

RIFLE STARTER 2.7A - ANIMATION LIST

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

NAME	DESCRIPTION
STAND	
W2_Stand_Aim_Idle_v2	- Stand Aiming loop
W2_Stand_Relaxed_Idle_v2	- Stand Relaxed with Pistol loop
TURN LOOPS	
All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.	
W2_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W2_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
AIM OFFSETS	
W2_Stand_Aim_Point_Center	- Stand aim Base pose
W2_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W2_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W2_Crouch_Aim_Point_Center	- Crouch aim Base pose
W2_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
W2_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
FIRE	
W2_Stand_Fire_Single	- Stand firing single round
W2_Crouch_Fire_Single	- Crouch firing single round
WALK	
W2_Walk_Aim_F_Loop	- Walk Aim forward loop
CROUCH	
W2_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W2_Crouch_Idle_v2	- Crouch Idle loop
W2_Crouch_Aim_Idle_v2	- Crouch Aiming loop
JOG	
W2_Jog_Aim_F_Loop	- Jog Aim forward loop
SPLIT JUMPS	
W2_Stand_Aim_Jump_Start_IPC	- Jump Start
W2_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W2_Stand_Aim_Jump_End_IPC	- Jump Landing
W2_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing

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<https://mocaponline.com/products/rifle>

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STAND	
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TURN LOOPS	
All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.	
W2_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W2_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
AIM OFFSETS	
W2_Stand_Aim_Point_Center	- Stand aim Base pose
W2_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W2_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W2_Crouch_Aim_Point_Center	- Crouch aim Base pose
W2_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
W2_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
FIRE	
W2_Stand_Fire_Single	- Stand firing single round
W2_Crouch_Fire_Single	- Crouch firing single round
WALK	
W2_Walk_Aim_F_Loop	- Walk Aim forward loop
CROUCH	
W2_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W2_Crouch_Idle_v2	- Crouch Idle loop
W2_Crouch_Aim_Idle_v2	- Crouch Aiming loop
JOG	
W2_Jog_Aim_F_Loop	- Jog Aim forward loop
SPLIT JUMPS	
W2_Stand_Aim_Jump_Start_IPC	- Jump Start
W2_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W2_Stand_Aim_Jump_End_IPC	- Jump Landing
W2_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W2_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
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W2_Stand_Aim_Idle_v2.fbx	W2_Stand_Aim_Idle_v2.rlmotion
W2_Stand_Relaxed_Idle_v2.fbx	W2_Stand_Relaxed_Idle_v2.rlmotion
W2_Stand_Aim_Turn_In_Place_L_Loop.fbx	W2_Stand_Aim_Turn_In_Place_L_Loop.rlmotion
W2_Stand_Aim_Turn_In_Place_R_Loop.fbx	W2_Stand_Aim_Turn_In_Place_R_Loop.rlmotion
W2_Stand_Aim_Point_Center.fbx	W2_Stand_Aim_Point_Center.rlmotion
W2_Stand_Aim_Point_D90.fbx	W2_Stand_Aim_Point_D90.rlmotion
W2_Stand_Aim_Point_U90.fbx	W2_Stand_Aim_Point_U90.rlmotion
W2_Crouch_Aim_Point_Center.fbx	W2_Crouch_Aim_Point_Center.rlmotion
W2_Crouch_Aim_Point_D90.fbx	W2_Crouch_Aim_Point_D90.rlmotion
W2_Crouch_Aim_Point_U90.fbx	W2_Crouch_Aim_Point_U90.rlmotion
W2_Stand_Fire_Single.fbx	W2_Stand_Fire_Single.rlmotion
W2_Crouch_Fire_Single.fbx	W2_Crouch_Fire_Single.rlmotion
W2_Walk_Aim_F_Loop.fbx	W2_Walk_Aim_F_Loop.rlmotion
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W2_Stand_Aim_Idle_v2_IPC.fbx	W2_Stand_Aim_Idle_v2_IPC.rlmotion
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W2_Stand_Aim_Jump_End_IPC.fbx	W2_Stand_Aim_Jump_End_IPC.rlmotion
W2_Walk_Aim_F_Jump_RU_End_IPC.fbx	W2_Walk_Aim_F_Jump_RU_End_IPC.rlmotion
W2_Jog_Aim_F_Jump_RU_End_IPC.fbx	W2_Jog_Aim_F_Jump_RU_End_IPC.rlmotion