



LIST OF ALL SUPERCYAN CHARACTER PACK ANIMATIONS

This list is updated 20.11.2019

Please refer www.supercyanassets.com/animations for up to date listing.

Animation name **.FBX name** **Detailed description**

Gestures/status/poses

Wave	common_people@wave.FBX	Character waves happily
Victory gesture	common_people@victory.FBX	Character raises two fists in the air and finishes with punch
Dance	common_people@dance.FBX	Character dances sidesteps rhythmically with finger swinging
"Yes!" nodding	common_people@yes-gesture.FBX	Character nods approvingly
Shrug	common_people@shrug.FBX	Character shrugs
"No." head shake	common_people@no-gesture.FBX	Character shakes head in denial
Losing gesture	common_people@lose1.FBX	Character hunkers in depression and shakes head
Losing gesture	common_people@lose2.FBX	Character hunkers in depression and kicks air
Stunning hit	fantasy@stunned_hit.FBX	Character gets heavy hit and gets to a stunned state
Stunned loop	fantasy@stunned.FBX	Character is in a stunned loop while standing (loop-able)
Wake up from stun	fantasy@stunned_wakeup.FBX	Character wakes up from stunned state while standing
Calibration pose	common_people@t-pose.FBX	Character in calibration "T pose"

Interactions

Button press	common_people@buttonpress.FBX	Character presses a button on a wall
Conversation	common_people@conversation.FBX	Character have a conversation (loop-able)
Pick up	common_people@pickup-fast.FBX	Character picks an object very fast
Pick up	common_people@pickup.FBX	Character picks an object casually
Throw	common_people@throw.FBX	Character throws an object
Drinking	itempack@drinking_from_cup.FBX	Character takes a good sip from a coffee cup
Putting item pack to pocket	itempack@put_item_back_to_pocket.FBX	Character puts an item to trouser pocket with right hand
Putting item down	itempack@put_item_down.FBX	A standing character puts an item on the floor
Taking item from pocket	itempack@take_item_from_pocket.FBX	Character takes item from the pocket with right hand
Hop to sit	housepack@sit.FBX	Character hops on something to sit
Sitting	housepack@sit_idle1.FBX	Character sits and idle
Sitting and talking	housepack@talking_while_sitting.FBX	Character talks while sitting
Starting to type while sitting	housepack@starting_to_type.FBX	Character starts to type while sitting
Typing while sitting	housepack@typing.FBX	Character types while sitting
Stop typing and just sit	housepack@from_typing_to_sit.FBX	Character stops typing and just sits
Standing up from sit	housepack@stand_up.FBX	Character stands up
Going to sleep from sitting	housepack@from_sit_to_sleep.FBX	Character goes to sleep after sitting
Sleeping	housepack@sleep_idle_1.FBX	Character sleeps on back
Wake up from sleep and sit	housepack@wake_up_to_sit.FBX	Character wakes up from sleep

