

Animation List

Main Character

As the attack and parry animations shall not lock movement, the upper and lower body of the character has to be separate. Attack and parry animations only affect upper body

Interpolation: Linear/0,025

- **Idle Position**, endless



Attacks

Horizontal Attack 1

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / next attack executable: 13

Anticipation; Frame 1



Hit; Frame 8



Horizontal Attack 2

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / nächste attack channelbar: 13

Anticipation; Frame 1



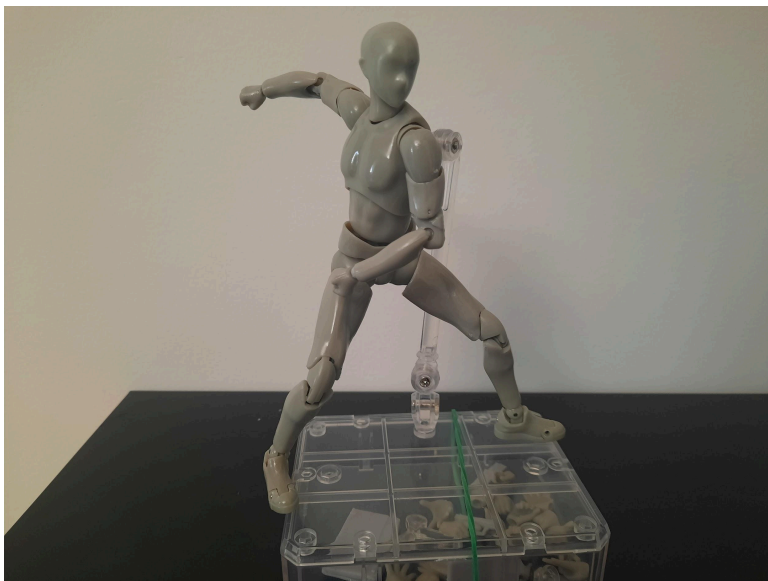
Hit; Frame 8



Horizontal Attack 3

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / nächste attack channelbar: 13

Anticipation; Frame 1



Hit, Frame 8



Horizontal Attack 4

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / nächste attack channelbar: 13

Anticipation; Frame 1



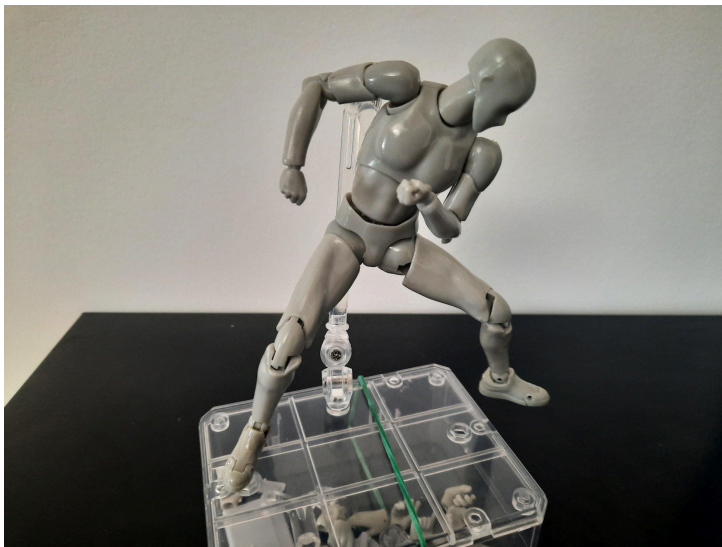
Hit, Frame 8



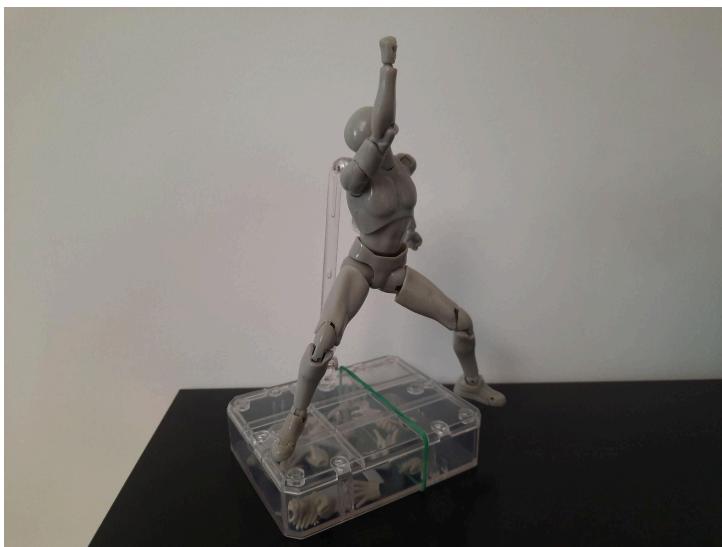
Upwards Attack 1

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / nächste attack channelbar: 13

Anticipation; Frame 1



Hit, Frame 8



Upwards Attack 2

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / nächste attack channelbar: 13

Anticipation; Frame 1



Hit, Frame 8



Down Attack

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / nächste attack channelbar: 13

Anticipation; Frame 1



Hit, Frame 8



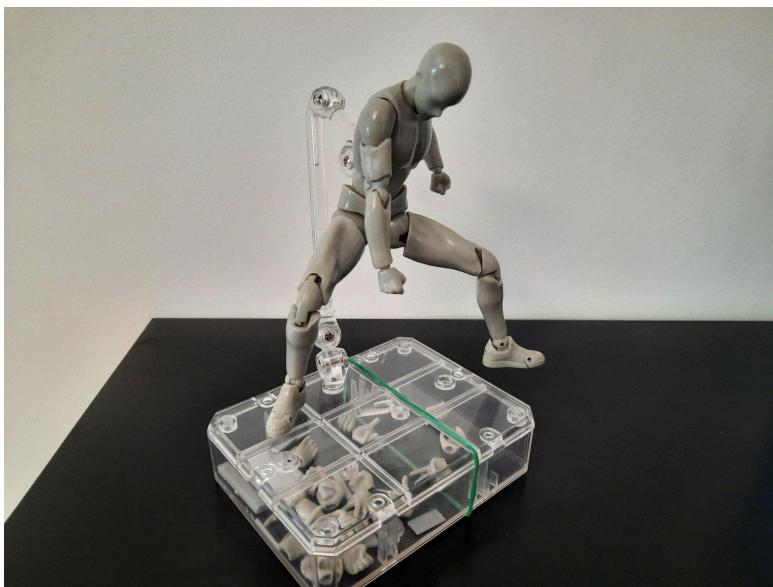
Down Attack 2

- total Frames: 25;
- anticipation: 1-4;
- attack active: 6-8;
- holdout after attack: 8-13;
- recovery: 13-25;
- cancel / nächste attack channelbar: 13

Anticipation; Frame 1



Hit, Frame 8



Defense

- Character stays in defensive-Idle-Position until a hit is registered.
- When a hit is registered:
 - If the parry button was pressed during the last 30 frames -> execute parry anim
 - If not -> execute block anim

Defensive-Idle-Position

- endless, recovery about 15 Frames, instant cancel with any other animation

Frame 1



Horizontal Parry 1

- total Frames: 20; cancel / next attack / parry executable: 5

Frame 8



Horizontal Parry Variation

- total Frames: 20; cancel / next attack / parry executable: 5

Frame 8



Block 1

- total Frames: 20; cancel / next attack / parry executable: 5

