

NINJA 2.7 BASIC - ANIMATION LIST

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

NAME	DESCRIPTION
IDLES, TURNS, FIDGETS, TRANSITIONS	
NJA_Cbt_Stand_V2_Idle	-
NJA_Rlx_Stand_Idle	- Rlx Pose matches Mobility Rlx Stand
NJA_Rlx_Stand_To_Cbt_Stand	- Rlx Pose matches Mobility Rlx Stand
NJA_Cbt_Stand_To_Rlx_Stand	- Rlx Pose matches Mobility Rlx Stand
NJA_Cbt_Std_Turn_L_45_Loop	-
NJA_Cbt_Std_Turn_R_45_Loop	-
NJA_Cbt_Stand_L_90	-
NJA_Cbt_Stand_R_90	-
NJA_Cbt_Stand_R_180	-
NJA_Rlx_Stand_Fidget_V1	-
NJA_Rlx_Stand_Fidget_V2	-
NJA_Rlx_Stand_Fidget_V3	-
NJA_Rlx_Stand_Fidget_V4	-
CROUCHING	
NJA_Cbt_Crouch_Idle	-
NJA_Cbt_Stand_To_Crouch	-
NJA_Cbt_Crouch_To_Stand	-
NJA_Cbt_Crouch_Turn_L_45_Loop	-
NJA_Cbt_Crouch_Turn_R_45_Loop	-
NJA_Cbt_CrouchWalk_B_Loop	-
NJA_Cbt_CrouchWalk_F_Loop	-
NJA_Cbt_CrouchWalk_L_Loop	-
NJA_Cbt_CrouchWalk_L_BkPd_Loop	-
NJA_Cbt_CrouchWalk_R_Loop	-
NJA_Cbt_CrouchWalk_R_BkPd_Loop	-
JOGS, TURNS, JUMPS	
NJA_Cbt_Jog_Forward_Loop	- 346.86 cm/sec
NJA_Cbt_Jog_Back_Loop	- -252.51 cm/sec
NJA_Cbt_Jog_Left_Loop	- 339.58 cm/sec
NJA_Cbt_Jog_Left_BkPd_Loop	- 339.58 cm/sec
NJA_Cbt_Jog_Right_Loop	- -339.58 cm/sec
NJA_Cbt_Jog_Right_BkPd_Loop	- -339.58 cm/sec
WALKS, TURNS, JUMPS	
NJA_Cbt_Walk_Forward_Loop	- 133.10 cm/sec
NJA_Cbt_Walk_Back_Loop	- -110.36 cm/sec
NJA_Cbt_Walk_Left_Loop	- 116.06 cm/sec
NJA_Cbt_Walk_Left_BkPd_Loop	- 116.06 cm/sec
NJA_Cbt_Walk_Right_Loop	- -150.05 cm/sec
NJA_Cbt_Walk_Right_BkPd_Loop	- -150.05 cm/sec
JUMPS, STEPS	
NJA_Cbt_Jump	-
NJA_Cbt_Jump_TakeOff_IPC	- Split Jump takeoff
NJA_Cbt_Jump_Air_Loop_IPC	- Split Jump loop while in air
NJA_Cbt_Jump_Landing_IPC	- Split Jump landing
NJA_Cbt_Std_Jump_Forward	-
NJA_Cbt_Std_Jump_Backward	-
NJA_Cbt_Std_Jump_Left	-
NJA_Cbt_Std_Jump_Right	-
NJA_Cbt_Std_Step_Back	-
NJA_Cbt_Std_Step_Fwd	-
NJA_Cbt_Std_Step_Left	-

NINJA 2.7 BASIC - ANIMATION LIST

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

NAME	DESCRIPTION
NJA_Cbt_Std_Step_Right	-
RUNS, TURNS, JUMPS	
NJA_Cbt_Run_Forward_Loop	- 545.17 cm/sec
NJA_Cbt_Run_Back_Loop	- -493.54 cm/sec
NJA_Cbt_Run_Left_Loop	- 493.54 cm/sec
NJA_Cbt_Run_Left_BkPd_Loop	- 493.54 cm/sec
NJA_Cbt_Run_Right_Loop	- -493.54 cm/sec
NJA_Cbt_Run_Right_BkPd_Loop	- -493.54 cm/sec
KICKS, PUNCHES	
NJA_Kick_High_v1	- Kick Standing Left Foot High
NJA_Kick_Mid_v3	- Kick Right Foot Mid High 360 Spin
NJA_Kick_Low_v1	- Kick Left Foot Low and advance Forward
NJA_Kick_Back_v1	- Kick Back Mid and 180 reverse direction
NJA_Punch_High_v2	- Punch High Right Fist
NJA_Punch_Mid_v2	- Step Fwd/Return Punch Right Uppercut
NJA_Punch_Mid_v3	- Step Fwd/Return Punch Right Fist
NJA_Punch_Back_v1	- Punch Back Right Elbow
STAR THROW	
NJA_Star_Throw_Fwd_Single	- Complete Single Fwd Throw
NJA_Star_Throw_Fwd_Start	- Throw Start to Loop Point
NJA_Star_Throw_Fwd_Loop	- Throwing Fast Loop
NJA_Star_Throw_Fwd_End	- Throw Loop point Return to Cbt Stand
NJA_Star_Throw_Bkwd_Single	- Complete Single Bkwd Throw
NJA_Star_Throw_Bkwd_Start	- Throw Start to Loop Point
NJA_Star_Throw_Bkwd_Loop	- Throwing Fast Loop
NJA_Star_Throw_Bkwd_End	- Throw Loop point Return to Cbt Stand
KNOCK DOWNS	
NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover	-
NJA_Cbt_Knock_Dn_Fwd_Mid_Recover	-
DUCKS, FLIPS, ROLLS, DIVES	
NJA_Cbt_Duck	-
NJA_Cbt_Back_Flip	-
NJA_Cbt_Forward_Roll_v1	-
NJA_Cbt_Bkwd_Roll	-
NJA_Cbt_Left_Roll	-
NJA_Cbt_Right_Roll	-
NJA_Run_Dive_Forward_Roll	-
HIGH PLATFORMS	
NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi	- Stand Jump Up to Hanging on Hi Platform Edge
NJA_Hang_Ptfm_Hi_Idle	-
NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand	-
NJA_Run_Jump_Hang_Ptfm_Hi	-
NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand	-
NJA_Hang_Ptfm_Hi_Drop_Dead	-
MED PLATFORMS	
NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std	-
NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1	-
LOW PLATFORMS	
NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std	-
NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std	-
AIM OFFSETS	

