

RIFLE HIPFIRE - ANIMATION LIST

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

ANIMATION	DESCRIPTION
STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS	
W2_Stand_Hip_Aim_Idle	- Stand Hip Aiming loop
W2_Stand_Hip_Aim_Idle_v2	- Stand Hip Aiming loop
W2_Stand_Aim_To_Hip_Aim_Idle	- Stand Aim to Stand Hip Aiming
W2_Stand_Hip_Aim_To_Aim_Idle	- Stand Hip Aiming to Stand Aim
W2_Stand_Hip_Aim_To_Relaxed	- Stand Hip Aim transition to Stand Relaxed
W2_Stand_Relaxed_To_Hip_Aim	- Stand Relaxed transition to Stand Hip Aim
W2_Stand_Hip_Aim_To_Walk_Aim_F	- Stand Hip Aim to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_B	- Stand Hip Aim to Walk Aim Left strafe
W2_Stand_Hip_Aim_To_Walk_Aim_L	- Stand Hip Aim to Walk Aim Right strafe
W2_Stand_Hip_Aim_To_Walk_Aim_R	- Stand Hip Aim to Walk Aim Backward
W2_Stand_Hip_Aim_To_Walk_Aim_L45_Fwd	- Stand Hip Aim, turn 45 left to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_L90_Fwd	- Stand Hip Aim, turn 90 left to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_L135_Fwd	- Stand Hip Aim, turn 135 left to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_L180_Fwd	- Stand Hip Aim, turn 180 left to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_R45_Fwd	- Stand Hip Aim, turn 45 right to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_R90_Fwd	- Stand Hip Aim, turn 90 right to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_R135_Fwd	- Stand Hip Aim, turn 135 right to Walk Aim Forward
W2_Stand_Hip_Aim_To_Walk_Aim_R180_Fwd	- Stand Hip Aim, turn 180 right to Walk Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_F	- Stand Hip Aim to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_B	- Stand Hip Aim to Jog Aim Left strafe
W2_Stand_Hip_Aim_To_Jog_Aim_L	- Stand Hip Aim to Jog Aim Right strafe
W2_Stand_Hip_Aim_To_Jog_Aim_R	- Stand Hip Aim to Jog Aim Backward
W2_Stand_Hip_Aim_To_Jog_Aim_L45_Fwd	- Stand Hip Aim, turn 45 left to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_L90_Fwd	- Stand Hip Aim, turn 90 left to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_L135_Fwd	- Stand Hip Aim, turn 135 left to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_L180_Fwd	- Stand Hip Aim, turn 180 left to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_R45_Fwd	- Stand Hip Aim, turn 45 right to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_R90_Fwd	- Stand Hip Aim, turn 90 right to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_R135_Fwd	- Stand Hip Aim, turn 135 right to Jog Aim Forward
W2_Stand_Hip_Aim_To_Jog_Aim_R180_Fwd	- Stand Hip Aim, turn 180 right to Jog Aim Forward

TURN LOOPS

All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.

W2_Stand_Hip_Aim_Turn_In_Place_L_Loop	- Stand Hip Aim in-place turn left 45 continuous Loop
W2_Stand_Hip_Aim_Turn_In_Place_R_Loop	- Stand Hip Aim in-place turn right 45 continuous Loop
W2_Crouch_Hip_Aim_Turn_In_Place_L_Loop	- Crouch Hip Aim in-place turn left 45 continuous Loop
W2_Crouch_Hip_Aim_Turn_In_Place_R_Loop	- Crouch Hip Aim in-place turn right 45 continuous Loop