Aim

Pistol aim	military@pistol_aim_0_ver2	Character aims pistol directly straight while standing
Pistol aim	military@pistol_aim_minus45_ver2	Character aims pistol 45 degree down while standing
Pistol aim	military@pistol_aim_minus90_ver2	Character aims pistol directly down while standing
Pistol aim	military@pistol_aim_plus45_ver2	Character aims pistol 45 degree up while standing
Pistol aim	military@pistol_aim_plus90_ver2	Character aims pistol directly up while standing
Pistol aim	military@crouch_pistol_aim_0_v2.FBX	Character aims pistol directly straight while crouching
Pistol aim	military@crouch_pistol_aim_minus45_v2.FBX	Character aims pistol 45 degree down while crouching
Pistol aim	military@crouch_pistol_aim_minus90_v2.FBX	Character aims pistol directly down while crouching
Pistol aim	military@crouch_pistol_aim_plus45_v2.FBX	Character aims pistol 45 degree up while crouching
Pistol aim	military@crouch_pistol_aim_plus90_v2.FBX	Character aims pistol directly up while crouching
Pistol aim	zombie@prone_withPistol.FBX	Character aims pistol straight while prone
Pistol aim	zombie@proneAimUp45_withPistol.FBX	Character aims pistol 45 degree up while prone
Rifle aim	military@rifle_aim_0_ver3.FBX	Character aims rifle directly straight while standing
Rifle aim	military@rifle_aim_minus45_ver3.FBX	Character aims rifle 45 degree down while standing
Rifle aim	military@rifle_aim_minus90_ver3.FBX	Character aims rifle down while standing
Rifle aim	military@rifle_aim_plus45_ver4.FBX	Character aims rifle 45 degree up while standing
Rifle aim	military@rifle_aim_plus90_ver3.FBX	Character aims pistol directly up while standing
Rifle aim	military@crouch_rifle_aim_0_v2.FBX	Character aims rifle directly straight while crouching
Rifle aim	military@crouch_rifle_aim_minus45_v2.FBX	Character aims rifle 45 degree down while crouching
Rifle aim	military@crouch_rifle_aim_minus90_v2.FBX	Character aims rifle down while crouching
Rifle aim	military@crouch_rifle_aim_plus45_v2.FBX	Character aims rifle 45 degree up while crouching
Rifle aim	military@crouch_rifle_aim_plus90_v2.FBX	Character aims pistol directly up while crouching
Rifle aim	zombie@prone_rifle_Aim0.FBX	Character aims rifle directly straight while prone
Rifle aim	zombie@proneAimUp45.FBX	Character aims rifle 45 degree up while prone
Sniper rifle aim	zombie@crouchAimDown45.FBX	Character aims sniper rifle 45 degree down while crouching
Sniper rifle aim	zombie@crouchAimDown90.FBX	Character aims sniper rifle down while crouching
Sniper rifle aim	zombie@crouchAimUp45.FBX	Character aims sniper rifle 45 degree up while crouching
Sniper rifle aim	zombie@crouchAimUp90.FBX	Character aims sniper rifle directly up while crouching
Bow and arrow aim	fantasy@holding_Bow_Ver3.FBX	Character holds bow while standing
Bow and arrow aim	fantasy@holding_Bow_crouch.FBX	Character holds bow while crouching
Axe aim	fantasy@holding_DualAxes_Ver2.FBX	Character holds two axes while standing
Axe aim	fantasy@holding_DualAxes_crouch.FBX	Character holds two axes while crouching
Knife aim	fantasy@holding_DualKnives_Ver2.FBX	Character holds two knives while standing
Knife aim	fantasy@holding_DualKnives_crouch.FBX	Character holds two knives while crouching
Spear aim	fantasy@holding_Spear_Ver2.FBX	Character holds a spear while standing
Spear aim	fantasy@holding_Spear_crouch.FBX	Character holds a spear while crouching
Magic staff aim	fantasy@holding_Staff_Ver2.FBX	Character holds a magic staff while standing
Magic staff aim	fantasy@holding_Staff_crouch.FBX	Character holds a magic staff while crouching
Sword and shield aim	fantasy@holding_SwordAndShield_Ver2.FBX	Character holds a sword and shield while standing
Sword and shield aim	fantasy@holding_SwordAndShield_crouch.FBX	Character holds a sword and shield while crouching
Unarmed aim	fantasy@holding_Unarmed_Ver2.FBX	Character holds two fist ready to fight while standing
Unarmed aim	fantasy@holding_Unarmed_crouch.FBX	Character holds two fist ready to fight while crouching