NINJA 2.7 BASIC - ANIMATION LIST

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

NAME	DESCRIPTION
NJA_Cbt_Look_Center	-
NJA_Cbt_Look_Ctr_Dn_90	-
NJA_Cbt_Look_Ctr_Up_90	-
NJA_Cbt_Look_L_90	-
NJA_Cbt_Look_L_90_Dn_90	-
NJA_Cbt_Look_L_90_Up_90	-
NJA_Cbt_Look_R_90	-
NJA_Cbt_Look_R_90_Dn_90	-
NJA_Cbt_Look_R_90_Up_90	-
NJA_Cbt_Crouch_Look_Center	-
NJA_Cbt_Crouch_Look_Ctr_Dn_90	-
NJA_Cbt_Crouch_Look_Ctr_Up_90	-
NJA_Cbt_Crouch_Look_L_90	-
NJA_Cbt_Crouch_Look_L_90_Dn_90	-
NJA_Cbt_Crouch_Look_L_90_Up_90	-
NJA_Cbt_Crouch_Look_R_90	-
NJA_Cbt_Crouch_Look_R_90_Dn_90	-
NJA_Cbt_Crouch_Look_R_90_Up_90	-
MOB1_Stand_Relaxed_Look_Center	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_D90	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_L90	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_R90	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_U90	- Rlx Pose matches Mobility Rlx Stand

ABBREVIATION KEY:

Cbt = Combat	*
Rlx = Relaxed	*
Std = Stand	*
Ptfm = Platform	*
L = Left	*
R = Right	*
Dn = Down	*
Fwd = Forward	*
Bkwd = Backward	*
Ctr = Center	*
V# = Version	*
BkPd = Backpedal	*

MOCAP ONLINE / MOTUS DIGITAL

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

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NINJA 2.7 BASIC - ANIMATION LIST

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

NAME	DESCRIPTION
IDLES , TURNS , FIDGETS , TRANSITIONS	
NJA_Cbt_Stand_V2_Idle	-
NJA_Rlx_Stand_Idle	- Rlx Pose matches Mobility Rlx Stand
NJA_Rlx_Stand_To_Cbt_Stand	- Rlx Pose matches Mobility Rlx Stand
NJA_Cbt_Stand_To_Rlx_Stand	- Rlx Pose matches Mobility Rlx Stand
NJA_Cbt_Std_Turn_L_45_Loop	-
NJA_Cbt_Std_Turn_R_45_Loop	-
NJA_Cbt_Stand_L_90	-
NJA_Cbt_Stand_R_90	-
NJA_Cbt_Stand_R_180	-
NJA_Rlx_Stand_Fidget_V1	-
NJA_Rlx_Stand_Fidget_V2	-
NJA_Rlx_Stand_Fidget_V3	-
NJA_Rlx_Stand_Fidget_V4	-
CROUCHING	
NJA_Cbt_Crouch_Idle	-
NJA_Cbt_Stand_To_Crouch	-
NJA_Cbt_Crouch_To_Stand	-
NJA_Cbt_Crouch_Turn_L_45_Loop	-
NJA_Cbt_Crouch_Turn_R_45_Loop	-
NJA_Cbt_CrouchWalk_B_Loop	-
NJA_Cbt_CrouchWalk_F_Loop	-
NJA_Cbt_CrouchWalk_L_Loop	-
NJA_Cbt_CrouchWalk_L_BkPd_Loop	-
NJA_Cbt_CrouchWalk_R_Loop	-
NJA_Cbt_CrouchWalk_R_BkPd_Loop	-
JOGS , TURNS , JUMPS	
NJA_Cbt_Jog_Forward_Loop	- 346.86 cm/sec
NJA_Cbt_Jog_Back_Loop	- -252.51 cm/sec
NJA_Cbt_Jog_Left_Loop	- 339.58 cm/sec
NJA_Cbt_Jog_Left_BkPd_Loop	- 339.58 cm/sec
NJA_Cbt_Jog_Right_Loop	- -339.58 cm/sec
NJA_Cbt_Jog_Right_BkPd_Loop	- -339.58 cm/sec
WALKS , TURNS , JUMPS	
NJA_Cbt_Walk_Forward_Loop	- 133.10 cm/sec
NJA_Cbt_Walk_Back_Loop	- -110.36 cm/sec
NJA_Cbt_Walk_Left_Loop	- 116.06 cm/sec
NJA_Cbt_Walk_Left_BkPd_Loop	- 116.06 cm/sec
NJA_Cbt_Walk_Right_Loop	- -150.05 cm/sec
NJA_Cbt_Walk_Right_BkPd_Loop	- -150.05 cm/sec
JUMPS , STEPS	
NJA_Cbt_Jump	-
NJA_Cbt_Jump_TakeOff_IPC	- Split Jump takeoff
NJA_Cbt_Jump_Air_Loop_IPC	- Split Jump loop while in air
NJA_Cbt_Jump_Landing_IPC	- Split Jump landing
NJA_Cbt_Std_Jump_Forward	-
NJA_Cbt_Std_Jump_Backward	-
NJA_Cbt_Std_Jump_Left	-
NJA_Cbt_Std_Jump_Right	-
NJA_Cbt_Std_Step_Back	-
NJA_Cbt_Std_Step_Fwd	-
NJA_Cbt_Std_Step_Left	-

