

PUNCH PRO - ANIMATION LIST

NAME

DESCRIPTION

IDLES, FIDGETS

Idle	-	Stand Fight Stance loop
Idle_Fidget_V1	-	Shifting weight
Idle_Fidget_V2	-	Quick weight shift with hip and shoulder for a slight feint
Idle_Fidget_V3	-	Taunt with right hand motioning them to come get some
Idle_Fidget_V4	-	Taunt holds arm out and open while shifting weight side to side
Idle_Fidget_V5	-	Hoping up and down while shaking out arms
Idle_Fidget_V6	-	Drops weight and shifts right and back for a quick feint dodge
Idle_Fidget_V7	-	Drops weight and shifts right and forward a quick feint punch
Idle_Fidget_V8	-	Shuffling in-place ready to fight
Idle_Hurt_V1	-	Stand Fight Stance with slight limp during in-place shuffle
Idle_Hurt_V2	-	Stand Fight Stance tired and labored shifting of weight
Idle_Hurt_V3	-	Stand Fight Stance tired and labored shifting of weight
Idle_Really_Tired_V1	-	Stand Fight Stance but having trouble keeping hands up
Idle_Really_Tired_V2	-	Stand Fight Stance with slow tired shifting of weight
Idle_Slightly_Tired	-	Slower shifting of weight and with arms lower
Idle_Tired	-	Stand Slow and tired loop

RIGHT PUNCHES

Right_Cross	-	Right cross to body
Right_Cross_A	-	Quick tight cross to face
Right_Cross_B	-	Normal speed cross with solid connect
Right_Cross_C	-	Slightly angled right cross with solid connect
Right_Cross_Hard	-	Hard right cross with lots of wind up
Right_Cross_Hurt	-	Weak fast right cross
Right_Cross_Miss	-	Wild cross with wind up misses loses balance, recovers
Right_Cross_Special	-	Really slow hard right cross with lots of wind up
Right_Cross_FT	-	Right cross to body solid connect with follow through
Right_Cross_Hurt_FT	-	Weak right cross leans into punch follow through
Right_Cross_Hard_FT	-	Hard right cross with wind up and follow through
Right_Hook	-	Quick right hook drops arm, recover
Right_Hook_FT	-	Solid right hook with follow through
Right_Hook_Hard	-	Hard right hook with wind up
Right_Hook_Hard_FT	-	Hard right hook with wind up, step forward, recovers
Right_Hook_Hurt	-	Slower weaker but tight right hook
Right_Hook_Hurt_FT	-	Downward angled hook to the lower body, slow, weak
Right_Hook_Miss	-	Hook with wind up, misses, leans forward, recovers
Right_Hook_Special	-	Steps back huge right hook, steps through the punch, recovers
Right_Uppercut	-	Angled right uppercut
Right_Uppercut_Hard	-	Hard right uppercut that connects hard
Right_Uppercut_Miss	-	Right uppercut, misses with small stumble and shuffle
Right_Uppercut_FT	-	Right uppercut with lots of wind up, follow through
Right_Uppercut_Hard_FT	-	Strong inward angled right upper cut with follow through
Right_Uppercut_Hurt	-	Very slow weak right uppercut
Right_Uppercut_Hurt_FT	-	Weak right uppercut with wind up and body twist
Right_Uppercut_Special	-	Strong wild upper cut with slow recovery

PUNCH PRO - ANIMATION LIST

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DESCRIPTION

LEFT PUNCHES

Left_Jab	-	Straight jab with connecting hit
Left_Jab_A	-	Straight jab at face slightly angled with good recoil to punch
Left_Jab_B	-	Quick straight jab
Left_Jab_C	-	Straight jab slower recoil
Left_Jab_Hurt	-	Weak straight jab, glances downward, recovers hand position
Left_Jab_Hard	-	Straight jab really trying to make solid connect, slow
Left_Jab_Miss	-	Jab, miss, losing balance forward, recover
Left_Jab_Special	-	Throws really hard solid jab with slow recoil
Left_Jab_FT	-	Straight jab really turns body into the punch
Left_Jab_Hard_FT	-	Strong jab with windup, follow through
Left_Jab_Hurt_FT	-	Weak slow jab, follow through, body movement put into punch
Left_Hook	-	Angled left hook with strong connecting hit
Left_Hook_V2	-	Tight left hook with good connecting hit
Left_Hook_FT	-	Left hook with follow through
Left_Hook_Hard	-	Large wind up to a left hook hard connect
Left_Hook_Hard_FT	-	Hard fast hook with follow through
Left_Hook_Hurt	-	Weak half hearted left hook
Left_Hook_Hurt_FT	-	Weak half hearted left hook with follow through
Left_Hook_Miss	-	Left hook misses and has slow recover
Left_Hook_Special	-	Large wind up for an all or nothing slow left hook
Left_Uppercut	-	Uppercut from hip up to above head lots of wind up
Left_Uppercut_FT	-	Uppercut really turning body into the punch
Left_Uppercut_Hard	-	Quick hard angled uppercut straight at the face
Left_Uppercut_Hard_FT	-	Hard angled uppercut straight at the face with lots of wind up
Left_Uppercut_Hurt	-	Quick weak angled uppercut straight at the face
Left_Uppercut_Hurt_FT	-	Quick weak angled uppercut straight to face, follow through
Left_Uppercut_Miss	-	Upper cut and misses going into a spin right, recover
Left_Uppercut_Special	-	Exaggerated uppercut over the head, entire body turns, recover

