

MOBILITY STARTER 2.7B - ANIMATION LIST

Animations included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4/Unity)

NAME	DESCRIPTION
STAND, TURNS, TRANSITIONS	
Stand_Relaxed_Idle_v2	- Stand Relaxed, more motion, loop
Stand_Relaxed_L_90	- Stand Relaxed in-place turn left 90
Stand_Relaxed_R_90	- Stand Relaxed in-place turn right 90
Stand_Rlx_Turn_In_Place_L_Loop	- Stand Relaxed in-place turn left 45 Loop
Stand_Rlx_Turn_In_Place_R_Loop	- Stand Relaxed in-place turn right 45 Loop
Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose
Stand_Relaxed_To_Crouch	- Stand Relaxed to Crouch
Stand_Relaxed_To_Walk_F	- Stand Relaxed to Walk Forward
Stand_Relaxed_To_Jog_F	- Stand to Jog Forward
AIM OFFSETS	
Stand_Relaxed_Look_D90	- Stand Relaxed look down 90, aim offset pose
Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, aim offset pose
Stand_Relaxed_Look_L90	- Stand Relaxed look left 90, aim offset pose
WALKS, JUMPS, TRANSITION	
Walk_F	- Walk Forward loop
Walk_F_Jump	- Walk Forward jump
Walk_F_Jump_RU	- Walk Forward jump right foot up, end is frame 0 of Walk_F cycle
CROUCH, TURNS, CROUCH WALK, TRANSITION	
Crouch_Idle_V2	- Crouch, more motion, loop
Crouch_Rlx_Turn_In_Place_L_Loop	- Crouch in-place turn left 45 Loop
Crouch_Rlx_Turn_In_Place_R_Loop	- Crouch in-place turn left 90 Loop
Crouch_L_90	- Crouch in-place turn left 90
Crouch_R_90	- Crouch in-place turn right 90
CrouchWalk_F	- CrouchWalk Forward loop
Crouch_To_Stand_Relaxed	- Crouch to Stand Relaxed
Crouch_To_CrouchWalk_F	- Crouch, transition to Crouchwalk Forward
JOG, JUMP	
Jog_F	- Jog Forward loop
Jog_F_Jump	- Jog Forward jump
SPLIT JUMPS	
Walk_F_Jump_RU_Start	- Right Up Jump Start
Walk_F_Jump_RU_Air	- Loop while in Air
Walk_F_Jump_RU_Land	- Right Up Jump Landing
Jog_F_Jump_RU_Start	- Right Up Jump Start
Jog_F_Jump_RU_Air	- Loop while in Air
Jog_F_Jump_RU_Land	- Right Up Jump Landing

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Stand_Rlx_Turn_In_Place_R_Loop	- Stand Relaxed in-place turn right 45 Loop
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Stand_Relaxed_To_Crouch	- Stand Relaxed to Crouch
Stand_Relaxed_To_Walk_F	- Stand Relaxed to Walk Forward
Stand_Relaxed_To_Jog_F	- Stand to Jog Forward
AIM OFFSETS	
Stand_Relaxed_Look_D90	- Stand Relaxed look down 90, aim offset pose
Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, aim offset pose
Stand_Relaxed_Look_L90	- Stand Relaxed look left 90, aim offset pose
Stand_Relaxed_Look_R90	- Stand Relaxed look right 90, aim offset pose
WALKS, JUMPS, TRANSITION	
Walk_F	- Walk Forward loop
Walk_F_Jump	- Walk Forward jump
Walk_F_Jump_RU	- Walk Forward jump right foot up, end is frame 0 of Walk_F cycle
Walk_F_To_Stand_Relaxed_RU	- Walk Forward, transition right foot up to Stand Relaxed
CROUCH, TURNS, CROUCH WALK, TRANSITION	
Crouch_Idle_V2	- Crouch, more motion, loop
Crouch_Rlx_Turn_In_Place_L_Loop	- Crouch in-place turn left 45 Loop
Crouch_Rlx_Turn_In_Place_R_Loop	- Crouch in-place turn left 90 Loop
Crouch_L_90	- Crouch in-place turn left 90
Crouch_R_90	- Crouch in-place turn right 90
CrouchWalk_F	- CrouchWalk Forward loop
Crouch_To_Stand_Relaxed	- Crouch to Stand Relaxed
Crouch_To_CrouchWalk_F	- Crouch, transition to Crouchwalk Forward
CrouchWalk_F_To_Crouch_RU	- Crouchwalk Forward, transition right foot up to Crouch
JOG, JUMP	
Jog_F	- Jog Forward loop
Jog_F_Jump	- Jog Forward jump
Jog_F_Jump_RU	- Jog Forward jump right foot up, end is frame 0 of Jog_F cycle
SPLIT JUMPS	
Walk_F_Jump_RU_Start	- Right Up Jump Start
Walk_F_Jump_RU_Air	- Loop while in Air
Walk_F_Jump_RU_Land	- Right Up Jump Landing
Jog_F_Jump_RU_Start	- Right Up Jump Start
Jog_F_Jump_RU_Air	- Loop while in Air
Jog_F_Jump_RU_Land	- Right Up Jump Landing
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MOBILITY STARTER 2.7B - ANIMATION LIST

