MOBILITY BASIC 2.7B - ANIMATION LIST

Animations included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4/Unity)

NAME		DESCRIPTION
STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS		
Stand_Relaxed_Idle_v2	-	Stand Relaxed, more motion, loop
Stand_Rlx_Turn_In_Place_L_Loop	-	Stand Relaxed in-place turn left 45 Loop
Stand_Rlx_Turn_In_Place_R_Loop	-	Stand Relaxed in-place turn right 45 Loop
Stand_Relaxed_L_90	-	Stand Relaxed in-place turn left 90
Stand_Relaxed_R_90	-	Stand Relaxed in-place turn right 90
Stand_Relaxed_Jump	-	Stand Relaxed jump in-place
Stand_Relaxed_Jump_F	-	Stand Relaxed jump forward
Stand_Relaxed_Fgt_v1	-	Stand Relaxed waiting
Stand_Relaxed_Conv_v1	-	Stand Relaxed conversation
Stand_Relaxed_Death_B	-	Stand Relaxed death fall backward
Stand_Relaxed_Death_F	-	Stand Relaxed death fall forwards
Stand_Relaxed_Death_L	-	Stand Relaxed death fall left
Stand_Relaxed_Death_R	-	Stand Relaxed death fall right
Stand_Relaxed_Look_Center	-	Stand Relaxed look forward, aim offset pose
Stand_Relaxed_Look_D90	-	Stand Relaxed look down 90, aim offset pose
Stand_Relaxed_Look_L90	-	Stand Relaxed look left 90, aim offset pose
Stand_Relaxed_Look_R90	-	Stand Relaxed look right 90, aim offset pose
Stand_Relaxed_Look_U90	-	Stand Relaxed look up 90, aim offset pose
Stand_Relaxed_To_Crouch	-	Stand Relaxed to Crouch
Stand_Relaxed_To_Walk_F	-	Stand Relaxed to Walk Forward
Stand_Relaxed_To_Jog_F	-	Stand to Jog Forward
Stand_Relaxed_To_Run_F	-	Stand Relaxed to Run Forward
AIM OFFSETS		
Stand_Relaxed_Look_Center	-	Stand Relaxed look forward, aim offset pose
Stand_Relaxed_Look_D90	-	Stand Relaxed look down 90, aim offset pose
Stand_Relaxed_Look_U90	-	Stand Relaxed look up 90, aim offset pose
Stand_Relaxed_Look_L90	-	Stand Relaxed look left 90, aim offset pose
Stand_Relaxed_Look_R90	-	Stand Relaxed look right 90, aim offset pose
Crouch_Look_Center	-	Crouch look forward, aim offset pose
Crouch_Look_D90	-	Crouch look down 90, aim offset pose
Crouch_Look_L90	-	Crouch look left 90, aim offset pose
Crouch_Look_R90	-	Crouch look right 90, aim offset pose
Crouch_Look_U90	-	Crouch look up 90, aim offset pose
WALKS, TURNS, JUMPS, TRANSITIONS		
Walk_F_Loop	-	Walk Forward loop
Walk_B_Loop	-	Walk Backward loop
Walk_L_Loop	-	Walk Left Strafe loop
Walk_R_Loop	-	Walk Right Strafe loop
Walk_BL_BkPd_Loop	-	Walk Strafe 135 back and left backpedal loop
Walk_BR_BkPd_Loop	-	Walk Strafe 135 back and right backpedal loop
Walk_FL_Loop	-	Walk Strafe 45 forward and left loop
Walk_FR_Loop	-	Walk Strafe 45 forward and right loop
Walk_L_CIR_Loop	-	Walk Left Circle
Walk_R_CIR_Loop	-	Walk Right Circle
Walk_L_90	-	Walk Forward, turn left 90

Walk_R_90	-	Walk Forward, turn right 90
Walk_F_Jump	-	Walk Forward jump
Walk_F_Jump_RU	-	Walk Forward jump right foot up, end is frame 0 of Walk_F cycle
Walk_L_Jump	-	Walk Left Strafe jump
Walk_L_Jump_RU	-	Walk Left Strafe jump right foot up, end is frame 0 of Walk_L cycle
Walk_R_Jump	-	Walk Right Strafe jump
Walk_R_Jump_RU	-	Walk Right Strafe jump right foot up, end is frame 0 of Walk_R cycle
Walk_F_To_Stand_Relaxed_RU	-	Walk Forward, transition right foot up to Stand Relaxed

