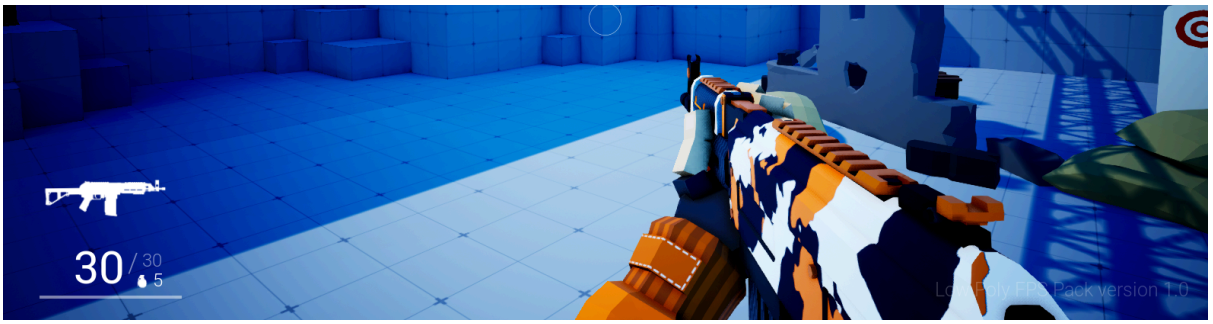
Animation List - Low Poly FPS Pack

This list contains all of the animations included in the current version of Low Poly FPS Pack (version 1.0).

First Person Animations

Assault Rifle 01



Animations (44)

1. aim_fire
2. aim_fire_scope_01
3. aim_fire_scope_02
4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03
10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01
18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01

23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto
31. fire_out_of_ammo
32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

Assault Rifle 02



Animations (44)

1. aim_fire
2. aim_fire_scope_01
3. aim_fire_scope_02
4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03

10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01
18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto
31. fire_out_of_ammo
32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

Assault Rifle 03

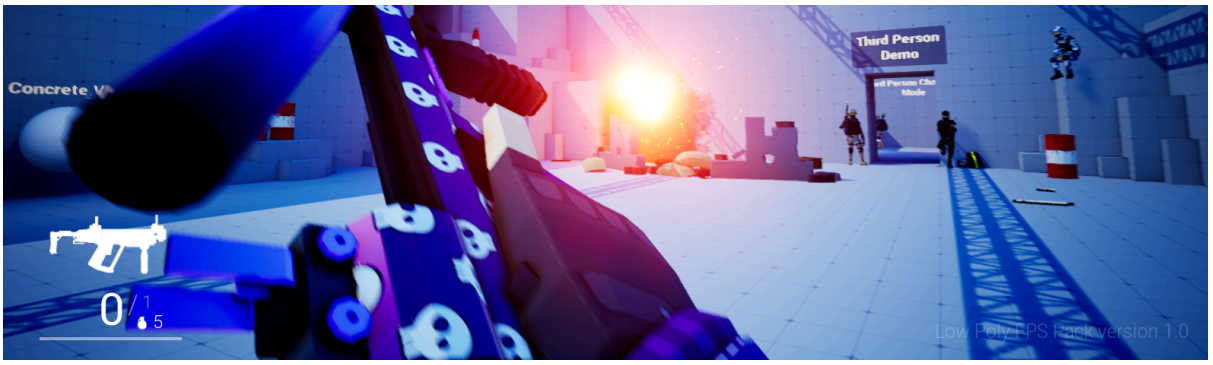


Animations (44)

1. aim_fire
2. aim_fire_scope_01
3. aim_fire_scope_02
4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03
10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01
18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto

31. fire_out_of_ammo
32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

Grenade Launcher 01

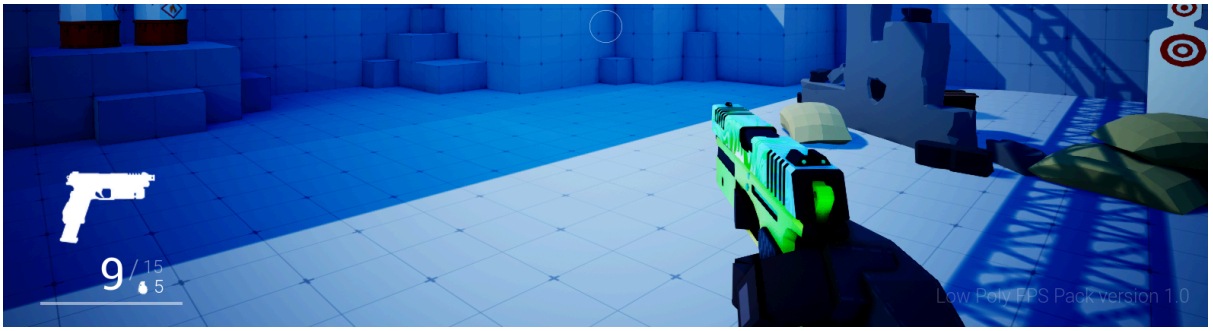


Animations (22)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_pose
4. aim_in
5. aim_out
6. close_to_wall
7. close_to_wall_pose
8. fire
9. fire_out_of_ammo
10. grenade_throw
11. holster_weapon
12. idle
13. inspect_weapon
14. knife_attack_01
15. knife_attack_02
16. not_close_to_wall

17. reload
18. run
19. take_out_weapon
20. walk
21. pose_ref (idle pose frame)
22. reference (t-pose)

Handgun 01

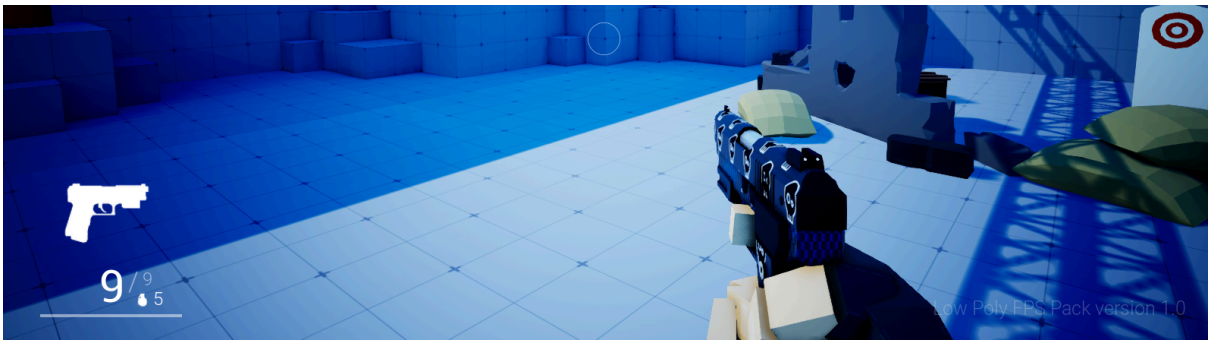


Animations (34)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_out_of_ammo_scope_02
4. aim_fire_out_of_ammo_scope_03
5. aim_fire_pose
6. aim_fire_pose_scope_02
7. aim_fire_pose_scope_03
8. aim_fire_scope_02
9. aim_fire_scope_03
10. aim_in
11. aim_in_scope_02
12. aim_in_scope_03
13. aim_out
14. aim_out_scope_02
15. aim_out_scope_03
16. close_to_wall
17. close_to_wall_pose
18. fire
19. fire_out_of_ammo
20. grenade_throw
21. holster_weapon
22. idle
23. inspect_weapon
24. knife_attack_01
25. knife_attack_02

26. not_close_to_wall
27. out_of_ammo_slider
28. reload_ammo_left
29. reload_out_of_ammo
30. run
31. take_out_weapon
32. walk
33. pose_ref (idle pose frame)
34. reference (t-pose)

