

## 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

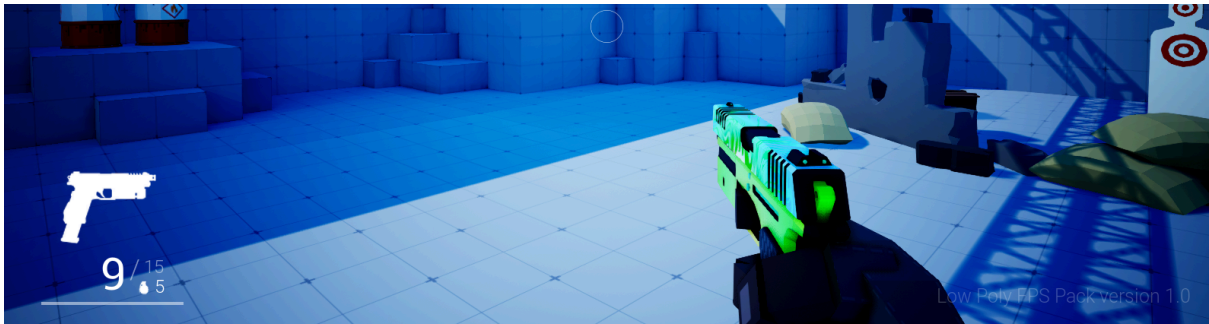


## Animations (22)

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

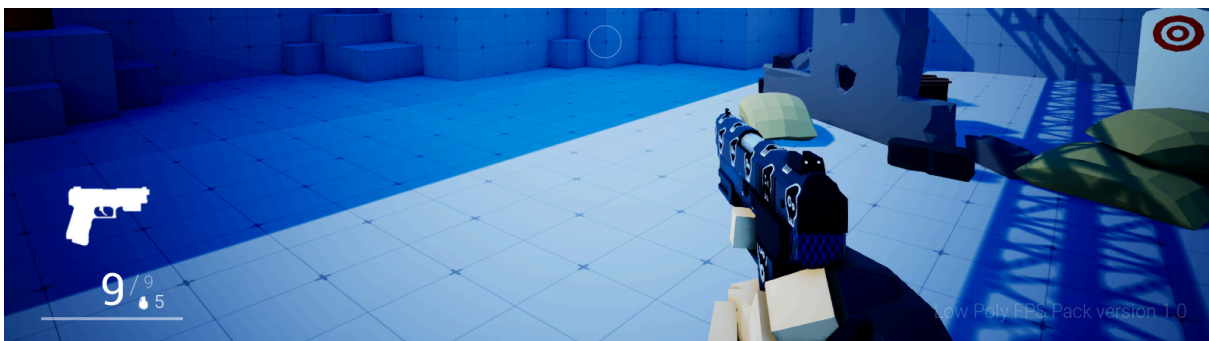


### Animations (34)

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

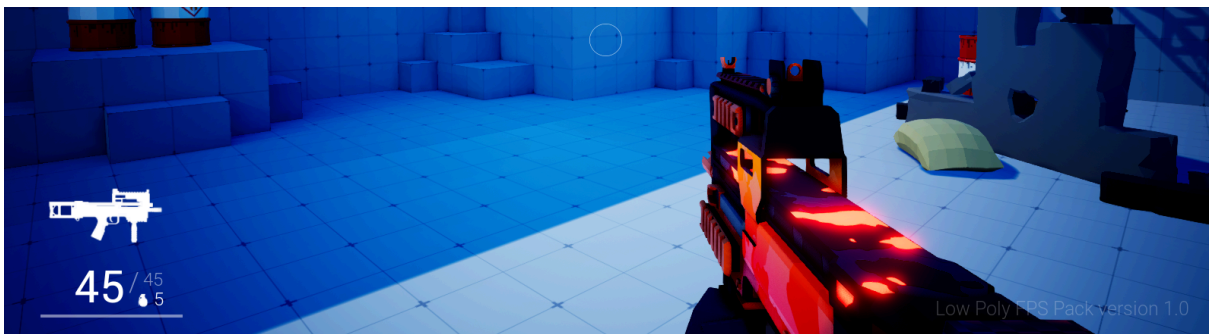


### Animations (44)

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

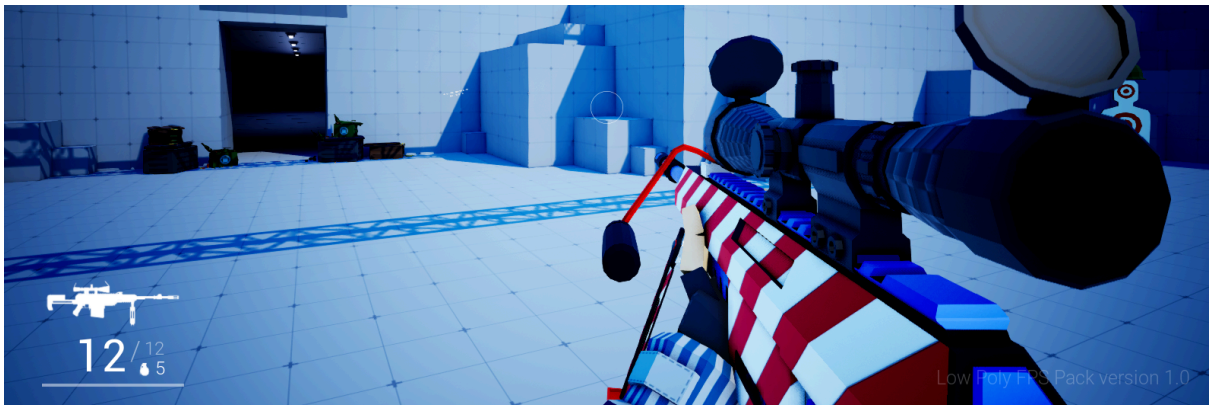


### Animations (29)

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

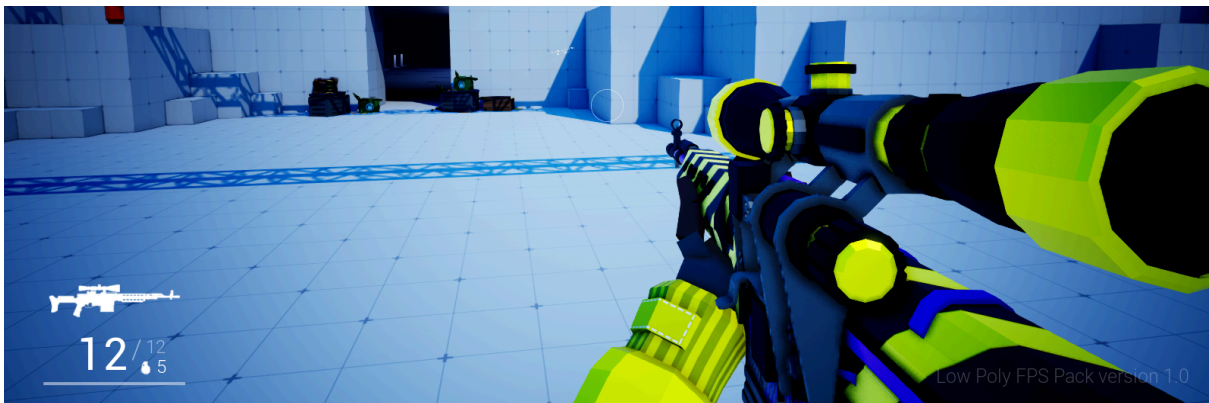


### Animations (23)

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