AIM OFFSETS

W2_Stand_Hip_Aim_Point_Center	- Stand Hip Aim center, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_D45	- Stand Hip Aim forward, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_D90	- Stand Hip Aim down 90, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_L45	- Stand Hip Aim left 45, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_L90	- Stand Hip Aim left 90, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_LD45	- Stand Hip Aim left and down 45, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_LD90	- Stand Hip Aim left and down 90, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_LU45	- Stand Hip Aim left and up 45, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_LU90	- Stand Hip Aim left and up 90, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_R45	- Stand Hip Aim right 45, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_R90	- Stand Hip Aim right 90, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_RD45	- Stand Hip Aim right and down 45, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_RD90	- Stand Hip Aim right and down 90, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_RU45	- Stand Hip Aim right and up 45, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_RU90	- Stand Hip Aim right and up 90, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_U45	- Stand Hip Aim up 45, Hip Aim offset pose
W2_Stand_Hip_Aim_Point_U90	- Stand Hip Aim up 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_Center	- Crouch Hip Aim forward, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_D90	- Crouch Hip Aim down 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_L90	- Crouch Hip Aim left 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_LD45	- Crouch Hip Aim left and down 45, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_LD90	- Crouch Hip Aim left and down 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_LU45	- Crouch Hip Aim left and up 45, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_LU90	- Crouch Hip Aim left and up 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_R90	- Crouch Hip Aim right 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_RD45	- Crouch Hip Aim right and down 45, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_RD90	- Crouch Hip Aim right and down 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_RU45	- Crouch Hip Aim right and up 45, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_RU90	- Crouch Hip Aim right and up 90, Hip Aim offset pose
W2_Crouch_Hip_Aim_Point_U90	- Crouch Hip Aim up 90, Hip Aim offset pose

FIRE, RELOAD, HOLSTER, SWAPS

HOLSTER - Mobility Pack Connections

(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)

		Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
W2_Stand_Hip_Aim_Equip_Back_Get_From_MOB	- From MOB Stand - Get on-back Rifle to Hip Aim	15		0.50	
W2_Stand_Hip_Aim_Equip_Back_Return_To_MOB	- From Hip Aim - Return on-back Rifle to MOB Stand	22		0.73	

RIFLE HIPFIRE - ANIMATION LIST

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

ANIMATION		DESCRIPTION					
W2_Crouch_Hip_Aim_Equip_Back_Get_From_MOB	-	From MOB Crouch - Get on-back Rifle to Crouch Hip Aim	16		0.53		
W2_Crouch_Hip_Aim_Equip_Back_Return_To_MOB	-	From Crouch Hip Aim - Return on-back Rifle to MOB Crouch	18		0.60		
Rifle/Pistol Swaps			(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)				
			Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds	
W2_Stand_Hip_Aim_Swap_To_W1	-	Rifle Stand Hip Aim swap to Pistol Stand Hip Aim	18	33	0.60	1.10	
W2_Crouch_Hip_Aim_Swap_To_W1	-	Rifle Crouch Hip Aim swap to Pistol Crouch Hip Aim	18	33	0.60	1.10	
W1_Stand_Hip_Aim_Swap_To_W2	-	Pistol Stand Hip Aim swap to Rifle Stand Hip Aim	38	23	1.27	0.77	
W1_Crouch_Hip_Aim_Swap_To_W2	-	Pistol Crouch Hip Aim swap to Rifle Crouch Hip Aim	38	23	1.27	0.77	
Firing, Reloads							
W2_Stand_Hip_Fire_Burst	-	Stand Hip firing three round burst					
W2_Stand_Hip_Fire_Continuous	-	Stand Hip firing continuous full-auto loop					
W2_Stand_Hip_Fire_Single	-	Stand Hip firing single round					
W2_Stand_Hip_Fire_Powerful	-	Stand Hip firing single round, big recoil					
W2_Stand_Hip_Fire_Powerful_Chamber_Cycle	-	Stand Hip firing single round, big recoil, Pump Reload					
W2_Stand_Hip_Aim_Reload	-	Stand Hip Aim reload Rifle					
W2_Stand_Hip_Aim_Unjam	-	Stand Hip Aim Unjam Rifle					
W2_Crouch_Hip_Aim_Reload	-	Crouch Hip Aim reload Rifle					
W2_Crouch_Hip_Fire_Burst	-	Crouch Hip firing three round burst					
W2_Crouch_Hip_Fire_Continuous	-	Crouch Hip firing continuous full-auto loop					
W2_Crouch_Hip_Fire_Single	-	Crouch Hip firing single round					
W2_Crouch_Hip_Fire_Powerful	-	Crouch Hip firing single round, big recoil					
W2_Crouch_Hip_Fire_Powerful_Chamber_Cycle	-	Crouch Hip firing single round, big recoil, Pump Reload					