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NAME

DESCRIPTION

MOB1_Stand_Relaxed_Idle_v2.fbx
MOB1_Stand_Relaxed_L_90.fbx
MOB1_Stand_Relaxed_R_90.fbx
MOB1_Stand_Rlx_Turn_In_Place_L_Loop.fbx
MOB1_Stand_Rlx_Turn_In_Place_R_Loop.fbx
MOB1_Stand_Relaxed_To_Crouch.fbx
MOB1_Stand_Relaxed_To_Walk_F.fbx
MOB1_Stand_Relaxed_To_Jog_F.fbx
MOB1_Walk_F_Loop.fbx
MOB1_Walk_F_Jump.fbx
MOB1_Walk_F_Jump_RU.fbx
MOB1_Walk_F_To_Stand_Relaxed_RU.fbx
MOB1_Crouch_Idle_V2.fbx
MOB1_Crouch_L_90.fbx
MOB1_Crouch_R_90.fbx
MOB1_Crouch_Rlx_Turn_In_Place_L_Loop.fbx
MOB1_Crouch_Rlx_Turn_In_Place_R_Loop.fbx
MOB1_CrouchWalk_F_Loop.fbx
MOB1_Crouch_To_Stand_Relaxed.fbx
MOB1_Crouch_To_CrouchWalk_F.fbx
MOB1_CrouchWalk_F_To_Crouch_RU.fbx
MOB1_Jog_F_Loop.fbx
MOB1_Jog_F_Jump.fbx
MOB1_Jog_F_Jump_RU.fbx
IPC
MOB1_Stand_Relaxed_Idle_v2_IPC.fbx
MOB1_Stand_Relaxed_L_90_IPC.fbx
MOB1_Stand_Relaxed_R_90_IPC.fbx
MOB1_Stand_Rlx_Turn_In_Place_L_Loop_IPC.fbx
MOB1_Stand_Rlx_Turn_In_Place_R_Loop_IPC.fbx
MOB1_Stand_Relaxed_To_Crouch_IPC.fbx
MOB1_Stand_Relaxed_To_Walk_F_IPC.fbx
MOB1_Stand_Relaxed_To_Jog_F_IPC.fbx
MOB1_Walk_F_Loop_IPC.fbx
MOB1_Walk_F_Jump_IPC.fbx
MOB1_Walk_F_Jump_RU_IPC.fbx
MOB1_Walk_F_To_Stand_Relaxed_RU_IPC.fbx
MOB1_Crouch_Idle_V2_IPC.fbx
MOB1_Crouch_L_90_IPC.fbx
MOB1_Crouch_R_90_IPC.fbx
MOB1_Crouch_Rlx_Turn_In_Place_L_Loop_IPC.fbx
MOB1_Crouch_Rlx_Turn_In_Place_R_Loop_IPC.fbx

MOB1_CrouchWalk_F_Loop_IPC.fbx
MOB1_Crouch_To_Stand_Relaxed_IPC.fbx
MOB1_Crouch_To_CrouchWalk_F_IPC.fbx
MOB1_CrouchWalk_F_To_Crouch_RU_IPC.fbx
MOB1_Jog_F_Loop_IPC.fbx
MOB1_Jog_F_Jump_IPC.fbx
MOB1_Jog_F_Jump_RU_IPC.fbx
Split Jumps
MOB1_Walk_F_Jump_RU_Air_IPC.fbx
MOB1_Walk_F_Jump_RU_Land_IPC.fbx
MOB1_Walk_F_Jump_RU_Start_IPC.fbx
MOB1_Jog_F_Jump_RU_Air_IPC.fbx
MOB1_Jog_F_Jump_RU_Land_IPC.fbx
MOB1_Jog_F_Jump_RU_Start_IPC.fbx
Aim Offsets
MOB1_Stand_Relaxed_Look_Center.fbx
MOB1_Stand_Relaxed_Look_D90.fbx
MOB1_Stand_Relaxed_Look_U90.fbx
MOB1_Stand_Relaxed_Look_L90.fbx
MOB1_Stand_Relaxed_Look_R90.fbx