DEFENSE, HITS

Hit_By_Combo_V1	-	Hit multiple times high and low and then recovers
Hit_By_Combo_V1_Short	-	Hit multiple times high and low and then recovers quickly
Hit_By_Combo_V2	-	Hit multiple times high and then recovers
Hit_By_Combo_V2_Short	-	Hit multiple times high and then recovers quickly
Hit_By_Cross_V1	-	Hit by cross to face and then recover
Hit_By_Cross_V1_Short	-	Hit by cross to face and then recovers quickly
Hit_By_Cross_V2	-	Hit by cross to left side of face and then recover
Hit_By_Cross_V2_Short	-	Hit by cross to left face and then recovers quickly
Hit_By_Cross_V3	-	Center face hit by strong cross, large stumble back, recover
Hit_By_Cross_V4	-	Center face hit by strong cross, small stumble back, recover
Hit_By_GutShot_V1	-	Hit to left side of gut shrugs it off
Hit_By_GutShot_V1_Short	-	Quick flinch to hit to left side of gut
Hit_By_GutShot_V2	-	Hit to center of gut, steps back winded, recovers
Hit_By_GutShot_V2_Short	-	Hit back from punch to gut, less winded, recovers
Hit_By_GutShot_V3	-	Hit to right side of gut, stumbles then recovers
Hit_By_Hook_V1	-	Hit by hook to right side of face

PUNCH PRO - ANIMATION LIST

	NAME	DESCRIPTION
92	Hit_By_Hook_V1_Short	- Quick flinch from hit to right side of face from hook
93	Hit_By_Hook_V2	- Side of head whipped from hook to left side
94	Hit_By_Hook_V2_Short	- Side of head has quick flinch from hook to left side
95	Hit_By_Hook_V3	- Hit by hook to left side of head, stumbles, recovers
96	Hit_By_Hook_V3_Short	- Hit by hook to left side of head, quick step back, recover
97	Hit_By_Hook_V5	- Hit by hook to right side of head makes him lean in, recover
98	Hit_By_Hook_V6	- Hit to head from the right whipping head left and down, recover
99	Hit_By_Hook_V6_Short	- Hit to head right whipping head left and down, quick recovery
100	Hit_By_Hook_V7	- Hit hard by hook right, fall and lean left, recover
101	Hit_By_Hook_V7_Short	- Hit hard by hook right, fall and lean left, quick recovery
102	Hit_By_Hook_V8	- Hit hard by hook to the right, slow lean and recovery left
103	Hit_By_Hook_V8_Short	- Hit hard by hook to the right, slow lean, quick recovery left
104	Hit_By_Jab_V1	- Hit by straight jab, reset hand position
105	Hit_By_Jab_V1_Short	- Hit by straight jab, reset hand position, quick recovery
106	Hit_By_Jab_V2	- Hit by straight jab to face
107	Hit_By_Jab_V2_Short	- Hit by straight jab to face, quick recovery
108	Hit_By_Jab_V3	- Small flinch from straight jab to body
109	Hit_By_Jab_V4	- Head whipped back from straight jab to face
110	Hit_By_Jab_V4_Short	- Head whipped back from straight jab to face, quick recovery
111	Hit_By_Jab_V5	- Head jostled back and left from jab to face
112	Hit_By_Jab_V5_Short	- Head jostled back and left from jab to face, quick recovery
113	Hit_By_Kidneyshot_V1	- Stumbles right from hard shot to left kidney, recover
114	Hit_By_Uppercut_V1	- Sent reeling backwards from uppercut to face, recover
115	DEFENSE, BLOCKS, MISC.	
116	Left_Dodge	- Steps out to the left to dodge, returns to center
117	Right_Dodge	- Steps out to the right to dodge, returns to center
118	Back_Dodge	- Steps Back to dodge, returns to center
119	Left_Weave	- Leans to the left to dodge punch
120	Right_Weave	- Leans to the right to dodge punch
121	Back_Weave	- Leans back to dodge punch
122	Combo_LH_RU	- Throws left hook, right uppercut
123	Combo_Punch	- Throws left jab, right cross, left hook
124	Body_Shot	- Drops low to throw a strong right cross to the lower body
125	Quick_Weave	- Pulls back and to the right to dodge punch
126	Block_Loop	- Idle Loop of holding arms to cover face
127	Block_To_Idle	- Transition from blocking pose to fight stance
128	Idle_To_Block	- Fight Stance Transition to arms covering face
129	Block_Straight_Hit_V1	- Blocks hit while covered with a slight step back, recovers
130	Block_Straight_Hit_V2	- Blocks hits while covered up, mostly absorbs hit
131	Block_Straight_Hit_V3	- Blocks hard hit while covered up, stumbles back,recovers
132	Kidney_Shot	- Steps in low to the left and throws strong hook to the kidney
133	KNOCKOUTS, CELEBRATIONS	
134	Knockout_Countdown_V1	- Gets knocked out cold then struggles to get back up
135	Knockout_Countdown_V2	- Gets knocked out cold then struggles to get back up
136	Knockout_Countdown_V3	- Gets knocked out cold then struggles to get back up
137	Knockout_V1	- Hit to left side of head and knocked out cold, falling right