Handgun 02

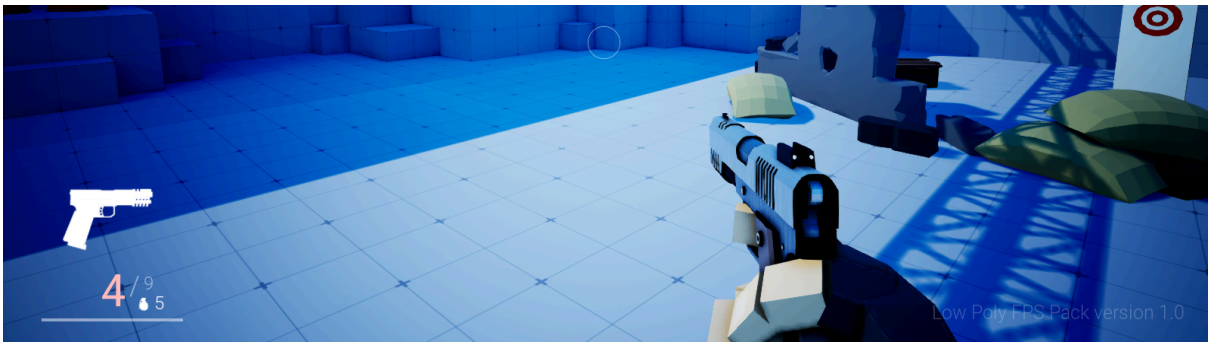


Animations (34)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_out_of_ammo_scope_02
4. aim_fire_out_of_ammo_scope_03
5. aim_fire_pose
6. aim_fire_pose_scope_02
7. aim_fire_pose_scope_03
8. aim_fire_scope_02
9. aim_fire_scope_03
10. aim_in
11. aim_in_scope_02
12. aim_in_scope_03
13. aim_out
14. aim_out_scope_02
15. aim_out_scope_03
16. close_to_wall
17. close_to_wall_pose
18. fire
19. fire_out_of_ammo
20. grenade_throw
21. holster_weapon

22. idle
23. inspect_weapon
24. knife_attack_01
25. knife_attack_02
26. not_close_to_wall
27. out_of_ammo_slider
28. reload_ammo_left
29. reload_out_of_ammo
30. run
31. take_out_weapon
32. walk
33. pose_ref (idle pose frame)
34. reference (t-pose)

Handgun 03

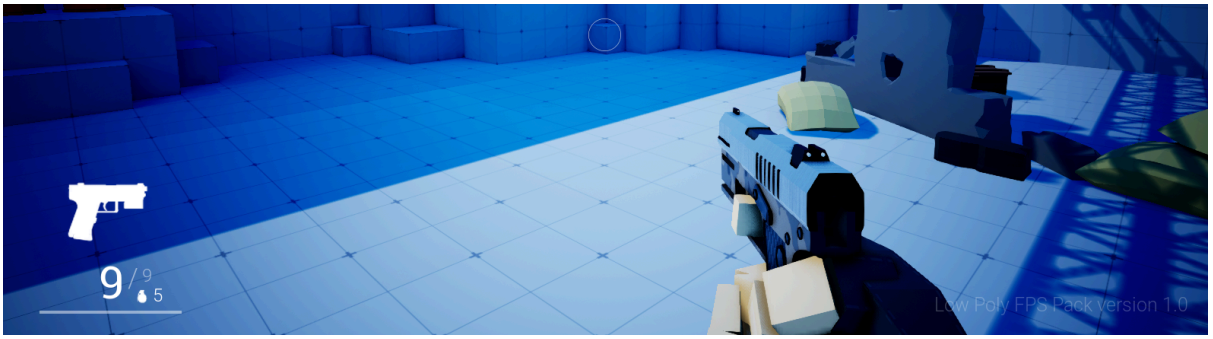


Animations (34)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_out_of_ammo_scope_02
4. aim_fire_out_of_ammo_scope_03
5. aim_fire_pose
6. aim_fire_pose_scope_02
7. aim_fire_pose_scope_03
8. aim_fire_scope_02
9. aim_fire_scope_03
10. aim_in
11. aim_in_scope_02
12. aim_in_scope_03
13. aim_out
14. aim_out_scope_02
15. aim_out_scope_03
16. close_to_wall
17. close_to_wall_pose

18. fire
19. fire_out_of_ammo
20. grenade_throw
21. holster_weapon
22. idle
23. inspect_weapon
24. knife_attack_01
25. knife_attack_02
26. not_close_to_wall
27. out_of_ammo_slider
28. reload_ammo_left
29. reload_out_of_ammo
30. run
31. take_out_weapon
32. walk
33. pose_ref (idle pose frame)
34. reference (t-pose)

