

MOBILITY BASIC 2.7B - ANIMATION LIST

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

NAME	DESCRIPTION
STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS	
Stand_Relaxed_Idle_v2	- Stand Relaxed, more motion, loop
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_L_90	- Stand Relaxed in-place turn left 90
Stand_Relaxed_R_90	- Stand Relaxed in-place turn right 90
Stand_Relaxed_Jump	- Stand Relaxed jump in-place
Stand_Relaxed_Jump_F	- Stand Relaxed jump forward
Stand_Relaxed_Fgt_v1	- Stand Relaxed waiting
Stand_Relaxed_Conv_v1	- Stand Relaxed conversation
Stand_Relaxed_Death_B	- Stand Relaxed death fall backward
Stand_Relaxed_Death_F	- Stand Relaxed death fall forwards
Stand_Relaxed_Death_L	- Stand Relaxed death fall left
Stand_Relaxed_Death_R	- Stand Relaxed death fall right
Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose
Stand_Relaxed_Look_D90	- Stand Relaxed look down 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
Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, 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
Stand_Relaxed_To_Run_F	- Stand Relaxed to Run Forward
AIM OFFSETS	
Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose
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
Crouch_Look_Center	- Crouch look forward, aim offset pose
Crouch_Look_D90	- Crouch look down 90, aim offset pose
Crouch_Look_L90	- Crouch look left 90, aim offset pose
Crouch_Look_R90	- Crouch look right 90, aim offset pose
Crouch_Look_U90	- Crouch look up 90, aim offset pose
WALKS, TURNS, JUMPS, TRANSITIONS	
Walk_F_Loop	- Walk Forward loop
Walk_B_Loop	- Walk Backward loop
Walk_L_Loop	- Walk Left Strafe loop
Walk_R_Loop	- Walk Right Strafe loop
Walk_BL_BkPd_Loop	- Walk Strafe 135 back and left backpedal loop
Walk_BR_BkPd_Loop	- Walk Strafe 135 back and right backpedal loop
Walk_FL_Loop	- Walk Strafe 45 forward and left loop
Walk_FR_Loop	- Walk Strafe 45 forward and right loop
Walk_L_CIR_Loop	- Walk Left Circle
Walk_R_CIR_Loop	- Walk Right Circle
Walk_L_90	- Walk Forward, turn left 90
Walk_R_90	- Walk Forward, turn right 90
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_L_Jump	- Walk Left Strafe jump
Walk_L_Jump_RU	- Walk Left Strafe jump right foot up, end is frame 0 of Walk_L cycle
Walk_R_Jump	- Walk Right Strafe jump
Walk_R_Jump_RU	- Walk Right Strafe jump right foot up, end is frame 0 of Walk_R cycle

MOBILITY BASIC 2.7B - ANIMATION LIST

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

NAME	DESCRIPTION
Walk_F_To_Stand_Relaxed_RU	- Walk Forward, transition right foot up to Stand Relaxed

CROUCH, TURNS, CROUCH WALKS, 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_Loop	- CrouchWalk Forward loop
CrouchWalk_B_Loop	- CrouchWalk Backward loop
CrouchWalk_L_Loop	- CrouchWalk Left loop
CrouchWalk_R_Loop	- CrouchWalk Right loop
CrouchWalk_BL_BkPd_Loop	- CrouchWalk Strafe 135 back and left backpedal loop
CrouchWalk_BR_BkPd_Loop	- CrouchWalk Strafe 135 back and right backpedal loop
CrouchWalk_FL_Loop	- CrouchWalk Strafe 45 forward and left loop
CrouchWalk_FR_Loop	- CrouchWalk Strafe 45 forward and right 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
Crouch_Look_Center	- Crouch look forward, aim offset pose
Crouch_Look_D90	- Crouch look down 90, aim offset pose
Crouch_Look_L90	- Crouch look left 90, aim offset pose
Crouch_Look_R90	- Crouch look right 90, aim offset pose
Crouch_Look_U90	- Crouch look up 90, aim offset pose