PUNCH PRO - ANIMATION LIST

	NAME		DESCRIPTION
138	Knockout_V2	-	Hit to left side of head and knocked out cold, falling right
139	Knockout_V3	-	Hit to right side of head and knocked out cold, falling left
140	Knockout_V4	-	Hit with uppercut and knocked out cold, falling backwards
141	Knockout_V5	-	Hit to the gut then face and falling backwards, knocked out
142	Knockout_V6	-	Hit to gut falls to knee in pain, slowly gets back up
143	Knockout_V7	-	Hit in the face ringing his bell. Wobbly stumbles right, falls
144	Knockout_V8	-	Hook to right side of the face, falls left onto back, knocked out
145	Win_V1	-	Walking around with hands held high, returns to center
146	Win_V2	-	Jumping around with hands held over head
147	Win_V3	-	Jumping around fist pumping over head
148	Win_V4	-	Air pummeling with his fist then hands over head, returns center
149	Win_V5	-	Points to chest, holds arms out playing to crowd, returns center
150	Win_V6	-	Relaxed saunter, gestures to stay down, returns to center
151	Win_V7	-	Walking around blowing kisses to crowd, arms over head
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<https://mocaponline.com/products/punch>

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Idle_Fidget_V4	-	Taunt holds arm out and open while shifting weight side to side
Idle_Fidget_V5	-	Hoping up and down while shaking out arms
Idle_Fidget_V6	-	Drops weight and shifts right and back for a quick feint dodge
Idle_Fidget_V7	-	Drops weight and shifts right and forward a quick feint punch
Idle_Fidget_V8	-	Shuffling in-place ready to fight
Idle_Hurt_V1	-	Stand Fight Stance with slight limp during in-place shuffle
Idle_Hurt_V2	-	Stand Fight Stance tired and labored shifting of weight
Idle_Hurt_V3	-	Stand Fight Stance tired and labored shifting of weight
Idle_Really_Tired_V1	-	Stand Fight Stance but having trouble keeping hands up
Idle_Really_Tired_V2	-	Stand Fight Stance with slow tired shifting of weight
Idle_Slightly_Tired	-	Slower shifting of weight and with arms lower
Idle_Tired	-	Stand Slow and tired loop
RIGHT PUNCHES		
Right_Cross	-	Right cross to body
Right_Cross_A	-	Quick tight cross to face
Right_Cross_B	-	Normal speed cross with solid connect
Right_Cross_C	-	Slightly angled right cross with solid connect
Right_Cross_Hard	-	Hard right cross with lots of wind up
Right_Cross_Hurt	-	Weak fast right cross
Right_Cross_Miss	-	Wild cross with wind up misses loses balance, recovers
Right_Cross_Special	-	Really slow hard right cross with lots of wind up
Right_Cross_FT	-	Right cross to body solid connect with follow through
Right_Cross_Hurt_FT	-	Weak right cross leans into punch follow through
Right_Cross_Hard_FT	-	Hard right cross with wind up and follow through
Right_Hook	-	Quick right hook drops arm, recover
Right_Hook_FT	-	Solid right hook with follow through
Right_Hook_Hard	-	Hard right hook with wind up
Right_Hook_Hard_FT	-	Hard right hook with wind up, step forward, recovers
Right_Hook_Hurt	-	Slower weaker but tight right hook
Right_Hook_Hurt_FT	-	Downward angled hook to the lower body, slow, weak
Right_Hook_Miss	-	Hook with wind up, misses, leans forward, recovers
Right_Hook_Special	-	Steps back huge right hook, steps through the punch, recovers
Right_Uppercut	-	Angled right uppercut
Right_Uppercut_Hard	-	Hard right uppercut that connects hard
Right_Uppercut_Miss	-	Right uppercut, misses with small stumble and shuffle
Right_Uppercut_FT	-	Right uppercut with lots of wind up, follow through
Right_Uppercut_Hard_FT	-	Strong inward angled right upper cut with follow through
Right_Uppercut_Hurt	-	Very slow weak right uppercut
Right_Uppercut_Hurt_FT	-	Weak right uppercut with wind up and body twist
Right_Uppercut_Special	-	Strong wild upper cut with slow recovery
LEFT PUNCHES		
Left_Jab	-	Straight jab with connecting hit
Left_Jab_A	-	Straight jab at face slightly angled with good recoil to punch
Left_Jab_B	-	Quick straight jab
Left_Jab_C	-	Straight jab slower recoil
Left_Jab_Hurt	-	Weak straight jab, glances downward, recovers hand position
Left_Jab_Hard	-	Straight jab really trying to make solid connect, slow
Left_Jab_Miss	-	Jab, miss, losing balance forward, recover