NINJA 2.7 BASIC - ANIMATION LIST

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

NAME		DESCRIPTION
NJA_Cbt_Std_Step_Right	-	
RUNS, TURNS, JUMPS		
NJA_Cbt_Run_Forward_Loop	-	545.17 cm/sec
NJA_Cbt_Run_Back_Loop	-	-493.54 cm/sec
NJA_Cbt_Run_Left_Loop	-	493.54 cm/sec
NJA_Cbt_Run_Left_BkPd_Loop	-	493.54 cm/sec
NJA_Cbt_Run_Right_Loop	-	-493.54 cm/sec
NJA_Cbt_Run_Right_BkPd_Loop	-	-493.54 cm/sec
KICKS, PUNCHES		
NJA_Kick_High_v1	-	Kick Standing Left Foot High
NJA_Kick_Mid_v3	-	Kick Right Foot Mid High 360 Spin
NJA_Kick_Low_v1	-	Kick Left Foot Low and advance Forward
NJA_Kick_Back_v1	-	Kick Back Mid and 180 reverse direction
NJA_Punch_High_v2	-	Punch High Right Fist
NJA_Punch_Mid_v2	-	Step Fwd/Return Punch Right Uppercut
NJA_Punch_Mid_v3	-	Step Fwd/Return Punch Right Fist
NJA_Punch_Back_v1	-	Punch Back Right Elbow
STAR THROW		
NJA_Star_Throw_Fwd_Single	-	Complete Single Fwd Throw
NJA_Star_Throw_Fwd_Start	-	Throw Start to Loop Point
NJA_Star_Throw_Fwd_Loop	-	Throwing Fast Loop
NJA_Star_Throw_Fwd_End	-	Throw Loop point Return to Cbt Stand
NJA_Star_Throw_Bkwd_Single	-	Complete Single Bkwd Throw
NJA_Star_Throw_Bkwd_Start	-	Throw Start to Loop Point
NJA_Star_Throw_Bkwd_Loop	-	Throwing Fast Loop
NJA_Star_Throw_Bkwd_End	-	Throw Loop point Return to Cbt Stand
KNOCK DOWNS		
NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover	-	
NJA_Cbt_Knock_Dn_Fwd_Mid_Recover	-	
DUCKS, FLIPS, ROLLS, DIVES		
NJA_Cbt_Duck	-	
NJA_Cbt_Back_Flip	-	
NJA_Cbt_Forward_Roll_v1	-	
NJA_Cbt_Bkwd_Roll	-	
NJA_Cbt_Left_Roll	-	
NJA_Cbt_Right_Roll	-	
NJA_Run_Dive_Forward_Roll	-	
HIGH PLATFORMS		
NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi	-	Stand Jump Up to Hanging on Hi Platform Edge
NJA_Hang_Ptfm_Hi_Idle	-	
NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand	-	
NJA_Run_Jump_Hang_Ptfm_Hi	-	
NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand	-	
NJA_Hang_Ptfm_Hi_Drop_Dead	-	
MED PLATFORMS		
NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std	-	
NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1	-	
LOW PLATFORMS		
NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std	-	
NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std	-	
AIM OFFSETS		

NINJA 2.7 BASIC - ANIMATION LIST

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

NAME	DESCRIPTION
NJA_Cbt_Look_Center	-
NJA_Cbt_Look_Ctr_Dn_90	-
NJA_Cbt_Look_Ctr_Up_90	-
NJA_Cbt_Look_L_90	-
NJA_Cbt_Look_L_90_Dn_90	-
NJA_Cbt_Look_L_90_Up_90	-
NJA_Cbt_Look_R_90	-
NJA_Cbt_Look_R_90_Dn_90	-
NJA_Cbt_Look_R_90_Up_90	-
NJA_Cbt_Crouch_Look_Center	-
NJA_Cbt_Crouch_Look_Ctr_Dn_90	-
NJA_Cbt_Crouch_Look_Ctr_Up_90	-
NJA_Cbt_Crouch_Look_L_90	-
NJA_Cbt_Crouch_Look_L_90_Dn_90	-
NJA_Cbt_Crouch_Look_L_90_Up_90	-
NJA_Cbt_Crouch_Look_R_90	-
NJA_Cbt_Crouch_Look_R_90_Dn_90	-
NJA_Cbt_Crouch_Look_R_90_Up_90	-
MOB1_Stand_Relaxed_Look_Center	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_D90	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_L90	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_R90	- Rlx Pose matches Mobility Rlx Stand
MOB1_Stand_Relaxed_Look_U90	- Rlx Pose matches Mobility Rlx Stand
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ABBREVIATION KEY:	
Cbt = Combat	
Rlx = Relaxed	
Std = Stand	
Ptfm = Platform	
L = Left	
R = Right	
Dn = Down	
Fwd = Forward	
Bkwd = Backward	
Ctr = Center	
V# = Version	
BkPd = Backpedal	

