

PISTOL BASIC 2.7A - ANIMATION LIST

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

NAME	DESCRIPTION
STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS	
W1_Stand_Aim_Idle	- Stand Aiming loop
W1_Stand_Aim_L_90	- Stand Aim in-place turn left 90
W1_Stand_Aim_R_90	- Stand Aim in-place turn right 90
W1_Stand_Aim_Jump	- Stand Aim in-place Jump
W1_Stand_Aim_Fgt_v1	- Stand Aim look around variation 1
W1_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed
W1_Stand_Aim_To_Walk_Aim_F	- Stand Aim to Walk Aim Forward
W1_Stand_Relaxed_Idle	- Stand Relaxed with Pistol loop
W1_Stand_Relaxed_Fgt_v2	- Stand Relaxed look around
W1_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim
W1_Stand_Relaxed_Death_F	- Stand Relaxed death fall forward
W1_Stand_Relaxed_Death_B	- Stand Relaxed death fall backward
W1_Stand_Relaxed_Death_L	- Stand Relaxed death fall left
W1_Stand_Relaxed_Death_R	- Stand Relaxed death fall right
TURN LOOPS	
	All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.
W1_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W1_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_L_Loop	- Stand Relaxed in-place turn left 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_R_Loop	- Stand Relaxed in-place turn right 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_L_Loop	- Crouch Aim in-place turn left 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_R_Loop	- Crouch Aim in-place turn right 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_L_Loop	- Crouch Relaxed in-place turn left 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_R_Loop	- Crouch Relaxed in-place turn right 45 continuous Loop
AIM OFFSETS	
W1_Stand_Aim_Point_Center	- Stand aim center, aim offset pose
W1_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W1_Stand_Aim_Point_L90	- Stand aim left 90, aim offset pose
W1_Stand_Aim_Point_R90	- Stand aim right 90, aim offset pose
W1_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W1_Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose
W1_Stand_Relaxed_Look_D90	- Stand Relaxed look down 90, offset pose
W1_Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, offset pose
W1_Crouch_Aim_Point_Center	- Crouch aim forward, aim offset pose
W1_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
W1_Crouch_Aim_Point_L90	- Crouch aim left 90, aim offset pose
W1_Crouch_Aim_Point_R90	- Crouch aim right 90, aim offset pose
W1_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
FIRE, RELOAD, HOLSTER, SWAPS	
HOLSTER - Mobility Pack Connections	
	(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)
W1_Aim_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Aim
W1_Aim_Equip_Return_To_MOB	- From Aim - Holster Pistol to MOB Stand
W1_Crouch_Aim_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch Aim
W1_Crouch_Aim_Equip_Return_To_MOB	- From Crouch Aim - Holster Pistol to MOB Crouch
Rifle/Pistol Swaps	
	(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)
W2_Stand_Aim_Swap_To_W1	- Rifle Stand Aim swap to Pistol Stand Aim
W1_Stand_Aim_Swap_To_W2	- Pistol Stand Aim swap to Rifle Stand Aim
W2_Crouch_Aim_Swap_To_W1	- Rifle Crouch Aim swap to Pistol Crouch Aim
W1_Crouch_Aim_Swap_To_W2	- Pistol Crouch Aim swap to Rifle Crouch Aim
Firing, Reloads	
W1_Stand_Relaxed_Reload	- Stand Relaxed reload Pistol
W1_Stand_Aim_Reload	- Stand Aim reload Pistol
W1_Stand_Fire_Continuous	- Stand firing continuous full-auto loop
W1_Stand_Fire_Single	- Stand firing single round
W1_Crouch_Aim_Reload	- Crouch Aim reload Pistol
W1_Crouch_Fire_Single	- Crouch firing single round
W1_Crouch_Fire_Continuous	- Crouch firing continuous full-auto loop
WALKS, TURNS, JUMPS, TRANSITIONS	
W1_Walk_Aim_F_Loop	- Walk Aim forward loop
W1_Walk_Aim_B_Loop	- Walk Aim backward loop
W1_Walk_Aim_L_Loop	- Walk Aim Strafe left loop
W1_Walk_Aim_R_Loop	- Walk Aim Strafe right loop
W1_Walk_Aim_L_CIR_Loop	- Walk Aim left circle loop
W1_Walk_Aim_R_CIR_Loop	- Walk Aim right circle loop
W1_Walk_Aim_F_Jump_RU	- Walk Aim forward jump right foot up

Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
	7		0.23
	19		0.63
	13		0.43
	16		0.53
Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
18	33	0.60	1.10
38	23	1.27	0.77
18	33	0.60	1.10
38	23	1.27	0.77