WALKS, TURNS, JUMPS, TRANSITIONS

W2_Walk_Hip_Aim_F_Loop	- Walk Hip Aim forward loop
W2_Walk_Hip_Aim_B_Loop	- Walk Hip Aim backward loop
W2_Walk_Hip_Aim_L_Loop	- Walk Hip Aim Strafe left loop
W2_Walk_Hip_Aim_L_BkPd_Loop	- Walk Hip Aim Strafe left Backpedal loop
W2_Walk_Hip_Aim_R_Loop	- Walk Hip Aim Strafe right loop
W2_Walk_Hip_Aim_R_BkPd_Loop	- Walk Hip Aim Strafe right Backpedal loop
W2_Walk_Hip_Aim_BL_BkPd_Loop	- Walk Hip Aim Strafe 135 back and left backpedal loop
W2_Walk_Hip_Aim_BR_BkPd_Loop	- Walk Hip Aim Strafe 135 back and right backpedal loop
W2_Walk_Hip_Aim_FL_Loop	- Walk Hip Aim Strafe 45 forward and left loop
W2_Walk_Hip_Aim_FR_Loop	- Walk Hip Aim Strafe 45 forward and right loop
W2_Walk_Hip_Aim_L_CIR_Loop	- Walk Hip Aim left circle loop
W2_Walk_Hip_Aim_R_CIR_Loop	- Walk Hip Aim right circle loop
W2_Walk_Hip_Aim_F_Jump	- Walk Hip Aim forward jump
W2_Walk_Hip_Aim_F_Jump_LU	- Walk Hip Aim forward jump left foot up
W2_Walk_Hip_Aim_F_Jump_RU	- Walk Hip Aim forward jump right foot up
W2_Walk_Hip_Aim_L_Jump	- Walk Hip Aim Strafe left jump
W2_Walk_Hip_Aim_L_Jump_LU	- Walk Hip Aim Strafe left jump left foot up
W2_Walk_Hip_Aim_L_Jump_RU	- Walk Hip Aim Strafe left jump right foot up
W2_Walk_Hip_Aim_R_Jump	- Walk Hip Aim Strafe right jump
W2_Walk_Hip_Aim_R_Jump_LU	- Walk Hip Aim Strafe right jump left foot up
W2_Walk_Hip_Aim_R_Jump_RU	- Walk Hip Aim Strafe right jump right foot up
W2_Walk_Hip_Aim_B_Jump	- Walk Hip Aim back jump
W2_Walk_Hip_Aim_B_Jump_LU	- Walk Hip Aim back jump left foot up
W2_Walk_Hip_Aim_B_Jump_RU	- Walk Hip Aim back jump right foot up
W2_Walk_Hip_Aim_F_to_Stand_Hip_Aim_LU	- Walk Hip Aim Forward, transition left foot up to Stand Hip Aim
W2_Walk_Hip_Aim_F_to_Stand_Hip_Aim_RU	- Walk Hip Aim Forward, transition right foot up to Stand Hip Aim
W2_Walk_Hip_Aim_B_to_Stand_Hip_Aim_LU	- Walk Hip Aim Backward, transition left foot up to Stand Hip Aim
W2_Walk_Hip_Aim_B_to_Stand_Hip_Aim_RU	- Walk Hip Aim Backward, transition right foot up to Stand Hip Aim
W2_Walk_Hip_Aim_L_to_Stand_Hip_Aim_LU	- Walk Hip Aim Left Strafe, transition left foot up to Stand Hip Aim
W2_Walk_Hip_Aim_L_to_Stand_Hip_Aim_RU	- Walk Hip Aim Left Strafe, transition right foot up to Stand Hip Aim
W2_Walk_Hip_Aim_R_to_Stand_Hip_Aim_LU	- Walk Hip Aim Right Strafe, transition left foot up to Stand Hip Aim
W2_Walk_Hip_Aim_R_to_Stand_Hip_Aim_RU	- Walk Hip Aim Right Strafe, transition right foot up to Stand Hip Aim