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NJA_Cbt_Stand_V2_Idle.fbx	NJA_Cbt_Stand_V2_Idle.bip	NJA_Cbt_Stand_V2_Idle.rlmotion	
NJA_Rlx_Stand_Idle.fbx	NJA_Rlx_Stand_Idle.bip	NJA_Rlx_Stand_Idle.rlmotion	
NJA_Rlx_Stand_To_Cbt_Stand.fbx	NJA_Rlx_Stand_To_Cbt_Stand.bip	NJA_Rlx_Stand_To_Cbt_Stand.rlmotion	
NJA_Cbt_Stand_To_Rlx_Stand.fbx	NJA_Cbt_Stand_To_Rlx_Stand.bip	NJA_Cbt_Stand_To_Rlx_Stand.rlmotion	
NJA_Cbt_Std_Turn_L_45_Loop.fbx	NJA_Cbt_Std_Turn_L_45_Loop.bip	NJA_Cbt_Std_Turn_L_45_Loop.rlmotion	
NJA_Cbt_Std_Turn_R_45_Loop.fbx	NJA_Cbt_Std_Turn_R_45_Loop.bip	NJA_Cbt_Std_Turn_R_45_Loop.rlmotion	
NJA_Cbt_Stand_L_90.fbx	NJA_Cbt_Stand_L_90.bip	NJA_Cbt_Stand_L_90.rlmotion	
NJA_Cbt_Stand_R_90.fbx	NJA_Cbt_Stand_R_90.bip	NJA_Cbt_Stand_R_90.rlmotion	
NJA_Cbt_Stand_R_180.fbx	NJA_Cbt_Stand_R_180.bip	NJA_Cbt_Stand_R_180.rlmotion	
NJA_Rlx_Stand_Fidget_V1.fbx	NJA_Rlx_Stand_Fidget_V1.bip	NJA_Rlx_Stand_Fidget_V1.rlmotion	
NJA_Rlx_Stand_Fidget_V2.fbx	NJA_Rlx_Stand_Fidget_V2.bip	NJA_Rlx_Stand_Fidget_V2.rlmotion	
NJA_Rlx_Stand_Fidget_V3.fbx	NJA_Rlx_Stand_Fidget_V3.bip	NJA_Rlx_Stand_Fidget_V3.rlmotion	
NJA_Rlx_Stand_Fidget_V4.fbx	NJA_Rlx_Stand_Fidget_V4.bip	NJA_Rlx_Stand_Fidget_V4.rlmotion	
NJA_Cbt_Crouch_Idle.fbx	NJA_Cbt_Crouch_Idle.bip	NJA_Cbt_Crouch_Idle.rlmotion	
NJA_Cbt_Stand_To_Crouch.fbx	NJA_Cbt_Stand_To_Crouch.bip	NJA_Cbt_Stand_To_Crouch.rlmotion	
NJA_Cbt_Crouch_To_Stand.fbx	NJA_Cbt_Crouch_To_Stand.bip	NJA_Cbt_Crouch_To_Stand.rlmotion	
NJA_Cbt_Crouch_Turn_L_45_Loop.fbx	NJA_Cbt_Crouch_Turn_L_45_Loop.bip	NJA_Cbt_Crouch_Turn_L_45_Loop.rlmotion	
NJA_Cbt_Crouch_Turn_R_45_Loop.fbx	NJA_Cbt_Crouch_Turn_R_45_Loop.bip	NJA_Cbt_Crouch_Turn_R_45_Loop.rlmotion	
NJA_Cbt_CrouchWalk_B_Loop.fbx	NJA_Cbt_CrouchWalk_B_Loop.bip	NJA_Cbt_CrouchWalk_B_Loop.rlmotion	
NJA_Cbt_CrouchWalk_F_Loop.fbx	NJA_Cbt_CrouchWalk_F_Loop.bip	NJA_Cbt_CrouchWalk_F_Loop.rlmotion	
NJA_Cbt_CrouchWalk_L_Loop.fbx	NJA_Cbt_CrouchWalk_L_Loop.bip	NJA_Cbt_CrouchWalk_L_Loop.rlmotion	
NJA_Cbt_CrouchWalk_L_BkPd_Loop.fbx	NJA_Cbt_CrouchWalk_L_BkPd_Loop.bip	NJA_Cbt_CrouchWalk_L_BkPd_Loop.rlmotion	
NJA_Cbt_CrouchWalk_R_Loop.fbx	NJA_Cbt_CrouchWalk_R_Loop.bip	NJA_Cbt_CrouchWalk_R_Loop.rlmotion	
NJA_Cbt_CrouchWalk_R_BkPd_Loop.fbx	NJA_Cbt_CrouchWalk_R_BkPd_Loop.bip	NJA_Cbt_CrouchWalk_R_BkPd_Loop.rlmotion	
NJA_Cbt_Jog_Forward_Loop.fbx	NJA_Cbt_Jog_Forward_Loop.bip	NJA_Cbt_Jog_Forward_Loop.rlmotion	
NJA_Cbt_Jog_Back_Loop.fbx	NJA_Cbt_Jog_Back_Loop.bip	NJA_Cbt_Jog_Back_Loop.rlmotion	
NJA_Cbt_Jog_Left_Loop.fbx	NJA_Cbt_Jog_Left_Loop.bip	NJA_Cbt_Jog_Left_Loop.rlmotion	
NJA_Cbt_Jog_Left_BkPd_Loop.fbx	NJA_Cbt_Jog_Left_BkPd_Loop.bip	NJA_Cbt_Jog_Left_BkPd_Loop.rlmotion	
NJA_Cbt_Jog_Right_Loop.fbx	NJA_Cbt_Jog_Right_Loop.bip	NJA_Cbt_Jog_Right_Loop.rlmotion	
NJA_Cbt_Jog_Right_BkPd_Loop.fbx	NJA_Cbt_Jog_Right_BkPd_Loop.bip	NJA_Cbt_Jog_Right_BkPd_Loop.rlmotion	
NJA_Cbt_Walk_Forward_Loop.fbx	NJA_Cbt_Walk_Forward_Loop.bip	NJA_Cbt_Walk_Forward_Loop.rlmotion	
NJA_Cbt_Walk_Back_Loop.fbx	NJA_Cbt_Walk_Back_Loop.bip	NJA_Cbt_Walk_Back_Loop.rlmotion	
NJA_Cbt_Walk_Left_Loop.fbx	NJA_Cbt_Walk_Left_Loop.bip	NJA_Cbt_Walk_Left_Loop.rlmotion	
NJA_Cbt_Walk_Left_BkPd_Loop.fbx	NJA_Cbt_Walk_Left_BkPd_Loop.bip	NJA_Cbt_Walk_Left_BkPd_Loop.rlmotion	
NJA_Cbt_Walk_Right_Loop.fbx	NJA_Cbt_Walk_Right_Loop.bip	NJA_Cbt_Walk_Right_Loop.rlmotion	
NJA_Cbt_Walk_Right_BkPd_Loop.fbx	NJA_Cbt_Walk_Right_BkPd_Loop.bip	NJA_Cbt_Walk_Right_BkPd_Loop.rlmotion	
NJA_Cbt_Jump.fbx	NJA_Cbt_Jump.bip	NJA_Cbt_Jump.rlmotion	
NJA_Cbt_Std_Jump_Forward.fbx	NJA_Cbt_Std_Jump_Forward.bip	NJA_Cbt_Std_Jump_Forward.rlmotion	
NJA_Cbt_Std_Jump_Backward.fbx	NJA_Cbt_Std_Jump_Backward.bip	NJA_Cbt_Std_Jump_Backward.rlmotion	
NJA_Cbt_Std_Jump_Left.fbx	NJA_Cbt_Std_Jump_Left.bip	NJA_Cbt_Std_Jump_Left.rlmotion	
NJA_Cbt_Std_Jump_Right.fbx	NJA_Cbt_Std_Jump_Right.bip	NJA_Cbt_Std_Jump_Right.rlmotion	
NJA_Cbt_Std_Step_Back.fbx	NJA_Cbt_Std_Step_Back.bip	NJA_Cbt_Std_Step_Back.rlmotion	
