonable pace.

2 Minutes Rest

## VT x WHJ 5 Sphere Hipfire Small Pokeball

3x

**[ Why ]** Micro-corrections are easily the most frequent aiming technique used by all VALORANT players and any level of aiming success cannot be achieved without it. If your crosshair placement is good your crosshair will always be very close to your target, and a proper micro-correction will secure the elimination.

**[ How ]** Take advantage of the close spacing between bots and try to land your initial flick directly onto them. In this instance each flick you make is representative of the adjustment you're trying to make in game. Remember to hold down your *Fire Weapon* key on your **keyboard** for the duration of the scenario. (Default **Left Control**)

2 Minutes Rest

## VT 3T Wide

3x

**[ Why ]** Wide angle flicks see the most use in VALORANT when an immediate threat appears from an unexpected location. There's also use in closer ranges where opponents can cross your field of view rapidly, with fewer steps.

**[ How ]** Maintain an explosive start to the beginning of our initial flicks and linear flicking lines. Be aware of using our arm during most wide to medium range flicks and not trying to click as soon as we land, let ourselves fully adjust before doing so. (Maintain 91% accuracy minimum)

## VT berryTS Static Small

3x

**[ Why ]** This scenario puts an extra emphasis on control as opposed to the previous scenario.

**[ How ]** Maintain an explosive start to the beginning of our initial flicks and linear flicking lines. Be aware of using our arm during most wide to medium range flicks and not trying to click as soon as we land, let ourselves fully adjust before doing so. (Maintain 93% accuracy minimum)

2 Minutes Rest

## VT x WHJ 5 Sphere Hipfire Small

3x

**[ Why ]** Micro-corrections are easily the most frequent aiming technique used by all VALORANT players and any level of aiming success cannot be achieved without it. If your crosshair placement is good your crosshair will always be very close to your target, and a proper micro-correction will secure the elimination.

**[ How ]** Take advantage of the close spacing between bots and try to land your initial flick directly onto them. In this instance each flick you make is representative of the adjustment you're trying to make in game.

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<b>VT 1w4ts Clusters</b>	<b>3x</b>
<b>[ Why ]</b> This continues the micro-correction work, but with one less target and a larger play area, the distance between targets is more varied.	
<b>[ How ]</b> Ensure you keep your initial flick lines straight while maintaining their explosiveness. Intentionally force underflicks and only click once your micro-correction has been fully completed.(Maintain 94% accuracy minimum)	
2 Minutes Rest	
<b>VT Angleshot Micro VALORANT Multi</b>	<b>3x</b>
<b>[ Why ]</b> Since opponents do not always provide us the courtesy of standing still, we have to account for possible strafes that need to be compensated for.	
<b>[ How ]</b> Perform three clicks on the target to eliminate it and spawn the next one. Make sure you are visually confirming your crosshair on the target before each click.	
<b>VT x WHJ TwoShot Pressure</b>	<b>3x</b>
<b>[ Why ]</b> This scenario should make you comfortable with intentionally pacing your flicks based on circumstances around you.	
<b>[ How ]</b> Prioritize larger targets to prevent targets from disappearing. Do not wait for targets to reach a certain size before attempting to eliminate them.	

<b>VT 1w2ts Smallflicks VALORANT</b>	<b>3x</b>
<b>[ Why ]</b> This continues the micro-correction work being done, while intentionally taking advantage of the fact that it's more difficult to rely on the sequence of targets you plan to eliminate for pacing when only two are present.	
<b>[ How ]</b> Ensure you keep your initial flick lines straight while maintaining their explosiveness. Intentionally force underflicks and only click once your micro-correction has been fully completed.(Maintain 94% accuracy minimum)	
2 Minutes Rest	
<b>VT Dynamic Reflex Micro</b>	<b>3x</b>
<b>[ Why ]</b> Replicates situations where proper micro-correction technique on moving targets is required.	
<b>[ How ]</b> Ensure that you've fully acknowledged the target before initiating any aiming motion. Anticipate the target path and land your flicks on an intercept point along that path, to avoid trailing targets. Do not spam click if the first shot on a respective target is missed, intentionally make your correction to that target then click again.	
<b>VT x WHJ Speedswitch Click</b>	<b>3x</b>
<b>[ Why ]</b> Learn to anticipate target movements and rapidly cut off strafes from opponents.	
<b>[ How ]</b> Target switch between target leading points that you determine based on how each of them move. Do not follow a single target for more than one click, if you miss target switch to the next one anyways.	

