

# RIFLE STARTER - ANIMATION LIST

ANIMATION	DESCRIPTION
<b>STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS</b>	
W2 Stand Aim Idle v2	- Stand Aiming loop
W2 Stand Aim L 90	- Stand Aim in-place turn left 90
W2 Stand Aim R 90	- Stand Aim in-place turn right 90
W2 Stand Aim To Relaxed	- Stand Aim transition to Stand Relaxed
W2 Stand Aim To Walk Aim F	- Stand Aim to Walk Aim Forward
W2 Stand Aim Point Center	- Stand aim center, aim offset pose
W2 Stand Aim Point L90	- Stand aim left 90, aim offset pose
W2 Stand Aim Point R90	- Stand aim right 90, aim offset pose
W2 Stand Fire Single	- Stand firing single round
W2 Stand Relaxed Idle v2	- Stand Relaxed with Rifle loop
NW Stand Relaxed Rifle Idle	- Stand Relaxed with no weapon loop
W2 Stand Relaxed To Aim	- Stand Relaxed transition to Stand Aim
<b>WALKS, TURNS, JUMPS, TRANSITIONS</b>	
W2 Walk Aim F Loop	- Walk Aim forward loop
W2 Walk Aim F Loop IP	- Walk Aim forward loop in-place (132.43 cm/sec)
W2 Walk Aim F Jump RU	- Walk Aim forward jump right foot up
W2 Walk Aim F Jump RU IP	- Walk Aim forward jump right foot up in-place
W2 Walk Aim F to Stand Aim RU	- Walk Aim Forward, transition right foot up to Stand Aim
W2 Walk F Loop	- Walk Relaxed forward loop
<b>CROUCH, TURNS, CROUCH WALKS, TRANSITION</b>	
W2 CrouchWalk Aim F Loop	- Crouch Walk forward loop
W2 CrouchWalk Aim F Loop IP	- Crouch Walk forward loop in-place (90.29 cm/sec)
W2 Crouch Aim Idle v2	- Crouch Aiming loop
W2 Stand Aim To Crouch Aim v2	- Stand Aim transition to Crouch Aim
W2 Crouch Aim To Stand Aim v2	- Crouch Aim transition to Stand Aim
W2 Crouch Aim To CrouchWalk Aim F	- Crouch Aim, transition to CrouchWalk Aim Forward
W2 CrouchWalk Aim F to Crouch Aim R	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim
W2 Crouch Fire Single	- Crouch firing single round
<b>JOGS, TURNS, JUMPS, TRANSITIONS</b>	
W2 Jog Aim F Loop	- Jog Aim forward loop
W2 Jog Aim F Loop IP	- Jog Aim forward loop in-place (325.21 cm/sec)
<b>RUNS, TURNS, JUMPS, TRANSITIONS</b>	