CROUCH, TURNS, CROUCH WALKS, TRANSITION

W2_CrouchWalk_Hip_Aim_F_Loop	- Crouch Walk Hip Aim forward loop
W2_CrouchWalk_Hip_Aim_B_Loop	- Crouch Walk Hip Aim backward loop
W2_CrouchWalk_Hip_Aim_L_Loop	- Crouch Walk Hip Aim Strafe left loop
W2_CrouchWalk_Hip_Aim_L_BkPd_Loop	- Crouch Walk Hip Aim Strafe left Backpedal loop
W2_CrouchWalk_Hip_Aim_R_Loop	- Crouch Walk Hip Aim Strafe right loop
W2_CrouchWalk_Hip_Aim_R_BkPd_Loop	- Crouch Walk Hip Aim Strafe right Backpedal loop
W2_CrouchWalk_Hip_Aim_BL_BkPd_Loop	- Crouch Walk Hip Aim Strafe 135 back and left backpedal loop
W2_CrouchWalk_Hip_Aim_BR_BkPd_Loop	- Crouch Walk Hip Aim Strafe 135 back and right backpedal loop
W2_CrouchWalk_Hip_Aim_FL_Loop	- Crouch Walk Hip Aim Strafe 45 forward and left loop
W2_CrouchWalk_Hip_Aim_FR_Loop	- Crouch Walk Hip Aim Strafe 45 forward and right loop
W2_Crouch_To_Crouch_Hip_Aim	- Crouch transition to Crouch Hip Aim
W2_Crouch_Hip_Aim_To_Crouch	- Crouch Hip Aim transition to Crouch
W2_Crouch_Hip_Aim_Idle	- Crouch Hip Aiming loop
W2_Crouch_Hip_Aim_Idle_v2	- Crouch Hip Aiming loop
W2_Crouch_Aim_To_Hip_Aim_Idle	- Crouch Aim transition to Crouch Hip Aim
W2_Crouch_Hip_Aim_To_Aim_Idle	- Crouch Hip Aim transition to Crouch Aim

RIFLE HIPFIRE - ANIMATION LIST

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

ANIMATION	DESCRIPTION
W2_Stand_Hip_Aim_To_Crouch_Aim_v2	- Stand Hip Aim transition to Crouch Aim
W2_Crouch_Hip_Aim_To_Stand_Aim_v2	- Crouch Hip Aim transition to Stand Aim
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_F	- Crouch Hip Aim, transition to CrouchWalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_B	- Crouch Hip Aim, transition to CrouchWalk Aim Backward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_L	- Crouch Hip Aim, transition to CrouchWalk Aim Left Strafe
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_R	- Crouch Hip Aim, transition to CrouchWalk Aim Right Strafe
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_L45_Fwd	- Crouch Hip Aim, turn 45 left to Crouchwalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_L90_Fwd	- Crouch Hip Aim, turn 90 left to Crouchwalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_L135_Fwd	- Crouch Hip Aim, turn 135 left to Crouchwalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_L180_Fwd	- Crouch Hip Aim, turn 180 left to Crouchwalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_R45_Fwd	- Crouch Hip Aim, turn 45 right to Crouchwalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_R90_Fwd	- Crouch Hip Aim, turn 90 right to Crouchwalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_R135_Fwd	- Crouch Hip Aim, turn 135 right to Crouchwalk Aim Forward
W2_Crouch_Hip_Aim_To_CrouchWalk_Aim_R180_Fwd	- Crouch Hip Aim, turn 180 right to Crouchwalk Aim Forward
W2_CrouchWalk_Hip_Aim_F_to_Crouch_Aim_LU	- Crouch Walk Hip Aim Forward, transition left foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_F_to_Crouch_Aim_RU	- Crouch Walk Hip Aim Forward, transition right foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_B_to_Crouch_Aim_LU	- Crouch Walk Hip Aim Backward, transition left foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_B_to_Crouch_Aim_RU	- Crouch Walk Hip Aim Backward, transition right foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_L_to_Crouch_Aim_LU	- Crouch Walk Hip Aim Left Strafe, transition left foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_L_to_Crouch_Aim_RU	- Crouch Walk Hip Aim Left Strafe, transition right foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_R_to_Crouch_Aim_LU	- Crouch Walk Hip Aim Right Strafe, transition left foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_R_to_Crouch_Aim_RU	- Crouch Walk Hip Aim Right Strafe, transition right foot up to Crouch Aim
W2_CrouchWalk_Hip_Aim_L_CIR_Loop	- Crouch Walk Hip Aim left circle loop
W2_CrouchWalk_Hip_Aim_R_CIR_Loop	- Crouch Walk Hip Aim right circle loop