PUNCH PRO - ANIMATION LIST

NAME		DESCRIPTION
Left_Jab_Special	-	Throws really hard solid jab with slow recoil
Left_Jab_FT	-	Straight jab really turns body into the punch
Left_Jab_Hard_FT	-	Strong jab with windup, follow through
Left_Jab_Hurt_FT	-	Weak slow jab, follow through, body movement put into punch
Left_Hook	-	Angled left hook with strong connecting hit
Left_Hook_V2	-	Tight left hook with good connecting hit
Left_Hook_FT	-	Left hook with follow through
Left_Hook_Hard	-	Large wind up to a left hook hard connect
Left_Hook_Hard_FT	-	Hard fast hook with follow through
Left_Hook_Hurt	-	Weak half hearted left hook
Left_Hook_Hurt_FT	-	Weak half hearted left hook with follow through
Left_Hook_Miss	-	Left hook misses and has slow recover
Left_Hook_Special	-	Large wind up for an all or nothing slow left hook
Left_Uppercut	-	Uppercut from hip up to above head lots of wind up
Left_Uppercut_FT	-	Uppercut really turning body into the punch
Left_Uppercut_Hard	-	Quick hard angled uppercut straight at the face
Left_Uppercut_Hard_FT	-	Hard angled uppercut straight at the face with lots of wind up
Left_Uppercut_Hurt	-	Quick weak angled uppercut straight at the face
Left_Uppercut_Hurt_FT	-	Quick weak angled uppercut straight to face, follow through
Left_Uppercut_Miss	-	Upper cut and misses going into a spin right, recover
Left_Uppercut_Special	-	Exaggerated uppercut over the head, entire body turns, recover
DEFENSE, HITS		
Hit_By_Combo_V1	-	Hit multiple times high and low and then recovers
Hit_By_Combo_V1_Short	-	Hit multiple times high and low and then recovers quickly
Hit_By_Combo_V2	-	Hit multiple times high and then recovers
Hit_By_Combo_V2_Short	-	Hit multiple times high and then recovers quickly
Hit_By_Cross_V1	-	Hit by cross to face and then recover
Hit_By_Cross_V1_Short	-	Hit by cross to face and then recovers quickly
Hit_By_Cross_V2	-	Hit by cross to left side of face and then recover
Hit_By_Cross_V2_Short	-	Hit by cross to left face and then recovers quickly
Hit_By_Cross_V3	-	Center face hit by strong cross, large stumble back, recover
Hit_By_Cross_V4	-	Center face hit by strong cross, small stumble back, recover
Hit_By_GutShot_V1	-	Hit to left side of gut shrugs it off
Hit_By_GutShot_V1_Short	-	Quick flinch to hit to left side of gut
Hit_By_GutShot_V2	-	Hit to center of gut, steps back winded, recovers
Hit_By_GutShot_V2_Short	-	Hit back from punch to gut, less winded, recovers
Hit_By_GutShot_V3	-	Hit to right side of gut, stumbles then recovers
Hit_By_Hook_V1	-	Hit by hook to right side of face
Hit_By_Hook_V1_Short	-	Quick flinch from hit to right side of face from hook
Hit_By_Hook_V2	-	Side of head whipped from hook to left side
Hit_By_Hook_V2_Short	-	Side of head has quick flinch from hook to left side
Hit_By_Hook_V3	-	Hit by hook to left side of head, stumbles, recovers
Hit_By_Hook_V3_Short	-	Hit by hook to left side of head, quick step back, recover
Hit_By_Hook_V5	-	Hit by hook to right side of head makes him lean in, recover
Hit_By_Hook_V6	-	Hit to head from the right whipping head left and down, recover
Hit_By_Hook_V6_Short	-	Hit to head right whipping head left and down, quick recovery
Hit_By_Hook_V7	-	Hit hard by hook right, fall and lean left, recover
Hit_By_Hook_V7_Short	-	Hit hard by hook right, fall and lean left, quick recovery
Hit_By_Hook_V8	-	Hit hard by hook to the right, slow lean and recovery left
Hit_By_Hook_V8_Short	-	Hit hard by hook to the right, slow lean, quick recovery left
Hit_By_Jab_V1	-	Hit by straight jab, reset hand position
Hit_By_Jab_V1_Short	-	Hit by straight jab, reset hand position, quick recovery
Hit_By_Jab_V2	-	Hit by straight jab to face
Hit_By_Jab_V2_Short	-	Hit by straight jab to face, quick recovery