JOGS, TURNS, JUMPS, TRANSITIONS

Jog_F_Loop	- Jog Forward loop
Jog_B_Loop	- Jog Backward loop
Jog_L_Loop	- Jog Left Strafe loop
Jog_R_Loop	- Jog Right Strafe loop
Jog_BL_BkPd_Loop	- Jog Strafe 135 back and left backpedal loop
Jog_BR_BkPd_Loop	- Jog Strafe 135 back and right backpedal loop
Jog_FL_Loop	- Jog Strafe 45 forward and left loop
Jog_FR_Loop	- Jog Strafe 45 forward and right loop
Jog_L_CIR_Loop	- Jog Left Circle
Jog_R_CIR_Loop	- Jog Right Circle
Jog_L_90	- Jog Forward, turn left 90
Jog_R_90	- Jog Forward, turn right 90
Jog_F_Jump	- Jog Forward jump
Jog_F_Jump_RU	- Jog Forward jump right foot up, end is frame 0 of Jog_F cycle
Jog_L_Jump	- Jog Left Strafe jump
Jog_L_Jump_RU	- Jog Left Strafe jump right foot up, end is frame 0 of Jog_L cycle
Jog_R_Jump	- Jog Right Strafe jump
Jog_R_Jump_RU	- Jog Right Strafe jump right foot up, end is frame 0 of Jog_R cycle
Jog_F_To_Stand_Relaxed_RU	- Jog Forward, transition right foot up to Stand Relaxed

RUNS, TURNS, JUMPS, TRANSITIONS

Run_F_Loop	- Run Forward loop
Run_L_Loop	- Run Left Strafe loop
Run_R_Loop	- Run Right Strafe loop
Run_FL_Loop	- Run Strafe 45 forward and left loop
Run_FR_Loop	- Run Strafe 45 forward and right loop
Run_L_CIR_Loop	- Run Left Circle
Run_R_CIR_Loop	- Run Right Circle

MOBILITY BASIC 2.7B - ANIMATION LIST

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

NAME	DESCRIPTION
Run_F_Jump	- Run Forward jump
Run_F_Jump_RU	- Run Forward jump right foot up in-place
Run_F_To_Stand_Relaxed_RU	- Run Forward, transition right foot up to Stand Relaxed
SPLIT JUMPS	
Walk_F_Jump_RU_Air_IPC	- Loop while in Air
Walk_F_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_F_Jump_RU_Start_IPC	- Right Up Jump Start
Walk_L_Jump_RU_Air_IPC	- Loop while in Air
Walk_L_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_L_Jump_RU_Start_IPC	- Right Up Jump Start
Walk_R_Jump_RU_Air_IPC	- Loop while in Air
Walk_R_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_R_Jump_RU_Start_IPC	- Right Up Jump Start
Jog_F_Jump_RU_Air_IPC	- Loop while in Air
Jog_F_Jump_RU_Land_IPC	- Right Up Jump Landing
Jog_F_Jump_RU_Start_IPC	- Right Up Jump Start
Jog_L_Jump_RU_Air_IPC	- Loop while in Air
Jog_L_Jump_RU_Land_IPC	- Right Up Jump Landing
Jog_L_Jump_RU_Start_IPC	- Right Up Jump Start
Jog_R_Jump_RU_Air_IPC	- Loop while in Air
Jog_R_Jump_RU_Land_IPC	- Right Up Jump Landing
Jog_R_Jump_RU_Start_IPC	- Right Up Jump Start
Run_F_Jump_RU_Air_IPC	- Loop while in Air
Run_F_Jump_RU_Land_IPC	- Right Up Jump Landing
Run_F_Jump_RU_Start_IPC	- Right Up Jump Start

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Stand_Relaxed_To_Jog_F	- Stand to Jog Forward
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AIM OFFSETS	
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Jog_F_Jump	- Jog Forward jump
Jog_F_Jump_RU	- Jog Forward jump right foot up, end is frame 0 of Jog_F cycle
Jog_L_Jump	- Jog Left Strafe jump
Jog_L_Jump_RU	- Jog Left Strafe jump right foot up, end is frame 0 of Jog_L cycle
Jog_R_Jump	- Jog Right Strafe jump
Jog_R_Jump_RU	- Jog Right Strafe jump right foot up, end is frame 0 of Jog_R cycle
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RUNS, TURNS, JUMPS, TRANSITIONS