JOGS, TURNS, JUMPS, TRANSITIONS

W2_Jog_Hip_Aim_F_Loop	- Jog Hip Aim forward loop
W2_Jog_Hip_Aim_B_Loop	- Jog Hip Aim backward loop
W2_Jog_Hip_Aim_L_Loop	- Jog Hip Aim Strafe left loop
W2_Jog_Hip_Aim_L_BkPd_Loop	- Jog Hip Aim Strafe left Backpedal loop
W2_Jog_Hip_Aim_R_Loop	- Jog Hip Aim Strafe right loop
W2_Jog_Hip_Aim_R_BkPd_Loop	- Jog Hip Aim Strafe right Backpedal loop
W2_Jog_Hip_Aim_BL_BkPd_Loop	- Jog Hip Aim Strafe 135 back and left backpedal loop
W2_Jog_Hip_Aim_BR_BkPd_Loop	- Jog Hip Aim Strafe 135 back and right backpedal loop
W2_Jog_Hip_Aim_FL_Loop	- Jog Hip Aim Strafe 45 forward and left loop
W2_Jog_Hip_Aim_FR_Loop	- Jog Hip Aim Strafe 45 forward and right loop
W2_Jog_Hip_Aim_L_CIR_Loop	- Jog Hip Aim left circle loop
W2_Jog_Hip_Aim_R_CIR_Loop	- Jog Hip Aim right circle loop
W2_Jog_Hip_Aim_F_Jump	- Jog Hip Aim forward jump
W2_Jog_Hip_Aim_F_Jump_LU	- Jog Hip Aim forward jump left foot up
W2_Jog_Hip_Aim_F_Jump_RU	- Jog Hip Aim forward jump right foot up
W2_Jog_Hip_Aim_L_Jump	- Jog Hip Aim Strafe left jump
W2_Jog_Hip_Aim_L_Jump_LU	- Jog Hip Aim Strafe left jump left foot up
W2_Jog_Hip_Aim_L_Jump_RU	- Jog Hip Aim Strafe left jump right foot up
W2_Jog_Hip_Aim_R_Jump	- Jog Hip Aim Strafe right jump
W2_Jog_Hip_Aim_R_Jump_LU	- Jog Hip Aim Strafe right jump left foot up
W2_Jog_Hip_Aim_R_Jump_RU	- Jog Hip Aim Strafe right jump right foot up
W2_Jog_Hip_Aim_B_to_Stand_Aim	- Jog Hip Aim Backward transition to Stand Aim
W2_Jog_Hip_Aim_B_to_Stand_Aim_LU	- Jog Hip Aim Backward, transition left foot up to Stand Aim
W2_Jog_Hip_Aim_B_to_Stand_Aim_RU	- Jog Hip Aim Backward, transition right foot up to Stand Aim
W2_Jog_Hip_Aim_F_to_Stand_Aim	- Jog Hip Aim Forward, transition to Stand Aim
W2_Jog_Hip_Aim_F_to_Stand_Aim_LU	- Jog Hip Aim Forward, transition left foot up to Stand Aim
W2_Jog_Hip_Aim_F_to_Stand_Aim_RU	- Jog Hip Aim Forward, transition right foot up to Stand Aim
W2_Jog_Hip_Aim_L_to_Stand_Aim	- Jog Hip Aim Left Strafe, transition to Stand Aim
W2_Jog_Hip_Aim_L_to_Stand_Aim_LU	- Jog Hip Aim Left Strafe, transition left foot up to Stand Aim
W2_Jog_Hip_Aim_L_to_Stand_Aim_RU	- Jog Hip Aim Left Strafe, transition right foot up to Stand Aim
W2_Jog_Hip_Aim_R_to_Stand_Aim	- Jog Hip Aim Right Strafe, transition to Stand Aim
W2_Jog_Hip_Aim_R_to_Stand_Aim_LU	- Jog Hip Aim Right Strafe, transition left foot up to Stand Aim
W2_Jog_Hip_Aim_R_to_Stand_Aim_RU	- Jog Hip Aim Right Strafe, transition right foot up to Stand Aim