PISTOL BASIC 2.7A - ANIMATION LIST

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

NAME	DESCRIPTION
W1_Walk_Aim_F_to_Stand_Aim_RU	- Walk Aim Forward, transition right foot up to Stand Aim
W1_Walk_F_Loop	- Walk Relaxed forward loop
W1_Walk_B_Loop	- Walk Relaxed backward loop
W1_Walk_L_Loop	- Walk Relaxed Strafe left loop
W1_Walk_R_Loop	- Walk Relaxed Strafe right loop
CROUCH, TURNS, CROUCH WALKS, TRANSITION	
W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_Aim_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_Aim_L_Loop	- Crouch Walk Aim Strafe left loop
W1_CrouchWalk_Aim_R_Loop	- Crouch Walk Aim Strafe right loop
W1_Crouch_Idle	- Crouch Idle loop
W1_Crouch_Aim_Idle	- Crouch Aiming loop
W1_CrouchWalk_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_L_Loop	- Crouch Walk Strafe left loop
W1_CrouchWalk_R_Loop	- Crouch Walk Strafe right loop
W1_Crouch_To_Crouch_Aim	- Crouch transition to Crouch Aim
W1_Crouch_Aim_To_Crouch	- Crouch Aim transition to Crouch
W1_Crouch_Aim_L_90	- Crouch Aim in-place turn left 90
W1_Crouch_Aim_R_90	- Crouch Aim in-place turn right 90
W1_Stand_Aim_To_Crouch_Aim	- Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	- Crouch Aim transition to Stand Aim
W1_Crouch_Aim_To_CrouchWalk_Aim_F	- Crouch Aim, transition to CrouchWalk Aim Forward
W1_CrouchWalk_Aim_F_to_Crouch_Aim_RU	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim
JOGS, TURNS, JUMPS, TRANSITIONS	
W1_Jog_Aim_F_Loop	- Jog Aim forward loop
W1_Jog_Aim_B_Loop	- Jog Aim backward loop
W1_Jog_Aim_L_Loop	- Jog Aim Strafe left loop
W1_Jog_Aim_R_Loop	- Jog Aim Strafe right loop
W1_Jog_F_Loop	- Jog Relaxed forward loop
W1_Jog_B_Loop	- Jog Relaxed backward loop
W1_Jog_L_Loop	- Jog Relaxed Strafe left loop
W1_Jog_R_Loop	- Jog Relaxed Strafe right loop
W1_Jog_Aim_L_CIR_Loop	- Jog Aim left circle loop
W1_Jog_Aim_R_CIR_Loop	- Jog Aim right circle loop
W1_Jog_Aim_F_Jump_RU	- Jog Aim forward jump right foot up
W1_Jog_Aim_L_Jump_RU	- Jog Aim Strafe left jump right foot up
W1_Jog_Aim_R_Jump_RU	- Jog Aim Strafe right jump right foot up
W1_Jog_Aim_F_to_Stand_Aim_RU	- Jog Aim Forward, transition right foot up to Stand Aim
RUNS, TURNS, JUMPS, TRANSITIONS	
W1_Run_F_Loop	- Run forward loop
W1_Run_L_Loop	- Run Strafe left loop
W1_Run_R_Loop	- Run Strafe right loop
W1_Run_L_CIR_Loop	- Run left circle loop
W1_Run_R_CIR_Loop	- Run right circle loop
W1_Run_F_Jump_RU	- Run forward jump right foot up
W1_Run_F_to_Stand_Relaxed_RU	- Run Forward, transition right foot up to Stand Relaxed
SPLIT JUMPS	
W1_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W1_Stand_Aim_Jump_End_IPC	- Jump Landing
W1_Stand_Aim_Jump_Start_IPC	- Jump Start
W1_Stand_Relaxed_Jump_Air_IPC	- Loop while in Air
W1_Stand_Relaxed_Jump_End_IPC	- Jump Landing
W1_Stand_Relaxed_Jump_Start_IPC	- Jump Start
W1_Walk_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_F_Jump_RU_End_IPC	- Right Up Jump Landing