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SPLIT JUMPS	
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Walk_F_Jump_RU_Land_IPC	- Right Up Jump Landing
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Walk_L_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_L_Jump_RU_Start_IPC	- Right Up Jump Start
Walk_R_Jump_RU_Air_IPC	- Loop while in Air
Walk_R_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_R_Jump_RU_Start_IPC	- Right Up Jump Start
Jog_F_Jump_RU_Air_IPC	- Loop while in Air
Jog_F_Jump_RU_Land_IPC	- Right Up Jump Landing
Jog_F_Jump_RU_Start_IPC	- Right Up Jump Start
Jog_L_Jump_RU_Air_IPC	- Loop while in Air
Jog_L_Jump_RU_Land_IPC	- Right Up Jump Landing
Jog_L_Jump_RU_Start_IPC	- Right Up Jump Start
Jog_R_Jump_RU_Air_IPC	- Loop while in Air
Jog_R_Jump_RU_Land_IPC	- Right Up Jump Landing
Jog_R_Jump_RU_Start_IPC	- Right Up Jump Start
Run_F_Jump_RU_Air_IPC	- Loop while in Air
Run_F_Jump_RU_Land_IPC	- Right Up Jump Landing
Run_F_Jump_RU_Start_IPC	- Right Up Jump Start
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MOB1_Stand_Relaxed_Idle_v2.fbx
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MOB1_Stand_Rlx_Turn_In_Place_R_Loop.fbx
MOB1_Stand_Relaxed_L_90.fbx
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MOB1_Stand_Relaxed_Death_R.fbx
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MOB1_Crouch_Rlx_Turn_In_Place_R_Loop.fbx
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MOB1_CrouchWalk_L_Loop.fbx
MOB1_CrouchWalk_R_Loop.fbx
MOB1_CrouchWalk_BL_BkPd_Loop.fbx
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MOB1_Jog_L_Jump_RU.fbx
MOB1_Jog_R_Jump.fbx
MOB1_Jog_R_Jump_RU.fbx
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MOB1_Run_R_Loop.fbx
MOB1_Run_FL_Loop.fbx
MOB1_Run_FR_Loop.fbx
MOB1_Run_L_CIR_Loop.fbx
MOB1_Run_R_CIR_Loop.fbx
MOB1_Run_F_Jump.fbx
MOB1_Run_F_Jump_RU.fbx
MOB1_Run_F_To_Stand_Relaxed_RU.fbx
AIM OFFSETS
MOB1_Stand_Relaxed_Look_Center.fbx
MOB1_Stand_Relaxed_Look_D90.fbx
MOB1_Stand_Relaxed_Look_L90.fbx

MOB1_Stand_Relaxed_Look_R90.fbx
MOB1_Stand_Relaxed_Look_U90.fbx
MOB1_Crouch_Look_Center.fbx
MOB1_Crouch_Look_D90.fbx
MOB1_Crouch_Look_L90.fbx
MOB1_Crouch_Look_R90.fbx
MOB1_Crouch_Look_U90.fbx
IPC
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MOB1_Stand_Relaxed_L_90_IPC.fbx
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MOB1_Stand_Relaxed_Jump_F_IPC.fbx
MOB1_Stand_Relaxed_Fgt_v1_IPC.fbx
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MOB1_Stand_Relaxed_Death_B_IPC.fbx
MOB1_Stand_Relaxed_Death_F_IPC.fbx
MOB1_Stand_Relaxed_Death_L_IPC.fbx
MOB1_Stand_Relaxed_Death_R_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_Stand_Relaxed_To_Run_F_IPC.fbx
MOB1_Walk_F_Loop_IPC.fbx
MOB1_Walk_B_Loop_IPC.fbx
MOB1_Walk_L_Loop_IPC.fbx
MOB1_Walk_R_Loop_IPC.fbx
MOB1_Walk_BL_BkPd_Loop_IPC.fbx
MOB1_Walk_BR_BkPd_Loop_IPC.fbx
MOB1_Walk_FL_Loop_IPC.fbx
MOB1_Walk_FR_Loop_IPC.fbx
MOB1_Walk_L_CIR_Loop_IPC.fbx
MOB1_Walk_R_CIR_Loop_IPC.fbx
MOB1_Walk_L_90_IPC.fbx
MOB1_Walk_R_90_IPC.fbx
MOB1_Walk_F_Jump_IPC.fbx
MOB1_Walk_F_Jump_RU_IPC.fbx
MOB1_Walk_L_Jump_IPC.fbx
MOB1_Walk_L_Jump_RU_IPC.fbx
MOB1_Walk_R_Jump_IPC.fbx