SPLIT JUMPS

W2_Jog_Hip_Aim_F_Jump_LU_Air_IPC	- Loop while in Air
W2_Jog_Hip_Aim_F_Jump_LU_End_IPC	- Left Up Jump Landing
W2_Jog_Hip_Aim_F_Jump_LU_Start_IPC	- Left Up Jump Start
W2_Jog_Hip_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W2_Jog_Hip_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Jog_Hip_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W2_Jog_Hip_Aim_L_Jump_LU_Air_IPC	- Loop while in Air
W2_Jog_Hip_Aim_L_Jump_LU_End_IPC	- Left Up Jump Landing
W2_Jog_Hip_Aim_L_Jump_LU_Start_IPC	- Left Up Jump Start
W2_Jog_Hip_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W2_Jog_Hip_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Jog_Hip_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W2_Jog_Hip_Aim_R_Jump_LU_Air_IPC	- Loop while in Air
W2_Jog_Hip_Aim_R_Jump_LU_End_IPC	- Left Up Jump Landing

RIFLE HIPFIRE - ANIMATION LIST

ANIMATION	DESCRIPTION
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W2_Jog_Hip_Aim_R_Jump_LU_Start_IPC	- Left Up Jump Start
W2_Jog_Hip_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W2_Jog_Hip_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Jog_Hip_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start
W2_Stand_Hip_Aim_Jump_Air_IPC	- Loop while in Air
W2_Stand_Hip_Aim_Jump_End_IPC	- Jump Landing
W2_Stand_Hip_Aim_Jump_Start_IPC	- Jump Start
W2_Walk_Hip_Aim_B_Jump_LU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_B_Jump_LU_End_IPC	- Left Up Jump Landing
W2_Walk_Hip_Aim_B_Jump_LU_Start_IPC	- Left Up Jump Start
W2_Walk_Hip_Aim_B_Jump_RU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_B_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Walk_Hip_Aim_B_Jump_RU_Start_IPC	- Right Up Jump Start
W2_Walk_Hip_Aim_F_Jump_LU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_F_Jump_LU_End_IPC	- Left Up Jump Landing
W2_Walk_Hip_Aim_F_Jump_LU_Start_IPC	- Left Up Jump Start
W2_Walk_Hip_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Walk_Hip_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W2_Walk_Hip_Aim_L_Jump_LU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_L_Jump_LU_End_IPC	- Left Up Jump Landing
W2_Walk_Hip_Aim_L_Jump_LU_Start_IPC	- Left Up Jump Start
W2_Walk_Hip_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Walk_Hip_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W2_Walk_Hip_Aim_R_Jump_LU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_R_Jump_LU_End_IPC	- Left Up Jump Landing
W2_Walk_Hip_Aim_R_Jump_LU_Start_IPC	- Left Up Jump Start
W2_Walk_Hip_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W2_Walk_Hip_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Walk_Hip_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start

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