PISTOL BASIC 2.7A - ANIMATION LIST

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

NAME

DESCRIPTION

<https://mocaponline.com/products/pistol>
Mocap@MotusDigital.com

PISTOL BASIC 2.7A - ANIMATION LIST

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

NAME	DESCRIPTION
STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS	
W1_Stand_Aim_Idle	- Stand Aiming loop
W1_Stand_Aim_L_90	- Stand Aim in-place turn left 90
W1_Stand_Aim_R_90	- Stand Aim in-place turn right 90
W1_Stand_Aim_Jump	- Stand Aim in-place Jump
W1_Stand_Aim_Fgt_v1	- Stand Aim look around variation 1
W1_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed
W1_Stand_Aim_To_Walk_Aim_F	- Stand Aim to Walk Aim Forward
W1_Stand_Relaxed_Idle	- Stand Relaxed with Pistol loop
W1_Stand_Relaxed_Fgt_v2	- Stand Relaxed look around
W1_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim
W1_Stand_Relaxed_Death_F	- Stand Relaxed death fall forward
W1_Stand_Relaxed_Death_B	- Stand Relaxed death fall backward
W1_Stand_Relaxed_Death_L	- Stand Relaxed death fall left
W1_Stand_Relaxed_Death_R	- Stand Relaxed death fall right
TURN LOOPS	
	All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.
W1_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W1_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_L_Loop	- Stand Relaxed in-place turn left 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_R_Loop	- Stand Relaxed in-place turn right 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_L_Loop	- Crouch Aim in-place turn left 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_R_Loop	- Crouch Aim in-place turn right 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_L_Loop	- Crouch Relaxed in-place turn left 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_R_Loop	- Crouch Relaxed in-place turn right 45 continuous Loop
AIM OFFSETS	
W1_Stand_Aim_Point_Center	- Stand aim center, aim offset pose
W1_Stand_Aim_Point_D90	- Stand aim down 90, aim offset pose
W1_Stand_Aim_Point_L90	- Stand aim left 90, aim offset pose
W1_Stand_Aim_Point_R90	- Stand aim right 90, aim offset pose
W1_Stand_Aim_Point_U90	- Stand aim up 90, aim offset pose
W1_Stand_Relaxed_Look_Center	- Stand Relaxed look forward, aim offset pose
W1_Stand_Relaxed_Look_D90	- Stand Relaxed look down 90, offset pose
W1_Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, offset pose
W1_Crouch_Aim_Point_Center	- Crouch aim forward, aim offset pose
W1_Crouch_Aim_Point_D90	- Crouch aim down 90, aim offset pose
W1_Crouch_Aim_Point_L90	- Crouch aim left 90, aim offset pose
W1_Crouch_Aim_Point_R90	- Crouch aim right 90, aim offset pose
W1_Crouch_Aim_Point_U90	- Crouch aim up 90, aim offset pose
FIRE, RELOAD, HOLSTER, SWAPS	
HOLSTER - Mobility Pack Connections	(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)
W1_Aim_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Aim
W1_Aim_Equip_Return_To_MOB	- From Aim - Holster Pistol to MOB Stand
W1_Crouch_Aim_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch Aim
W1_Crouch_Aim_Equip_Return_To_MOB	- From Crouch Aim - Holster Pistol to MOB Crouch
Rifle/Pistol Swaps	(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)
W2_Stand_Aim_Swap_To_W1	- Rifle Stand Aim swap to Pistol Stand Aim
W1_Stand_Aim_Swap_To_W2	- Pistol Stand Aim swap to Rifle Stand Aim
W2_Crouch_Aim_Swap_To_W1	- Rifle Crouch Aim swap to Pistol Crouch Aim
W1_Crouch_Aim_Swap_To_W2	- Pistol Crouch Aim swap to Rifle Crouch Aim
Firing, Reloads	
W1_Stand_Relaxed_Reload	- Stand Relaxed reload Pistol
W1_Stand_Aim_Reload	- Stand Aim reload Pistol
W1_Stand_Fire_Continuous	- Stand firing continuous full-auto loop
W1_Stand_Fire_Single	- Stand firing single round
W1_Crouch_Aim_Reload	- Crouch Aim reload Pistol
W1_Crouch_Fire_Single	- Crouch firing single round
W1_Crouch_Fire_Continuous	- Crouch firing continuous full-auto loop
WALKS, TURNS, JUMPS, TRANSITIONS	
W1_Walk_Aim_F_Loop	- Walk Aim forward loop
W1_Walk_Aim_B_Loop	- Walk Aim backward loop
W1_Walk_Aim_L_Loop	- Walk Aim Strafe left loop
W1_Walk_Aim_R_Loop	- Walk Aim Strafe right loop
W1_Walk_Aim_L_CIR_Loop	- Walk Aim left circle loop
W1_Walk_Aim_R_CIR_Loop	- Walk Aim right circle loop
W1_Walk_Aim_F_Jump_RU	- Walk Aim forward jump right foot up

Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
	7		0.23
	19		0.63
	13		0.43
	16		0.53
Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
18	33	0.60	1.10
38	23	1.27	0.77
18	33	0.60	1.10
38	23	1.27	0.77

PISTOL BASIC 2.7A - ANIMATION LIST

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

NAME	DESCRIPTION
W1_Walk_Aim_F_to_Stand_Aim_RU	- Walk Aim Forward, transition right foot up to Stand Aim
W1_Walk_F_Loop	- Walk Relaxed forward loop
W1_Walk_B_Loop	- Walk Relaxed backward loop
W1_Walk_L_Loop	- Walk Relaxed Strafe left loop
W1_Walk_R_Loop	- Walk Relaxed Strafe right loop
CROUCH, TURNS, CROUCH WALKS, TRANSITION	
W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_Aim_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_Aim_L_Loop	- Crouch Walk Aim Strafe left loop
W1_CrouchWalk_Aim_R_Loop	- Crouch Walk Aim Strafe right loop
W1_Crouch_Idle	- Crouch Idle loop
W1_Crouch_Aim_Idle	- Crouch Aiming loop
W1_CrouchWalk_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_L_Loop	- Crouch Walk Strafe left loop
W1_CrouchWalk_R_Loop	- Crouch Walk Strafe right loop
W1_Crouch_To_Crouch_Aim	- Crouch transition to Crouch Aim
W1_Crouch_Aim_To_Crouch	- Crouch Aim transition to Crouch
W1_Crouch_Aim_L_90	- Crouch Aim in-place turn left 90
W1_Crouch_Aim_R_90	- Crouch Aim in-place turn right 90
W1_Stand_Aim_To_Crouch_Aim	- Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	- Crouch Aim transition to Stand Aim
W1_Crouch_Aim_To_CrouchWalk_Aim_F	- Crouch Aim, transition to CrouchWalk Aim Forward
W1_CrouchWalk_Aim_F_to_Crouch_Aim_RU	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim
JOGS, TURNS, JUMPS, TRANSITIONS	
W1_Jog_Aim_F_Loop	- Jog Aim forward loop
W1_Jog_Aim_B_Loop	- Jog Aim backward loop
W1_Jog_Aim_L_Loop	- Jog Aim Strafe left loop
W1_Jog_Aim_R_Loop	- Jog Aim Strafe right loop
W1_Jog_F_Loop	- Jog Relaxed forward loop
W1_Jog_B_Loop	- Jog Relaxed backward loop
W1_Jog_L_Loop	- Jog Relaxed Strafe left loop
W1_Jog_R_Loop	- Jog Relaxed Strafe right loop
W1_Jog_Aim_L_CIR_Loop	- Jog Aim left circle loop
W1_Jog_Aim_R_CIR_Loop	- Jog Aim right circle loop
W1_Jog_Aim_F_Jump_RU	- Jog Aim forward jump right foot up
W1_Jog_Aim_L_Jump_RU	- Jog Aim Strafe left jump right foot up
W1_Jog_Aim_R_Jump_RU	- Jog Aim Strafe right jump right foot up
W1_Jog_Aim_F_to_Stand_Aim_RU	- Jog Aim Forward, transition right foot up to Stand Aim
RUNS, TURNS, JUMPS, TRANSITIONS	
W1_Run_F_Loop	- Run forward loop
W1_Run_L_Loop	- Run Strafe left loop
W1_Run_R_Loop	- Run Strafe right loop
W1_Run_L_CIR_Loop	- Run left circle loop
W1_Run_R_CIR_Loop	- Run right circle loop
W1_Run_F_Jump_RU	- Run forward jump right foot up
W1_Run_F_to_Stand_Relaxed_RU	- Run Forward, transition right foot up to Stand Relaxed
SPLIT JUMPS	
W1_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W1_Stand_Aim_Jump_End_IPC	- Jump Landing
W1_Stand_Aim_Jump_Start_IPC	- Jump Start
W1_Stand_Relaxed_Jump_Air_IPC	- Loop while in Air
W1_Stand_Relaxed_Jump_End_IPC	- Jump Landing
W1_Stand_Relaxed_Jump_Start_IPC	- Jump Start
W1_Walk_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_F_Jump_RU_End_IPC	- Right Up Jump Landing

PISTOL BASIC 2.7A - ANIMATION LIST

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

NAME

DESCRIPTION

MOCAP ONLINE / MOTUS DIGITAL

www.MocapOnline.com

Mocap@MotusDigital.com

[illegible]

[illegible]