MOB1_Walk_R_Jump_RU_IPC.fbx
MOB1_Walk_F_To_Stand_Relaxed_RU_IPC.fbx
MOB1_Crouch_Idle_V2_IPC.fbx
MOB1_Crouch_Rlx_Turn_In_Place_L_Loop_IPC.fbx
MOB1_Crouch_Rlx_Turn_In_Place_R_Loop_IPC.fbx
MOB1_Crouch_L_90_IPC.fbx
MOB1_Crouch_R_90_IPC.fbx
MOB1_CrouchWalk_F_Loop_IPC.fbx
MOB1_CrouchWalk_B_Loop_IPC.fbx
MOB1_CrouchWalk_L_Loop_IPC.fbx
MOB1_CrouchWalk_R_Loop_IPC.fbx
MOB1_CrouchWalk_BL_BkPd_Loop_IPC.fbx
MOB1_CrouchWalk_BR_BkPd_Loop_IPC.fbx
MOB1_CrouchWalk_FL_Loop_IPC.fbx
MOB1_CrouchWalk_FR_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_Crouch_Look_Center_IPC.fbx
MOB1_Crouch_Look_D90_IPC.fbx
MOB1_Crouch_Look_L90_IPC.fbx
MOB1_Crouch_Look_R90_IPC.fbx
MOB1_Crouch_Look_U90_IPC.fbx
MOB1_Jog_F_Loop_IPC.fbx
MOB1_Jog_B_Loop_IPC.fbx
MOB1_Jog_L_Loop_IPC.fbx
MOB1_Jog_R_Loop_IPC.fbx
MOB1_Jog_BL_BkPd_Loop_IPC.fbx
MOB1_Jog_BR_BkPd_Loop_IPC.fbx
MOB1_Jog_FL_Loop_IPC.fbx
MOB1_Jog_FR_Loop_IPC.fbx
MOB1_Jog_L_CIR_Loop_IPC.fbx
MOB1_Jog_R_CIR_Loop_IPC.fbx
MOB1_Jog_L_90_IPC.fbx
MOB1_Jog_R_90_IPC.fbx
MOB1_Jog_F_Jump_IPC.fbx
MOB1_Jog_F_Jump_RU_IPC.fbx
MOB1_Jog_L_Jump_IPC.fbx
MOB1_Jog_L_Jump_RU_IPC.fbx
MOB1_Jog_R_Jump_IPC.fbx
MOB1_Jog_R_Jump_RU_IPC.fbx
MOB1_Jog_F_To_Stand_Relaxed_RU_IPC.fbx
MOB1_Run_F_Loop_IPC.fbx

MOB1_Run_L_Loop_IPC.fbx
MOB1_Run_R_Loop_IPC.fbx
MOB1_Run_FL_Loop_IPC.fbx
MOB1_Run_FR_Loop_IPC.fbx
MOB1_Run_L_CIR_Loop_IPC.fbx
MOB1_Run_R_CIR_Loop_IPC.fbx
MOB1_Run_F_Jump_IPC.fbx
MOB1_Run_F_Jump_RU_IPC.fbx
MOB1_Run_F_To_Stand_Relaxed_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_Walk_L_Jump_RU_Air_IPC.fbx
MOB1_Walk_L_Jump_RU_Land_IPC.fbx
MOB1_Walk_L_Jump_RU_Start_IPC.fbx
MOB1_Walk_R_Jump_RU_Air_IPC.fbx
MOB1_Walk_R_Jump_RU_Land_IPC.fbx
MOB1_Walk_R_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
MOB1_Jog_L_Jump_RU_Air_IPC.fbx
MOB1_Jog_L_Jump_RU_Land_IPC.fbx
MOB1_Jog_L_Jump_RU_Start_IPC.fbx
MOB1_Jog_R_Jump_RU_Air_IPC.fbx
MOB1_Jog_R_Jump_RU_Land_IPC.fbx
MOB1_Jog_R_Jump_RU_Start_IPC.fbx
MOB1_Run_F_Jump_RU_Air_IPC.fbx
MOB1_Run_F_Jump_RU_Land_IPC.fbx
MOB1_Run_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
MOB1_Crouch_Look_Center.fbx
MOB1_Crouch_Look_D90.fbx
MOB1_Crouch_Look_L90.fbx
MOB1_Crouch_Look_R90.fbx
MOB1_Crouch_Look_U90.fbx