NJA_Cbt_Std_Step_Fwd.fbx	NJA_Cbt_Std_Step_Fwd.bip	NJA_Cbt_Std_Step_Fwd.rlmotion	
NJA_Cbt_Std_Step_Left.fbx	NJA_Cbt_Std_Step_Left.bip	NJA_Cbt_Std_Step_Left.rlmotion	
NJA_Cbt_Std_Step_Right.fbx	NJA_Cbt_Std_Step_Right.bip	NJA_Cbt_Std_Step_Right.rlmotion	
NJA_Cbt_Run_Forward_Loop.fbx	NJA_Cbt_Run_Forward_Loop.bip	NJA_Cbt_Run_Forward_Loop.rlmotion	
NJA_Cbt_Run_Back_Loop.fbx	NJA_Cbt_Run_Back_Loop.bip	NJA_Cbt_Run_Back_Loop.rlmotion	
NJA_Cbt_Run_Left_Loop.fbx	NJA_Cbt_Run_Left_Loop.bip	NJA_Cbt_Run_Left_Loop.rlmotion	
NJA_Cbt_Run_Left_BkPd_Loop.fbx	NJA_Cbt_Run_Left_BkPd_Loop.bip	NJA_Cbt_Run_Left_BkPd_Loop.rlmotion	
NJA_Cbt_Run_Right_Loop.fbx	NJA_Cbt_Run_Right_Loop.bip	NJA_Cbt_Run_Right_Loop.rlmotion	
NJA_Cbt_Run_Right_BkPd_Loop.fbx	NJA_Cbt_Run_Right_BkPd_Loop.bip	NJA_Cbt_Run_Right_BkPd_Loop.rlmotion	
NJA_Kick_High_v1.fbx	NJA_Kick_High_v1.bip	NJA_Kick_High_v1.rlmotion	
NJA_Kick_Mid_v3.fbx	NJA_Kick_Mid_v3.bip	NJA_Kick_Mid_v3.rlmotion	
NJA_Kick_Low_v1.fbx	NJA_Kick_Low_v1.bip	NJA_Kick_Low_v1.rlmotion	
NJA_Kick_Back_v1.fbx	NJA_Kick_Back_v1.bip	NJA_Kick_Back_v1.rlmotion	
NJA_Punch_High_v2.fbx	NJA_Punch_High_v2.bip	NJA_Punch_High_v2.rlmotion	
NJA_Punch_Mid_v2.fbx	NJA_Punch_Mid_v2.bip	NJA_Punch_Mid_v2.rlmotion	
NJA_Punch_Mid_v3.fbx	NJA_Punch_Mid_v3.bip	NJA_Punch_Mid_v3.rlmotion	
NJA_Punch_Back_v1.fbx	NJA_Punch_Back_v1.bip	NJA_Punch_Back_v1.rlmotion	
NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover.fbx	NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover.bip	NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover.rlmotion	
NJA_Cbt_Knock_Dn_Fwd_Mid_Recover.fbx	NJA_Cbt_Knock_Dn_Fwd_Mid_Recover.bip	NJA_Cbt_Knock_Dn_Fwd_Mid_Recover.rlmotion	
NJA_Cbt_Duck.fbx	NJA_Cbt_Duck.bip	NJA_Cbt_Duck.rlmotion	
NJA_Cbt_Back_Flip.fbx	NJA_Cbt_Back_Flip.bip	NJA_Cbt_Back_Flip.rlmotion	
NJA_Cbt_Forward_Roll_v1.fbx	NJA_Cbt_Forward_Roll_v1.bip	NJA_Cbt_Forward_Roll_v1.rlmotion	
NJA_Cbt_Bkwd_Roll.fbx	NJA_Cbt_Bkwd_Roll.bip	NJA_Cbt_Bkwd_Roll.rlmotion	
NJA_Cbt_Left_Roll.fbx	NJA_Cbt_Left_Roll.bip	NJA_Cbt_Left_Roll.rlmotion	
NJA_Cbt_Right_Roll.fbx	NJA_Cbt_Right_Roll.bip	NJA_Cbt_Right_Roll.rlmotion	
NJA_Run_Dive_Forward_Roll.fbx	NJA_Run_Dive_Forward_Roll.bip	NJA_Run_Dive_Forward_Roll.rlmotion	
NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi.fbx	NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi.bip	NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi.rlmotion	
NJA_Hang_Ptfm_Hi_Idle.fbx	NJA_Hang_Ptfm_Hi_Idle.bip	NJA_Hang_Ptfm_Hi_Idle.rlmotion	
NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand.fbx	NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand.bip	NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand.rlmotion	
NJA_Run_Jump_Hang_Ptfm_Hi.fbx	NJA_Run_Jump_Hang_Ptfm_Hi.bip	NJA_Run_Jump_Hang_Ptfm_Hi.rlmotion	
NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand.fbx	NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand.bip	NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand.rlmotion	
NJA_Hang_Ptfm_Hi_Drop_Dead.fbx	NJA_Hang_Ptfm_Hi_Drop_Dead.bip	NJA_Hang_Ptfm_Hi_Drop_Dead.rlmotion	
NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std.fbx	NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std.bip	NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std.rlmotion	
NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1.fbx	NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1.bip	NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1.rlmotion	
NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std.fbx	NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std.bip	NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std.rlmotion	
NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std.fbx	NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std.bip	NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std.rlmotion	

