

PUNCH BASIC - ANIMATION LIST

NAME	DESCRIPTION
IDLES, FIDGETS	
Idle	- Stand Fight Stance loop
Idle_Fidget_V1	- Shifting weight
Idle_Hurt_V1	- Stand Fight Stance with slight limp during in-place shuffle
Idle_Really_Tired_V1	- Stand Fight Stance but having trouble keeping hands up
Idle_Tired	- Stand Slow and tired loop
RIGHT PUNCHES	
Right_Cross	- Right cross to body
Right_Cross_Hard	- Hard right cross with lots of wind up
Right_Cross_Miss	- Wild cross with wind up misses loses balance, recovers
Right_Hook	- Quick right hook drops arm, recover
Right_Hook_Hard	- Hard right hook with wind up
Right_Hook_Miss	- Hook with wind up, misses, leans forward, recovers
Right_Uppercut	- Angled right uppercut
Right_Uppercut_Hard	- Hard right uppercut that connects hard
Right_Uppercut_Miss	- Right uppercut, misses with small stumble and shuffle
LEFT PUNCHES	
Left_Jab	- Straight jab with connecting hit
Left_Jab_Hard	- Straight jab really trying to make solid connect, slow
Left_Jab_Miss	- Jab, miss, losing balance forward, recover
Left_Hook	- Angled left hook with strong connecting hit
Left_Hook_Hard	- Large wind up to a left hook hard connect
Left_Hook_Miss	- Left hook misses and has slow recover
Left_Uppercut	- Uppercut from hip up to above head lots of wind up
Left_Uppercut_Hard	- Quick hard angled uppercut straight at the face
Left_Uppercut_Miss	- Upper cut and misses going into a spin right, recover
DEFENSE, HITS	
Hit_By_Combo_V1	- Hit multiple times high and low and then recovers
Hit_By_Combo_V1_Short	- Hit multiple times high and low and then recovers quickly
Hit_By_GutShot_V1	- Hit to left side of gut shrugs it off
Hit_By_GutShot_V1_Short	- Quick flinch to hit to left side of gut
Hit_By_Hook_V1	- Hit by hook to right side of face
Hit_By_Hook_V1_Short	- Quick flinch from hit to right side of face from hook
Hit_By_Jab_V1	- Hit by straight jab, reset hand position
Hit_By_Jab_V1_Short	- Hit by straight jab, reset hand position, quick recovery
DEFENSE, BLOCKS, MISC.	
Left_Dodge	- Steps out to the left to dodge, returns to center
Right_Dodge	- Steps out to the right to dodge, returns to center
Back_Dodge	- Steps Back to dodge, returns to center
Left_Weave	- Leans to the left to dodge punch
Right_Weave	- Leans to the right to dodge punch
Back_Weave	- Leans back to dodge punch
Quick_Weave	- Pulls back and to the right to dodge punch
Block_Loop	- Idle Loop of holding arms to cover face
Block_To_Idle	- Transition from blocking pose to fight stance
Idle_To_Block	- Fight Stance Transition to arms covering face
Block_Straight_Hit_V1	- Blocks hit while covered with a slight step back, recovers

KNOCKOUTS, CELEBRATIONS

Knockout_Countdown_V1	-	Gets knocked out cold then struggles to get back up
Knockout_V1	-	Hit to left side of head and knocked out cold, falling right
Knockout_V2	-	Hit to left side of head and knocked out cold, fallingt right
Win_V1	-	Walking around with hands held high, returns to center
Win_V2	-	Jumping around with hands held over head
	47	

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