

# Tiny Chess Animations List

## Pawn

Number of frames	Starting frame	Ending frame	Animations Name
10	0	10	T pose
80	10	90	Idle 1 (loop)
80	90	170	Idle 2 (loop)
80	170	250	Idle 3 (loop)
80	250	330	Idle 4 (loop)
160	330	490	Idle 5 (loop) slow
25	490	515	Attack 1
30	515	545	Attack 2
5	545	550	Turn L 45
5	550	555	Turn L 90
5	555	560	Back to base pose
5	560	565	Turn R 45
5	565	570	Turn R 90
5	570	575	Back to base pose
20	575	595	Walking on the spot (loop)
10	595	605	Lift up
55	605	660	Hanging in the air(loop)
10	660	670	Lift down
20	670	690	Die 1
25	690	715	Ressurrection 1
20	715	735	Die 2
25	735	760	Ressurrection 2

## Rook

Number of frames	Starting frame	Ending frame	Animations Name
10	0	10	T pose
80	10	90	Idle 1 (loop)
80	90	170	Idle 2 (loop)
80	170	250	Idle 3 (loop)
80	250	330	Idle 4 (loop)
160	330	490	Idle 5 (loop) slow
35	490	525	Attack 1
35	525	560	Attack 2
5	560	565	Turn L 45
5	565	570	Turn L 90
5	570	575	Back to base pose
5	575	580	Turn R 45
5	580	585	Turn R 90
5	585	590	Back to base pose
20	590	610	Walking on the spot (loop)
10	610	620	Lift up
55	620	675	Hanging in the air(loop)
10	675	685	Lift down
20	685	705	Die 1
30	705	735	Ressurrection 1
20	735	755	Die 2
30	755	785	Ressurrection 2

## Horse Rider

Number of frames	Starting frame	Ending frame	Animations Name
10	0	10	T pose
80	10	90	Idle 1 (loop)
80	90	170	Idle 2 (loop)
80	170	250	Idle 3 (loop)
80	250	330	Idle 4 (loop)
160	330	490	Idle 5 (loop) slow
30	490	520	Attack 1
30	520	550	Attack 2
5	550	555	Turn L 45
5	555	560	Turn L 90
5	560	565	Back to base pose
5	565	570	Turn R 45
5	570	575	Turn R 90
5	575	580	Back to base pose
20	580	600	Walking on the spot (loop)
10	600	610	Lift up
60	610	670	Hanging in the air(loop)
10	670	680	Lift down
20	680	700	Die 1
20	700	720	Ressurrection 1
20	720	740	Die 2
20	740	760	Ressurrection 2

## Bishop

Number of frames	Starting frame	Ending frame	Animations Name
10	0	10	T pose
80	10	90	Idle 1 (loop)
80	90	170	Idle 2 (loop)
80	170	250	Idle 3 (loop)
80	250	330	Idle 4 (loop)
160	330	490	Idle 5 (loop) slow
30	490	520	Attack 1
30	520	550	Attack 2
5	550	555	Turn L 45
5	555	560	Turn L 90
5	560	565	Back to base pose
5	565	570	Turn R 45
5	570	575	Turn R 90
5	575	580	Back to base pose
20	580	600	Walking on the spot (loop)
10	600	610	Lift up
60	610	670	Hanging in the air(loop)
10	670	680	Lift down
20	680	700	Die 1
20	700	720	Ressurrection 1
20	720	740	Die 2
20	740	760	Ressurrection 2

## Queen

Number of frames	Starting frame	Ending frame	Animations Name
10	0	10	T pose
80	10	90	Idle 1 (loop)
80	90	170	Idle 2 (loop)
80	170	250	Idle 3 (loop)
80	250	330	Idle 4 (loop)
160	330	490	Idle 5 (loop) slow
30	490	520	Attack 1
30	520	550	Attack 2
5	550	555	Turn L 45
5	555	560	Turn L 90
5	560	565	Back to base pose
5	565	570	Turn R 45
5	570	575	Turn R 90
5	575	580	Back to base pose
20	580	600	Walking on the spot (loop)
10	600	610	Lift up
60	610	670	Hanging in the air(loop)
10	670	680	Lift down
25	680	705	Die 1
20	705	725	Ressurrection 1
25	725	750	Die 2
20	750	770	Ressurrection 2

## King

Number of frames	Starting frame	Ending frame	Animations Name
10	0	10	T pose
80	10	90	Idle 1 (loop)
80	90	170	Idle 2 (loop)
80	170	250	Idle 3 (loop)
80	250	330	Idle 4 (loop)
160	330	490	Idle 5 (loop) slow
30	490	520	Attack 1
30	520	550	Attack 2
5	550	555	Turn L 45
5	555	560	Turn L 90
5	560	565	Back to base pose
5	565	570	Turn R 45
5	570	575	Turn R 90
5	575	580	Back to base pose
20	580	600	Walking on the spot (loop)
10	600	610	Lift up
60	610	670	Hanging in the air(loop)
10	670	680	Lift down
20	680	700	Die 1
20	700	720	Ressurrection 1
20	720	740	Die 2
20	740	760	Ressurrection 2