Handgun 04



Animations (34)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_out_of_ammo_scope_02
4. aim_fire_out_of_ammo_scope_03
5. aim_fire_pose
6. aim_fire_pose_scope_02
7. aim_fire_pose_scope_03
8. aim_fire_scope_02
9. aim_fire_scope_03
10. aim_in
11. aim_in_scope_02
12. aim_in_scope_03
13. aim_out

14. aim_out_scope_02
15. aim_out_scope_03
16. close_to_wall
17. close_to_wall_pose
18. fire
19. fire_out_of_ammo
20. grenade_throw
21. holster_weapon
22. idle
23. inspect_weapon
24. knife_attack_01
25. knife_attack_02
26. not_close_to_wall
27. out_of_ammo_slider
28. reload_ammo_left
29. reload_out_of_ammo
30. run
31. take_out_weapon
32. walk
33. pose_ref (idle pose frame)
34. reference (t-pose)

Rocket Launcher 01



Animations (22)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_pose
4. aim_in
5. aim_out
6. close_to_wall
7. close_to_wall_pose
8. fire
9. fire_out_of_ammo

10. grenade_throw
11. holster_weapon
12. idle
13. inspect_weapon
14. knife_attack_01
15. knife_attack_02
16. not_close_to_wall
17. reload
18. run
19. take_out_weapon
20. walk
21. pose_ref (idle pose frame)
22. reference (t-pose)

Shotgun 01



Animations (45)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_out_of_ammo_scope_01
4. aim_fire_out_of_ammo_scope_02
5. aim_fire_out_of_ammo_scope_03
6. aim_fire_out_of_ammo_scope_04
7. aim_fire_pose
8. aim_fire_pose_scope_01
9. aim_fire_pose_scope_02
10. aim_fire_pose_scope_03
11. aim_fire_pose_scope_04
12. aim_fire_scope_01
13. aim_fire_scope_02
14. aim_fire_scope_03
15. aim_fire_scope_04
16. aim_in
17. aim_in_scope_01

18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. fire
29. fire_out_of_ammo
30. grenade_throw
31. holster_weapon
32. idle
33. inspect_weapon
34. knife_attack_01
35. knife_attack_02
36. not_close_to_wall
37. reload_close
38. reload_insert
39. reload_open
40. reload_open_pose
41. run
42. take_out_weapon
43. walk
44. pose_ref (idle pose frame)
45. reference (t-pose)

SMG 01



Animations (44)

1. aim_fire
2. aim_fire_scope_01

3. aim_fire_scope_02
4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03
10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01
18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto
31. fire_out_of_ammo
32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

SMG 02



Animations (44)

1. aim_fire
2. aim_fire_scope_01
3. aim_fire_scope_02
4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03
10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01
18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto
31. fire_out_of_ammo

32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

SMG 03



Animations (44)

1. aim_fire
2. aim_fire_scope_01
3. aim_fire_scope_02
4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03
10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01

18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto
31. fire_out_of_ammo
32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

SMG 04



Animations (44)

1. aim_fire
2. aim_fire_scope_01
3. aim_fire_scope_02

4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03
10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01
18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto
31. fire_out_of_ammo
32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

SMG 05



Animations (44)

1. aim_fire
2. aim_fire_scope_01
3. aim_fire_scope_02
4. aim_fire_scope_03
5. aim_fire_scope_04
6. aim_fire_out_of_ammo
7. aim_fire_out_of_ammo_scope_01
8. aim_fire_out_of_ammo_scope_02
9. aim_fire_out_of_ammo_scope_03
10. aim_fire_out_of_ammo_scope_04
11. aim_fire_pose
12. aim_fire_pose_scope_01
13. aim_fire_pose_scope_02
14. aim_fire_pose_scope_03
15. aim_fire_pose_scope_04
16. aim_in
17. aim_in_scope_01
18. aim_in_scope_02
19. aim_in_scope_03
20. aim_in_scope_04
21. aim_out
22. aim_out_scope_01
23. aim_out_scope_02
24. aim_out_scope_03
25. aim_out_scope_04
26. close_to_wall
27. close_to_wall_pose
28. not_close_to_wall
29. fire
30. fire_auto
31. fire_out_of_ammo

32. grenade_throw
33. holster_weapon
34. idle
35. inspect_weapon
36. knife_attack_01
37. knife_attack_02
38. reload_ammo_left
39. reload_out_of_ammo
40. run
41. take_out_weapon
42. walk
43. pose_ref (idle pose frame)
44. reference (t-pose)

