

## MUSICTOONS: 100 characters in one

Musictoons are 150 crazy animated characters based on one cool and simple 3D model that can be used in any videogame genre.

Musictoons combines the designer art-toy style with characteristics such as long legs and arms that are ideal for punching, running or kicking animations.

This pack includes:

3D Low Poly model (.fbx format, 900 tris)

3D Ultra Low Poly model (.fbx format, 297 tris)

100+ animations (bone based)

150 textures (1 for each character, .png format)

Editable .PSD

Animations and characters guide

Musictoons model has more than 100 bone-based animations, wich are explained in the following animation's list:

### ANIMATION'S LIST

NAME	RANGE	LOOP	DESCRIPTION1.-
1.- idle	1-23	YES	Character idling
2.- walk	71-95	YES	Character walks
3.- wondering	24-42	NO	Character asks for action
4.- back_from_wondering	43-48	NO	Gets back from wondering
5.- funny_move_while_idling	52-64	YES	Character scratches himself
6.- run	96-107	YES	Character runs
7.- PRE_funny_move_while_idling	48-51	NO	Character prepares to scratch itself
8.- POST_funny_move_while_idling	65-68	NO	Character gets back from scratching itself to idle

9.- PRE_jump	110-111	NO	Character prepares to jump
10.- jump	112-113	NO	Character jump pose
11.- jump_landing	114-119	NO	Character lands from jumping
12.- push	121-144	YES	Character pushes an object
13.- pull	147-170	YES	Character pulls an object
14.- pickUp	172-179	NO	Character picks up an object
15.- release	180-184	NO	Character releases an object
16.- throwing	185-195	NO	Character throws an object
17.- PRE_climb	196-200	NO	Character prepares to climb
18.- climbing	201-219	YES	Character Climbs
19.- POST_climb	220-223	NO	Character gets down from climbing
20.- getting_hit	224-236	NO	Character gets hit
21.- dying	236-259	NO	Character dies
22.- worry	260-290	NO	Character worries
23.- PRE_celebrate	290-297	NO	Character prepares to celebrate
24.- celebrate	298-313	YES	Character celebrates
25.- POST_celebrate	314-318	NO	Character gets back from celebrating
26.- PRE_craw	318-323	NO	Character prepares to crawl
27.- crawl	323-346	YES	Character crawls
28.- POST_craw	347-351	NO	Character gets back from crawling to idle
29.- PRE_hang_move	351-355	NO	Character prepares to hang move

30.- hang_move	355-377	YES	Character moves hanging
31.- POST_hang_move	378-389	NO	Character gets back from hang move to idle
32.- jump_celebrate	389-407	NO	Character celebrates jumping
33.- fighting_idle	410-429	YES	Character idles (fighting pose)
34.- kick	430-438	NO	Character kicks
35.- combo_punch_1	438-446	NO	Character punches (goes back to idle)
36.- combo_punch_2	446-451	NO	Character punches from ComboPunch1 and goes back to idle
37.- fighting_moving_back	456-465	YES	Character moves back when fighting
38.- fighting_moving_front	466-477	YES	Character moves front when fighting
39.- fighting_getting_hit	479-483	NO	Character gets hit when fighting
40.- fighting_dying	484-508	NO	Character dies when fighting
41.- PRE_fighting_jump	509-511	NO	Character prepares to jump when fighting
42.- fighting_jump	512-515	NO	Character jumps when fighting
43.- POST_fighting_jump	516-522	NO	Character lands from jumping when fighting
44.- air_kick	523-540	NO	Character air-kicks when fighting
45.- PRE_flight	541-550	NO	Character prepares to fly
46.- flight_idle	551-582	YES	Character idles when flying
47.- flight_turn_up	582-594	NO	Character turns up while