Star_Throw	Star_Throw	Star_Throw	
NJA_Star_Throw_Fwd_Single.fbx	NJA_Star_Throw_Fwd_Single.bip	NJA_Star_Throw_Fwd_Single.rlMotion	
NJA_Star_Throw_Fwd_Start.fbx	NJA_Star_Throw_Fwd_Start.bip	NJA_Star_Throw_Fwd_Start.rlMotion	
NJA_Star_Throw_Fwd_Loop.fbx	NJA_Star_Throw_Fwd_Loop.bip	NJA_Star_Throw_Fwd_Loop.rlMotion	
NJA_Star_Throw_Fwd_End.fbx	NJA_Star_Throw_Fwd_End.bip	NJA_Star_Throw_Fwd_End.rlMotion	
NJA_Star_Throw_Bkwd_Single.fbx	NJA_Star_Throw_Bkwd_Single.bip	NJA_Star_Throw_Bkwd_Single.rlMotion	
NJA_Star_Throw_Bkwd_Start.fbx	NJA_Star_Throw_Bkwd_Start.bip	NJA_Star_Throw_Bkwd_Start.rlMotion	
NJA_Star_Throw_Bkwd_Loop.fbx	NJA_Star_Throw_Bkwd_Loop.bip	NJA_Star_Throw_Bkwd_Loop.rlMotion	
NJA_Star_Throw_Bkwd_End.fbx	NJA_Star_Throw_Bkwd_End.bip	NJA_Star_Throw_Bkwd_End.rlMotion	
Aim_Offsets	Aim_Offsets	Aim_Offsets	
NJA_Cbt_Look_Center.fbx	NJA_Cbt_Look_Center.bip	NJA_Cbt_Look_Center.rlMotion	
NJA_Cbt_Look_Ctr_Dn_90.fbx	NJA_Cbt_Look_Ctr_Dn_90.bip	NJA_Cbt_Look_Ctr_Dn_90.rlMotion	
NJA_Cbt_Look_Ctr_Up_90.fbx	NJA_Cbt_Look_Ctr_Up_90.bip	NJA_Cbt_Look_Ctr_Up_90.rlMotion	
NJA_Cbt_Look_L_90.fbx	NJA_Cbt_Look_L_90.bip	NJA_Cbt_Look_L_90.rlMotion	
NJA_Cbt_Look_L_90_Dn_90.fbx	NJA_Cbt_Look_L_90_Dn_90.bip	NJA_Cbt_Look_L_90_Dn_90.rlMotion	
NJA_Cbt_Look_L_90_Up_90.fbx	NJA_Cbt_Look_L_90_Up_90.bip	NJA_Cbt_Look_L_90_Up_90.rlMotion	
NJA_Cbt_Look_R_90.fbx	NJA_Cbt_Look_R_90.bip	NJA_Cbt_Look_R_90.rlMotion	
NJA_Cbt_Look_R_90_Dn_90.fbx	NJA_Cbt_Look_R_90_Dn_90.bip	NJA_Cbt_Look_R_90_Dn_90.rlMotion	
NJA_Cbt_Look_R_90_Up_90.fbx	NJA_Cbt_Look_R_90_Up_90.bip	NJA_Cbt_Look_R_90_Up_90.rlMotion	
NJA_Cbt_Crouch_Look_Center.fbx	NJA_Cbt_Crouch_Look_Center.bip	NJA_Cbt_Crouch_Look_Center.rlMotion	
NJA_Cbt_Crouch_Look_Ctr_Dn_90.fbx	NJA_Cbt_Crouch_Look_Ctr_Dn_90.bip	NJA_Cbt_Crouch_Look_Ctr_Dn_90.rlMotion	
NJA_Cbt_Crouch_Look_Ctr_Up_90.fbx	NJA_Cbt_Crouch_Look_Ctr_Up_90.bip	NJA_Cbt_Crouch_Look_Ctr_Up_90.rlMotion	
NJA_Cbt_Crouch_Look_L_90.fbx	NJA_Cbt_Crouch_Look_L_90.bip	NJA_Cbt_Crouch_Look_L_90.rlMotion	
NJA_Cbt_Crouch_Look_L_90_Dn_90.fbx	NJA_Cbt_Crouch_Look_L_90_Dn_90.bip	NJA_Cbt_Crouch_Look_L_90_Dn_90.rlMotion	
NJA_Cbt_Crouch_Look_L_90_Up_90.fbx	NJA_Cbt_Crouch_Look_L_90_Up_90.bip	NJA_Cbt_Crouch_Look_L_90_Up_90.rlMotion	
NJA_Cbt_Crouch_Look_R_90.fbx	NJA_Cbt_Crouch_Look_R_90.bip	NJA_Cbt_Crouch_Look_R_90.rlMotion	
NJA_Cbt_Crouch_Look_R_90_Dn_90.fbx	NJA_Cbt_Crouch_Look_R_90_Dn_90.bip	NJA_Cbt_Crouch_Look_R_90_Dn_90.rlMotion	
NJA_Cbt_Crouch_Look_R_90_Up_90.fbx	NJA_Cbt_Crouch_Look_R_90_Up_90.bip	NJA_Cbt_Crouch_Look_R_90_Up_90.rlMotion	
Split_Jumps	Split_Jumps	Split_Jumps	
NJA_Cbt_Jump_TakeOff_IPC.fbx	NJA_Cbt_Jump_TakeOff_IPC.bip	NJA_Cbt_Jump_TakeOff_IPC.rlMotion	
NJA_Cbt_Jump_Air_Loop_IPC.fbx	NJA_Cbt_Jump_Air_Loop_IPC.bip	NJA_Cbt_Jump_Air_Loop_IPC.rlMotion	
NJA_Cbt_Jump_Landing_IPC.fbx	NJA_Cbt_Jump_Landing_IPC.bip	NJA_Cbt_Jump_Landing_IPC.rlMotion	
IPC	IPC	IPC	
NJA_Cbt_Stand_V2_Idle_IPC.fbx	NJA_Cbt_Stand_V2_Idle_IPC.bip	NJA_Cbt_Stand_V2_Idle_IPC.rlMotion	
NJA_Rlx_Stand_Idle_IPC.fbx	NJA_Rlx_Stand_Idle_IPC.bip	NJA_Rlx_Stand_Idle_IPC.rlMotion	
NJA_Rlx_Stand_To_Cbt_Stand_IPC.fbx	NJA_Rlx_Stand_To_Cbt_Stand_IPC.bip	NJA_Rlx_Stand_To_Cbt_Stand_IPC.rlMotion	
NJA_Cbt_Stand_To_Rlx_Stand_IPC.fbx	NJA_Cbt_Stand_To_Rlx_Stand_IPC.bip	NJA_Cbt_Stand_To_Rlx_Stand_IPC.rlMotion	
NJA_Cbt_Std_Turn_L_45_Loop_IPC.fbx	NJA_Cbt_Std_Turn_L_45_Loop_IPC.bip	NJA_Cbt_Std_Turn_L_45_Loop_IPC.rlMotion	
NJA_Cbt_Std_Turn_R_45_Loop_IPC.fbx	NJA_Cbt_Std_Turn_R_45_Loop_IPC.bip	NJA_Cbt_Std_Turn_R_45_Loop_IPC.rlMotion	
NJA_Cbt_Stand_L_90_IPC.fbx	NJA_Cbt_Stand_L_90_IPC.bip	NJA_Cbt_Stand_L_90_IPC.rlMotion	
NJA_Cbt_Stand_R_90_IPC.fbx	NJA_Cbt_Stand_R_90_IPC.bip	NJA_Cbt_Stand_R_90_IPC.rlMotion	