CROUCH, TURNS, CROUCH WALKS, TRANSITION

Crouch_Idle_V2	-	Crouch, more motion, loop
Crouch_Rlx_Turn_In_Place_L_Loop	-	Crouch in-place turn left 45 Loop
Crouch_Rlx_Turn_In_Place_R_Loop	-	Crouch in-place turn left 90 Loop
Crouch_L_90	-	Crouch in-place turn left 90
Crouch_R_90	-	Crouch in-place turn right 90
CrouchWalk_F_Loop	-	CrouchWalk Forward loop
CrouchWalk_B_Loop	-	CrouchWalk Backward loop
CrouchWalk_L_Loop	-	CrouchWalk Left loop
CrouchWalk_R_Loop	-	CrouchWalk Right loop
CrouchWalk_BL_BkPd_Loop	-	CrouchWalk Strafe 135 back and left backpedal loop
CrouchWalk_BR_BkPd_Loop	-	CrouchWalk Strafe 135 back and right backpedal loop
CrouchWalk_FL_Loop	-	CrouchWalk Strafe 45 forward and left loop
CrouchWalk_FR_Loop	-	CrouchWalk Strafe 45 forward and right loop
Crouch_To_Stand_Relaxed	-	Crouch to Stand Relaxed
Crouch_To_CrouchWalk_F	-	Crouch, transition to Crouchwalk Forward
CrouchWalk_F_To_Crouch_RU	-	Crouchwalk Forward, transition right foot up to Crouch
Crouch_Look_Center	-	Crouch look forward, aim offset pose
Crouch_Look_D90	-	Crouch look down 90, aim offset pose
Crouch_Look_L90	-	Crouch look left 90, aim offset pose
Crouch_Look_R90	-	Crouch look right 90, aim offset pose
Crouch_Look_U90	-	Crouch look up 90, aim offset pose

JOGS, TURNS, JUMPS, TRANSITIONS

Jog_F_Loop	-	Jog Forward loop
Jog_B_Loop	-	Jog Backward loop
Jog_L_Loop	-	Jog Left Strafe loop
Jog_R_Loop	-	Jog Right Strafe loop
Jog_BL_BkPd_Loop	-	Jog Strafe 135 back and left backpedal loop
Jog_BR_BkPd_Loop	-	Jog Strafe 135 back and right backpedal loop
Jog_FL_Loop	-	Jog Strafe 45 forward and left loop
Jog_FR_Loop	-	Jog Strafe 45 forward and right loop
Jog_L_CIR_Loop	-	Jog Left Circle
Jog_R_CIR_Loop	-	Jog Right Circle
Jog_L_90	-	Jog Forward, turn left 90
Jog_R_90	-	Jog Forward, turn right 90
Jog_F_Jump	-	Jog Forward jump
Jog_F_Jump_RU	-	Jog Forward jump right foot up, end is frame 0 of Jog_F cycle
Jog_L_Jump	-	Jog Left Strafe jump
Jog_L_Jump_RU	-	Jog Left Strafe jump right foot up, end is frame 0 of Jog_L cycle
Jog_R_Jump	-	Jog Right Strafe jump
Jog_R_Jump_RU	-	Jog Right Strafe jump right foot up, end is frame 0 of Jog_R cycle
Jog_F_To_Stand_Relaxed_RU	-	Jog Forward, transition right foot up to Stand Relaxed

RUNS, TURNS, JUMPS, TRANSITIONS

Run_F_Loop	-	Run Forward loop
Run_L_Loop	-	Run Left Strafe loop
Run_R_Loop	-	Run Right Strafe loop
Run_FL_Loop	-	Run Strafe 45 forward and left loop
Run_FR_Loop	-	Run Strafe 45 forward and right loop
Run_L_CIR_Loop	-	Run Left Circle
Run_R_CIR_Loop	-	Run Right Circle
Run_F_Jump	-	Run Forward jump
Run_F_Jump_RU	-	Run Forward jump right foot up in-place
Run_F_To_Stand_Relaxed_RU	-	Run Forward, transition right foot up to Stand Relaxed

SPLIT JUMPS

Walk_F_Jump_RU_Air_IPC	-	Loop while in Air
Walk_F_Jump_RU_Land_IPC	-	Right Up Jump Landing
Walk_F_Jump_RU_Start_IPC	-	Right Up Jump Start
Walk_L_Jump_RU_Air_IPC	-	Loop while in Air
Walk_L_Jump_RU_Land_IPC	-	Right Up Jump Landing
Walk_L_Jump_RU_Start_IPC	-	Right Up Jump Start
Walk_R_Jump_RU_Air_IPC	-	Loop while in Air
Walk_R_Jump_RU_Land_IPC	-	Right Up Jump Landing
Walk_R_Jump_RU_Start_IPC	-	Right Up Jump Start
Jog_F_Jump_RU_Air_IPC	-	Loop while in Air
Jog_F_Jump_RU_Land_IPC	-	Right Up Jump Landing
Jog_F_Jump_RU_Start_IPC	-	Right Up Jump Start
Jog_L_Jump_RU_Air_IPC	-	Loop while in Air
Jog_L_Jump_RU_Land_IPC	-	Right Up Jump Landing
Jog_L_Jump_RU_Start_IPC	-	Right Up Jump Start
Jog_R_Jump_RU_Air_IPC	-	Loop while in Air
Jog_R_Jump_RU_Land_IPC	-	Right Up Jump Landing
Jog_R_Jump_RU_Start_IPC	-	Right Up Jump Start
Run_F_Jump_RU_Air_IPC	-	Loop while in Air
Run_F_Jump_RU_Land_IPC	-	Right Up Jump Landing
Run_F_Jump_RU_Start_IPC	-	Right Up Jump Start
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