

## RIFLE STARTER 2.7A - ANIMATION LIST

All Animations included as Root Motion and In-Place (IPC)

NAME	DESCRIPTION
<b>STAND</b>	
W2_Stand_Aim_Idle_v2	- Stand Aiming loop
W2_Stand_Relaxed_Idle_v2	- Stand Relaxed with Pistol loop
<b>TURN LOOPS</b>	
All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.	
W2_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W2_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
<b>AIM OFFSETS</b>	
W2_Stand_Aim_Point_Center	- Stand aim Base pose
W2_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W2_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W2_Crouch_Aim_Point_Center	- Crouch aim Base pose
W2_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
W2_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
<b>FIRE</b>	
W2_Stand_Fire_Single	- Stand firing single round
W2_Crouch_Fire_Single	- Crouch firing single round
<b>WALK</b>	
W2_Walk_Aim_F_Loop	- Walk Aim forward loop
<b>CROUCH</b>	
W2_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W2_Crouch_Idle_v2	- Crouch Idle loop
W2_Crouch_Aim_Idle_v2	- Crouch Aiming loop
<b>JOG</b>	
W2_Jog_Aim_F_Loop	- Jog Aim forward loop
<b>SPLIT JUMPS</b>	
W2_Stand_Aim_Jump_Start_IPC	- Jump Start
W2_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W2_Stand_Aim_Jump_End_IPC	- Jump Landing
W2_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
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<http://www.motioncaptureonline.com>

<https://motioncaptureonline.zendesk.com>

[MoCap@MotusDigital.com](mailto:MoCap@MotusDigital.com)