NJA_Cbt_Stand_R_180_IPC.fbx	NJA_Cbt_Stand_R_180_IPC.bip	NJA_Cbt_Stand_R_180_IPC.rlMotion	
NJA_Rlx_Stand_Fidget_V1_IPC.fbx	NJA_Rlx_Stand_Fidget_V1_IPC.bip	NJA_Rlx_Stand_Fidget_V1_IPC.rlMotion	
NJA_Rlx_Stand_Fidget_V2_IPC.fbx	NJA_Rlx_Stand_Fidget_V2_IPC.bip	NJA_Rlx_Stand_Fidget_V2_IPC.rlMotion	
NJA_Rlx_Stand_Fidget_V3_IPC.fbx	NJA_Rlx_Stand_Fidget_V3_IPC.bip	NJA_Rlx_Stand_Fidget_V3_IPC.rlMotion	
NJA_Rlx_Stand_Fidget_V4_IPC.fbx	NJA_Rlx_Stand_Fidget_V4_IPC.bip	NJA_Rlx_Stand_Fidget_V4_IPC.rlMotion	
NJA_Cbt_Crouch_Idle_IPC.fbx	NJA_Cbt_Crouch_Idle_IPC.bip	NJA_Cbt_Crouch_Idle_IPC.rlMotion	
NJA_Cbt_Stand_To_Crouch_IPC.fbx	NJA_Cbt_Stand_To_Crouch_IPC.bip	NJA_Cbt_Stand_To_Crouch_IPC.rlMotion	
NJA_Cbt_Crouch_To_Stand_IPC.fbx	NJA_Cbt_Crouch_To_Stand_IPC.bip	NJA_Cbt_Crouch_To_Stand_IPC.rlMotion	
NJA_Cbt_Crouch_Turn_L_45_Loop_IPC.fbx	NJA_Cbt_Crouch_Turn_L_45_Loop_IPC.bip	NJA_Cbt_Crouch_Turn_L_45_Loop_IPC.rlMotion	
NJA_Cbt_Crouch_Turn_R_45_Loop_IPC.fbx	NJA_Cbt_Crouch_Turn_R_45_Loop_IPC.bip	NJA_Cbt_Crouch_Turn_R_45_Loop_IPC.rlMotion	
NJA_Cbt_CrouchWalk_B_Loop_IPC.fbx	NJA_Cbt_CrouchWalk_B_Loop_IPC.bip	NJA_Cbt_CrouchWalk_B_Loop_IPC.rlMotion	
NJA_Cbt_CrouchWalk_F_Loop_IPC.fbx	NJA_Cbt_CrouchWalk_F_Loop_IPC.bip	NJA_Cbt_CrouchWalk_F_Loop_IPC.rlMotion	
NJA_Cbt_CrouchWalk_L_Loop_IPC.fbx	NJA_Cbt_CrouchWalk_L_Loop_IPC.bip	NJA_Cbt_CrouchWalk_L_Loop_IPC.rlMotion	
NJA_Cbt_CrouchWalk_L_BkPd_Loop_IPC.fbx	NJA_Cbt_CrouchWalk_L_BkPd_Loop_IPC.bip	NJA_Cbt_CrouchWalk_L_BkPd_Loop_IPC.rlMotion	
NJA_Cbt_CrouchWalk_R_Loop_IPC.fbx	NJA_Cbt_CrouchWalk_R_Loop_IPC.bip	NJA_Cbt_CrouchWalk_R_Loop_IPC.rlMotion	
NJA_Cbt_CrouchWalk_R_BkPd_Loop_IPC.fbx	NJA_Cbt_CrouchWalk_R_BkPd_Loop_IPC.bip	NJA_Cbt_CrouchWalk_R_BkPd_Loop_IPC.rlMotion	
NJA_Cbt_Jog_Forward_Loop_IPC.fbx	NJA_Cbt_Jog_Forward_Loop_IPC.bip	NJA_Cbt_Jog_Forward_Loop_IPC.rlMotion	
NJA_Cbt_Jog_Back_Loop_IPC.fbx	NJA_Cbt_Jog_Back_Loop_IPC.bip	NJA_Cbt_Jog_Back_Loop_IPC.rlMotion	
NJA_Cbt_Jog_Left_Loop_IPC.fbx	NJA_Cbt_Jog_Left_Loop_IPC.bip	NJA_Cbt_Jog_Left_Loop_IPC.rlMotion	
NJA_Cbt_Jog_Left_BkPd_Loop_IPC.fbx	NJA_Cbt_Jog_Left_BkPd_Loop_IPC.bip	NJA_Cbt_Jog_Left_BkPd_Loop_IPC.rlMotion	
NJA_Cbt_Jog_Right_Loop_IPC.fbx	NJA_Cbt_Jog_Right_Loop_IPC.bip	NJA_Cbt_Jog_Right_Loop_IPC.rlMotion	
NJA_Cbt_Jog_Right_BkPd_Loop_IPC.fbx	NJA_Cbt_Jog_Right_BkPd_Loop_IPC.bip	NJA_Cbt_Jog_Right_BkPd_Loop_IPC.rlMotion	
NJA_Cbt_Walk_Forward_Loop_IPC.fbx	NJA_Cbt_Walk_Forward_Loop_IPC.bip	NJA_Cbt_Walk_Forward_Loop_IPC.rlMotion	
NJA_Cbt_Walk_Back_Loop_IPC.fbx	NJA_Cbt_Walk_Back_Loop_IPC.bip	NJA_Cbt_Walk_Back_Loop_IPC.rlMotion	
NJA_Cbt_Walk_Left_Loop_IPC.fbx	NJA_Cbt_Walk_Left_Loop_IPC.bip	NJA_Cbt_Walk_Left_Loop_IPC.rlMotion	
NJA_Cbt_Walk_Left_BkPd_Loop_IPC.fbx	NJA_Cbt_Walk_Left_BkPd_Loop_IPC.bip	NJA_Cbt_Walk_Left_BkPd_Loop_IPC.rlMotion	
NJA_Cbt_Walk_Right_Loop_IPC.fbx	NJA_Cbt_Walk_Right_Loop_IPC.bip	NJA_Cbt_Walk_Right_Loop_IPC.rlMotion	
NJA_Cbt_Walk_Right_BkPd_Loop_IPC.fbx	NJA_Cbt_Walk_Right_BkPd_Loop_IPC.bip	NJA_Cbt_Walk_Right_BkPd_Loop_IPC.rlMotion	
NJA_Cbt_Jump_IPC.fbx	NJA_Cbt_Jump_IPC.bip	NJA_Cbt_Jump_IPC.rlMotion	
NJA_Cbt_Jump_TakeOff_IPC.fbx	NJA_Cbt_Jump_TakeOff_IPC.bip	NJA_Cbt_Jump_TakeOff_IPC.rlMotion	
NJA_Cbt_Jump_Air_Loop_IPC.fbx	NJA_Cbt_Jump_Air_Loop_IPC.bip	NJA_Cbt_Jump_Air_Loop_IPC.rlMotion	
NJA_Cbt_Jump_Landing_IPC.fbx	NJA_Cbt_Jump_Landing_IPC.bip	NJA_Cbt_Jump_Landing_IPC.rlMotion	
NJA_Cbt_Std_Jump_Forward_IPC.fbx	NJA_Cbt_Std_Jump_Forward_IPC.bip	NJA_Cbt_Std_Jump_Forward_IPC.rlMotion	
NJA_Cbt_Std_Jump_Backward_IPC.fbx	NJA_Cbt_Std_Jump_Backward_IPC.bip	NJA_Cbt_Std_Jump_Backward_IPC.rlMotion	
NJA_Cbt_Std_Jump_Left_IPC.fbx	NJA_Cbt_Std_Jump_Left_IPC.bip	NJA_Cbt_Std_Jump_Left_IPC.rlMotion	