			flying up
48.- up_flight_idle	595-623	YES	Character idles when flying
49.- back_from_up_flight	624-631	NO	Character gets back from flying up to flight idle
50.- flight_turn_down	631-640	NO	Character turns down when flying
51.- down_flight_idle	640-670	YES	Character idles when flying down
52.- back_from_down_flight	671-680	NO	Character gets back from flying down to flight idle
53.- flight_turn_right	680-690	NO	Character turns right while flying
54.- right_flight_idle	690-719	YES	Character idles when flying right
55.- back_from_right_flight	720-730	NO	Character gets back from flying right to flight idle
56.- flight_turn_left	730-740	NO	Character turns left while flying
57.- left_flight_idle	740-769	YES	Character idles when flying left
58.- back_from_left_flight	770-780	NO	Character gets back from flying left to flight idle
59.- flight_getting_hit	781-790	NO	Character gets hit when flying
60.- falling_down	792-799	YES	Character falls down
61.- flight_landing	800-815	NO	Character lands from flying
62.- gun_idle	820-842	YES	Character idles with a gun in the hand
63.- gun_walk	844-868	YES	Character walks with a gun in the hand

64.- gun_run	869-880	YES	Character runs with a gun in the hand
65.- shooting	883-894	NO	Character shoots a gun from GunIdle
66.- gun_jump	899-908	NO	jumps with a gun in the hand
67.- gun_gets_killed	911-919	NO	gets killed while carrying a gun
68.- swim_under_water	925-942	YES	swims under water
69.- swim_crawl	944-959	YES	swim front crawl style
70.- swim_butterfly	961-975	YES	swim butterfly stroke style
71.- surf_idle	977-1009	YES	idles while surfing
72.- surf_right	1010-1036	NO	moves right while surfing
73.- surf_left	1037-1066	NO	Moves left while surfing
74.- spell	1067-1088	NO	makes a magic spell
75.- magic_attack	1089-1103	NO	makes a magic power attack
76.- zombie_idle	1104-1159	YES	zombie idle
77.- zombie_attack	1160-1200	NO	zombie attacks
78.- zombie_walk	1201-1279	YES	zombie walks
79.- PRE_stick_hit	1281-1284	NO	prepares for stick hit
80.- stick_hit	1285-1294	NO	hits with a stick
81.- weapon_idle	1329-1349	YES	idles while holding a weapon
82.- weapon_walk	1351-1373	YES	walks while holding a weapon
83.- weapon_run	1376-1387	YES	runs while holding a weapon
84.- shot_weapon	1391-1401	NO	shots a weapon
85.- driving_idle	1497-1507	YES	idles while driving
86.- driving_accelerates	1508-1513	NO	accelerates while driving

87.- driving_decelerate	1514-1517	NO	decelerates while driving
88.- driving_slows	1518-1530	NO	slows while driving
89.- driving_release_brake	1531-1535	NO	releases break
90.- driving_turn_left	1540-1550	NO	turns left while driving
91.- POST_driving_turn_left	1551-1560	NO	gets back from turning left
92.- driving_turn_right	1561-1571	NO	turns right while driving
93.- POST_driving_turn_right	1572-1581	NO	gets back from turning right
94.- driving_collide	1582-1591	NO	collides while driving
95.- driving_hands_up	1592-1596	NO	hands up while driving
96.- driving_celebrates	1597-1606	YES	celebrates while driving
97.- weapon_move_right	1607-1622	YES	moves right with a weapon
98.- weapon_move_left	1623-1639	YES	moves left with a weapon
99.- MJ_moonwalk	1655-1680	YES	dances Michael Jackson's Moonwalk
100.- electric_boogie	1716-1780	NO	dances Electric Boogie Style
101.- break_dance	1850-1878	NO	makes Break Dance moves
102.- wall_walk_right	1896-1908	YES	walks in wall's right direction
103.- wall_walk_left	1913-1925	YES	walks in wall's left direction
104.- wall_idle	1926-1938	YES	idles while hides behind a wall