PUNCH PRO - ANIMATION LIST

NAME	DESCRIPTION
Hit_By_Jab_V3	- Small flinch from straight jab to body
Hit_By_Jab_V4	- Head whipped back from straight jab to face
Hit_By_Jab_V4_Short	- Head whipped back from straight jab to face, quick recovery
Hit_By_Jab_V5	- Head jostled back and left from jab to face
Hit_By_Jab_V5_Short	- Head jostled back and left from jab to face, quick recovery
Hit_By_Kidneyshot_V1	- Stumbles right from hard shot to left kidney, recover
Hit_By_Uppercut_V1	- Sent reeling backwards from uppercut to face, recover
DEFENSE, BLOCKS, MISC.	
Left_Dodge	- Steps out to the left to dodge, returns to center
Right_Dodge	- Steps out to the right to dodge, returns to center
Back_Dodge	- Steps Back to dodge, returns to center
Left_Weave	- Leans to the left to dodge punch
Right_Weave	- Leans to the right to dodge punch
Back_Weave	- Leans back to dodge punch
Combo_LH_RU	- Throws left hook, right uppercut
Combo_Punch	- Throws left jab, right cross, left hook
Body_Shot	- Drops low to throw a strong right cross to the lower body
Quick_Weave	- Pulls back and to the right to dodge punch
Block_Loop	- Idle Loop of holding arms to cover face
Block_To_Idle	- Transition from blocking pose to fight stance
Idle_To_Block	- Fight Stance Transition to arms covering face
Block_Straight_Hit_V1	- Blocks hit while covered with a slight step back, recovers
Block_Straight_Hit_V2	- Blocks hits while covered up, mostly absorbs hit
Block_Straight_Hit_V3	- Blocks hard hit while covered up, stumbles back, recovers
Kidney_Shot	- Steps in low to the left and throws strong hook to the kidney
KNOCKOUTS, CELEBRATIONS	
Knockout_Countdown_V1	- Gets knocked out cold then struggles to get back up
Knockout_Countdown_V2	- Gets knocked out cold then struggles to get back up
Knockout_Countdown_V3	- Gets knocked out cold then struggles to get back up
Knockout_V1	- Hit to left side of head and knocked out cold, falling right
Knockout_V2	- Hit to left side of head and knocked out cold, falling right
Knockout_V3	- Hit to right side of head and knocked out cold, falling left
Knockout_V4	- Hit with uppercut and knocked out cold, falling backwards
Knockout_V5	- Hit to the gut then face and falling backwards, knocked out
Knockout_V6	- Hit to gut falls to knee in pain, slowly gets back up
Knockout_V7	- Hit in the face ringing his bell. Wobbly stumbles right, falls
Knockout_V8	- Hook to right side of the face, falls left onto back, knocked out
Win_V1	- Walking around with hands held high, returns to center
Win_V2	- Jumping around with hands held over head
Win_V3	- Jumping around fist pumping over head
Win_V4	- Air pummeling with his fist then hands over head, returns center
Win_V5	- Points to chest, holds arms out playing to crowd, returns center
Win_V6	- Relaxed saunter, gestures to stay down, returns to center
Win_V7	- Walking around blowing kisses to crowd, arms over head
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