NJA_Cbt_Std_Jump_Right_IPC.fbx	NJA_Cbt_Std_Jump_Right_IPC.bip	NJA_Cbt_Std_Jump_Right_IPC.rIMotion	
NJA_Cbt_Std_Step_Back_IPC.fbx	NJA_Cbt_Std_Step_Back_IPC.bip	NJA_Cbt_Std_Step_Back_IPC.rIMotion	
NJA_Cbt_Std_Step_Fwd_IPC.fbx	NJA_Cbt_Std_Step_Fwd_IPC.bip	NJA_Cbt_Std_Step_Fwd_IPC.rIMotion	
NJA_Cbt_Std_Step_Left_IPC.fbx	NJA_Cbt_Std_Step_Left_IPC.bip	NJA_Cbt_Std_Step_Left_IPC.rIMotion	
NJA_Cbt_Std_Step_Right_IPC.fbx	NJA_Cbt_Std_Step_Right_IPC.bip	NJA_Cbt_Std_Step_Right_IPC.rIMotion	
NJA_Cbt_Run_Forward_Loop_IPC.fbx	NJA_Cbt_Run_Forward_Loop_IPC.bip	NJA_Cbt_Run_Forward_Loop_IPC.rIMotion	
NJA_Cbt_Run_Back_Loop_IPC.fbx	NJA_Cbt_Run_Back_Loop_IPC.bip	NJA_Cbt_Run_Back_Loop_IPC.rIMotion	
NJA_Cbt_Run_Left_Loop_IPC.fbx	NJA_Cbt_Run_Left_Loop_IPC.bip	NJA_Cbt_Run_Left_Loop_IPC.rIMotion	
NJA_Cbt_Run_Left_BkPd_Loop_IPC.fbx	NJA_Cbt_Run_Left_BkPd_Loop_IPC.bip	NJA_Cbt_Run_Left_BkPd_Loop_IPC.rIMotion	
NJA_Cbt_Run_Right_Loop_IPC.fbx	NJA_Cbt_Run_Right_Loop_IPC.bip	NJA_Cbt_Run_Right_Loop_IPC.rIMotion	
NJA_Cbt_Run_Right_BkPd_Loop_IPC.fbx	NJA_Cbt_Run_Right_BkPd_Loop_IPC.bip	NJA_Cbt_Run_Right_BkPd_Loop_IPC.rIMotion	
NJA_Kick_High_v1_IPC.fbx	NJA_Kick_High_v1_IPC.bip	NJA_Kick_High_v1_IPC.rIMotion	
NJA_Kick_Mid_v3_IPC.fbx	NJA_Kick_Mid_v3_IPC.bip	NJA_Kick_Mid_v3_IPC.rIMotion	
NJA_Kick_Low_v1_IPC.fbx	NJA_Kick_Low_v1_IPC.bip	NJA_Kick_Low_v1_IPC.rIMotion	
NJA_Kick_Back_v1_IPC.fbx	NJA_Kick_Back_v1_IPC.bip	NJA_Kick_Back_v1_IPC.rIMotion	
NJA_Punch_High_v2_IPC.fbx	NJA_Punch_High_v2_IPC.bip	NJA_Punch_High_v2_IPC.rIMotion	
NJA_Punch_Mid_v2_IPC.fbx	NJA_Punch_Mid_v2_IPC.bip	NJA_Punch_Mid_v2_IPC.rIMotion	
NJA_Punch_Mid_v3_IPC.fbx	NJA_Punch_Mid_v3_IPC.bip	NJA_Punch_Mid_v3_IPC.rIMotion	
NJA_Punch_Back_v1_IPC.fbx	NJA_Punch_Back_v1_IPC.bip	NJA_Punch_Back_v1_IPC.rIMotion	
NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover_IPC.fbx	NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover_IPC.bip	NJA_Cbt_Knock_Dn_Bkwd_Mid_Recover_IPC.rIMotion	
NJA_Cbt_Knock_Dn_Fwd_Mid_Recover_IPC.fbx	NJA_Cbt_Knock_Dn_Fwd_Mid_Recover_IPC.bip	NJA_Cbt_Knock_Dn_Fwd_Mid_Recover_IPC.rIMotion	
NJA_Cbt_Duck_IPC.fbx	NJA_Cbt_Duck_IPC.bip	NJA_Cbt_Duck_IPC.rIMotion	
NJA_Cbt_Back_Flip_IPC.fbx	NJA_Cbt_Back_Flip_IPC.bip	NJA_Cbt_Back_Flip_IPC.rIMotion	
NJA_Cbt_Forward_Roll_v1_IPC.fbx	NJA_Cbt_Forward_Roll_v1_IPC.bip	NJA_Cbt_Forward_Roll_v1_IPC.rIMotion	
NJA_Cbt_Bkwd_Roll_IPC.fbx	NJA_Cbt_Bkwd_Roll_IPC.bip	NJA_Cbt_Bkwd_Roll_IPC.rIMotion	
NJA_Cbt_Left_Roll_IPC.fbx	NJA_Cbt_Left_Roll_IPC.bip	NJA_Cbt_Left_Roll_IPC.rIMotion	
NJA_Cbt_Right_Roll_IPC.fbx	NJA_Cbt_Right_Roll_IPC.bip	NJA_Cbt_Right_Roll_IPC.rIMotion	
NJA_Run_Dive_Forward_Roll_IPC.fbx	NJA_Run_Dive_Forward_Roll_IPC.bip	NJA_Run_Dive_Forward_Roll_IPC.rIMotion	
NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi_IPC.fbx	NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi_IPC.bip	NJA_Rlx_Stand_Jump_Up_Hang_Ptfm_Hi_IPC.rIMotion	
NJA_Hang_Ptfm_Hi_Idle_IPC.fbx	NJA_Hang_Ptfm_Hi_Idle_IPC.bip	NJA_Hang_Ptfm_Hi_Idle_IPC.rIMotion	
NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand_IPC.fbx	NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand_IPC.bip	NJA_Hang_Ptfm_Hi_Drop_To_Rlx_Stand_IPC.rIMotion	
NJA_Run_Jump_Hang_Ptfm_Hi_IPC.fbx	NJA_Run_Jump_Hang_Ptfm_Hi_IPC.bip	NJA_Run_Jump_Hang_Ptfm_Hi_IPC.rIMotion	
NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand_IPC.fbx	NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand_IPC.bip	NJA_Hang_Ptfm_Hi_Pull_Up_To_Rlx_Stand_IPC.rIMotion	
NJA_Hang_Ptfm_Hi_Drop_Dead_IPC.fbx	NJA_Hang_Ptfm_Hi_Drop_Dead_IPC.bip	NJA_Hang_Ptfm_Hi_Drop_Dead_IPC.rIMotion	
NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std_IPC.fbx	NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std_IPC.bip	NJA_Run_Jump_Up_Ptfm_Mid_Cbt_Std_IPC.rIMotion	
NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1_IPC.fbx	NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1_IPC.bip	NJA_Cbt_Std_Ptfm_Mid_Jump_Dn_Cbt_Std_v1_IPC.rIMotion	
NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std_IPC.fbx	NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std_IPC.bip	NJA_Cbt_Std_Ptfm_Low_Jump_Down_Cbt_Std_IPC.rIMotion	
NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std_IPC.fbx	NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std_IPC.bip	NJA_Cbt_Std_Jump_Up_Ptfm_Low_Cbt_Std_IPC.rIMotion	