Sniper 01



Animations (29)

1. aim_fire
2. aim_fire_iron_sights
3. aim_fire_out_of_ammo
4. aim_fire_out_of_ammo_iron_sights
5. aim_fire_pose
6. aim_fire_pose_iron_sights
7. aim_in
8. aim_in_iron_sights
9. aim_out
10. aim_out_iron_sights
11. close_to_wall
12. close_to_wall_pose
13. fire
14. fire_out_of_ammo
15. grenade_throw
16. holster_weapon

17. idle
18. inspect_weapon
19. knife_attack_01
20. knife_attack_02
21. not_close_to_wall
22. reload_close
23. reload_insert
24. reload_open
25. run
26. take_out_weapon
27. walk
28. pose_ref (idle pose frame)
29. reference (t-pose)

Sniper 02



Animations (23)

1. aim_fire
2. aim_fire_out_of_ammo
3. aim_fire_pose
4. aim_in
5. aim_out
6. close_to_wall
7. close_to_wall_pose
8. fire
9. fire_out_of_ammo
10. grenade_throw
11. holster_weapon
12. idle
13. inspect_weapon
14. knife_attack_01
15. knife_attack_02
16. not_close_to_wall

17. reload_ammo_left
18. reload_out_of_ammo
19. run
20. take_out_weapon
21. walk
22. pose_ref (idle pose frame)
23. reference (t-pose)

Sniper 03



Animations (23)

24. aim_fire
25. aim_fire_out_of_ammo
26. aim_fire_pose
27. aim_in
28. aim_out
29. close_to_wall
30. close_to_wall_pose
31. fire
32. fire_out_of_ammo
33. grenade_throw
34. holster_weapon
35. idle
36. inspect_weapon
37. knife_attack_01
38. knife_attack_02
39. not_close_to_wall
40. reload_ammo_left
41. reload_out_of_ammo
42. run
43. take_out_weapon
44. walk
45. pose_ref (idle pose frame)

46. reference (t-pose)

Third Person Animations

Handgun



Animations (39)

1. aim_center
2. aim_center_down
3. aim_center_left
4. aim_center_right
5. aim_center_up
6. aim_down_left
7. aim_down_right
8. aim_up_left
9. aim_up_right
10. fire
11. grenade_throw_cancel
12. grenade_throw_full
13. grenade_throw_pose
14. grenade_throw_release
15. grenade_throw_start
16. idle
17. jump_land
18. jump_loop
19. jump_start
20. reload_ammo_left
21. reload_out_of_ammo
22. run_45_back_left
23. run_45_back_right
24. run_45_forward_left
25. run_45_forward_right

26. run_backward
27. run_forward
28. run_strafe_left
29. run_strafe_right
30. walk_45_back_left
31. walk_45_back_right
32. walk_45_forward_left
33. walk_45_forward_right
34. walk_backward
35. walk_forward
36. walk_strafe_left
37. walk_strafe_right
38. pose_ref (idle pose frame)
39. reference (t-pose)

Rifle



Animations (39)

1. aim_center
2. aim_center_down
3. aim_center_up
4. aim_left_center
5. aim_left_down
6. aim_left_up
7. aim_right_center
8. aim_right_down
9. aim_right_up
10. fire
11. grenade_throw_cancel
12. grenade_throw_full
13. grenade_throw_pose

14. grenade_throw_release
15. grenade_throw_start
16. idle
17. idle_relaxed
18. jump_land
19. jump_loop
20. jump_start
21. reload_ammo_left
22. reload_out_of_ammo
23. run_45_back_left
24. run_45_back_right
25. run_45_forward_left
26. run_45_forward_right
27. run_backward
28. run_forward
29. run_strafe_left
30. run_strafe_right
31. walk_45_back_left
32. walk_45_back_right
33. walk_45_forward_left
34. walk_45_forward_right
35. walk_forward
36. walk_strafe_left
37. walk_strafe_right
38. pose_ref (idle pose frame)
39. reference (t-pose)

Bonus (no weapon)

1. leaning_relaxed
2. sitting_on_edge
3. sitting_relaxed

Demo Maps

Target



Animations (3)

1. target_down
2. target_pose
3. target_up