## > INTRODUCTION

The goal of this routine is to extend an olive branch to those who may be inexperienced or infrequent users of third party aim trainers, who are still looking for

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high quality isolated training that will translate well into VALORANT. This is a good routine for those looking to build ironclad fundamentals while still directing their focus to in-game subjects that require their attention. The scenario list provided is intended to act as a space where you deliberately practice aiming techniques and make an intentional effort to push your limits within the parameters each task provides. Furthermore since this is a practice routine, it is not intended to be played prior to your in-game VALORANT warm-up and matches, but rather the last thing you do before you stop playing and ideally before you go to sleep. Even with well paced resting periods those who are not accustomed to extended aim training sessions may find themselves fatigued by this practice. **This means that using it as a warm up prior to your games may possibly have a negative impact on your ability to perform, and thus is not advised for those without a certain level of aim training stamina.**



During the process of creating this scenario collection Voltaic Main Team members reviewed several VODs from Woohoojin's community members. VOD selection was based on a blend of both the most highly represented ranks within his community and ranks that have solutions to their mechanical weakness underrepresented in the aim training community. Based on this information we've created two routines: **a Novice routine for Platinum and Below followed by an Intermediate routine for Diamond and above.**

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## › ABOUT VOLTAIC

For those unfamiliar, Voltaic is a community centered around education and improvement with a specific focus on FPS mechanics within popular esports titles. We are most well known for our benchmarks, which are scenarios custom made by us that we assign score targets that are associated with specific ranks. This tool along with many other resources we provide has made us a mecca for beginners and elite aim training enthusiasts alike, as well as some professional players from VALORANT, Apex, Counter-Strike, and more. Two of these aforementioned aim training enthusiasts, VT Lorys and VT Yams, have offered their expertise in the process of creating this routine. Both of them, along with several other Voltaic members, are actively providing aim and mechanics coaching to tier one VCT players and have world records of their own.

## › METHODOLOGY AND USAGE

Included are two scenario lists, both designed to have the dual function of acting as a practice routine while also benchmarking milestones in a player's progress. Their associated score targets, while important markers of mechanical ability, serve the primary purpose of incentivizing training consistency over time. The routine scenarios are broken up into pairs that are immediately followed by two minute rest periods, with each pair working to contribute to a certain subset of skill within aiming as a whole.

Both playlists train smoothness, wide flicks, and micro-corrections in ways that are unique to their respective skill level. Smoothness is a combination of factors that includes having a consistent rate of acceleration and deceleration while also mitigating unintended deviations from an intended path that may manifest as "shakiness" in one's aim. Practically all aspects of aim benefit from a refined smoothness foundation, and proper smoothness can be executed at any speed whether it's a fast flick or tracking a slow target. Micro-corrections refer to the act of landing very small flicks directly onto a target. These motions may originate from a stationary position or from a larger initial flick occurring just prior and in both cases they are necessary adjustments for anticipated error.

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Previously in the introduction we mentioned that our insights for the scenarios we chose in these routines were based on VODs of Woohoojin's viewers. Thanks to the nature Woohoojin's content and the larger sample size we were able to ascertain recurring errors that appeared frequently across his viewer base. Initial flicks lacked the explosiveness needed to get to a target quickly enough so that micro-correction process could then be executed properly. This also meant that there was a large amount of rushed over flicks on these micro-corrections, frequently sending the crosshair past the intended target. Moving directs would frequently inspire panicked spam-clicking in these VODs as well, where spam clicking too fast could also engage the weapon's spray pattern and would impede accuracy further. All of these issues are components of the overall tendency of firing a weapon before the aiming process has been completed, in addition to the process itself being flawed.

**It's important to not mentally autopilot when playing these routines as results from training can only come from focused practice.** Even though these scenarios come with score targets to serve as training goals, if you're playing these routines your ideal outcomes as a player pertain to VALORANT more than aim training. So because of this **it's important you stay in the mindset of focusing your technique and letting the scores be a by-product of your correctly executed practice.**

Regarding the specifics of these techniques consider the following:

- Deliberately push micro-correction speed while retaining the motion's smoothness.
- Avoid spam clicking and make visual hit-confirmations before you fire. You should work to make these visual confirmations very quick and not detract from your overall pace.
- Initial flicking motions accelerate and decelerate rapidly and should not drag or mosey their way to a target, maintain this explosiveness intentionally.
- Try to intentionally underflick the initial flick motion so that the total distance traveled for your crosshair is reduced.

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If you find yourself unfamiliar or overwhelmed by some of the aim training terminology used, or you are starting completely from zero regarding the concepts discussed within this resource, consider watching the following videos:

 **How to IMPROVE your FLICKS with STATIC AIM Ep**

 **Aim at ANY moving target like a PRO - Dynamic Aim Ep.**

## › CREDITS

### Routine Creation

- VT Lorys
- VT Herro
- VT Yams
- Woohoojin
- VT Grissom

### Scenario Creation

- VT Lowgravity56

### Project Facilitation, Documentation

- VT Grissom