Attack / Fire / Defence

Pistol fire	military@pistol_fire_0	Character shoots with a pistol straight while standing
Pistol fire	military@pistol_fire_minus45.FBX	Shoots with a pistol in 45 degree angle down while standing
Pistol fire	military@pistol_fire_minus90.FBX	Shoots with a pistol in 90 degree angle down while standing
Pistol fire	military@pistol_fire_plus45.FBX	Shoots with a pistol in 45 degree angle up while standing
Pistol fire	military@pistol_fire_plus90.FBX	Shoots with a pistol in 45 degree angle up while standing
Pistol fire	military@crouch_pistol_fire_0.FBX	Shoots with a pistol in 45 degree angle up while crouching
Pistol fire	military@crouch_pistol_fire_minus45.FBX	Shoots with pistol in 45 degree angle down while crouching
Pistol fire	military@crouch_pistol_fire_minus90.FBX	Shoots with pistol in 90 degree angle down while crouching
Pistol fire	military@crouch_pistol_fire_plus45.FBX	Shoots with a pistol in 45 degree angle up while crouching
Pistol fire	military@crouch_pistol_fire_plus90.FBX	Shoots with a pistol in 90 degree angle up while crouching
Pistol fire	zombie@prone_pistol_shoot.FBX	Character shoots with a pistol straight while prone
Pistol fire	zombie@prone_pistol_shoot_AimUp45.FBX	Shoots with a pistol in 45 degree angle up while prone
Rifle fire	military@rifle_fire_0.FBX	Character shoots with a rifle straight while standing
Rifle fire	military@rifle_fire_minus45.FBX	Shoots with a rifle in 45 degree angle down while standing
Rifle fire	military@rifle_fire_minus90.FBX	Shoots with a rifle in 90 degree angle down while standing
Rifle fire	military@rifle_fire_plus45.FBX	Shoots with a rifle in 45 degree angle up while standing
Rifle fire	military@rifle_fire_plus90.FBX	Shoots with a rifle in 45 degree angle up while standing
Rifle fire	zombie@prone_rifle_shoot_Aim0.FBX	Character shoots with a rifle straight while prone
Rifle fire	zombie@prone_rifle_shoot_AimUp45.FBX	Shoots with a rifle in 45 degree angle up while prone
Rifle fire	military@crouch_rifle_fire_0.FBX	Shoots with a rifle in 45 degree angle up while crouching
Rifle fire	military@crouch_rifle_fire_minus45.FBX	Shoots with a rifle in 45 degree angle down while crouching
Rifle fire	military@crouch_rifle_fire_minus90.FBX	Shoots with a rifle in 90 degree angle down while crouching
Rifle fire	military@crouch_rifle_fire_plus45.FBX	Shoots with a rifle in 45 degree angle up while crouching
Rifle fire	military@crouch_rifle_fire_plus90.FBX	Shoots with a rifle in 90 degree angle up while crouching
Sniper rifle fire	military@sniper_fire_0.FBX	Character shoots with a sniper rifle straight while standing
Sniper rifle fire	military@sniper_fire_minus45.FBX	Shoots with a sniper rifle in 45 degree down while standing
Sniper rifle fire	military@sniper_fire_minus90.FBX	Shoots with a sniper rifle in 90 degree down while standing
Sniper rifle fire	military@sniper_fire_plus45.FBX	Shoots with a sniper rifle in 45 degree up while standing
Sniper rifle fire	military@sniper_fire_plus90.FBX	Shoots with a sniper rifle in 45 degree up while standing
Sniper rifle fire	military@crouch_sniper_fire_0.FBX	Shoots with a rifle in 45 degree up while crouching
Sniper rifle fire	military@crouch_sniper_fire_minus45.FBX	Shoots with a rifle in 45 degree angle down while crouching
Sniper rifle fire	military@crouch_sniper_fire_minus90.FBX	Shoots with a rifle in 90 degree angle down while crouching
Sniper rifle fire	military@crouch_sniper_fire_plus45.FBX	Shoots with a rifle in 45 degree angle up while crouching
Sniper rifle fire	military@crouch_sniper_fire_plus90.FBX	Shoots with a rifle in 90 degree angle up while crouching
Bow and arrow fire	fantasy@attack_Bow_ShootAndReload_Ver3.FBX	Shoots an arrow with a bow and "reloads" while standing
Bow and arrow fire	fantasy@attack_Bow_ShootAndReload_crouch.FBX	Shoots an arrow with a bow and "reloads" while crouching
Axe attack	fantasy@attack_DualAxes_Chops_Ver2.FBX	Character attacks with two axes while standing
Axe attack	fantasy@attack_DualAxes_Chops_crouch.FBX	Character attacks with two axes while crouching
Axe attack	fantasy@attack_DualAxes_DualChop.FBX	Character attacks with two axes while standing
Axe attack	fantasy@attack_DualAxes_SingleChop.FBX	Character attacks with an axe while standing
Axe attack	fantasy@attack_DualAxes_SingleChop_crouch.FBX	Character attacks with an axe while crouching
Knife attack	fantasy@attack_DualKnives_Piercing.FBX	Character attacks with two knives while standing
Knife attack	fantasy@attack_DualKnives_Piercing_crouch.FBX	Character attacks with two knives while crouching
Knife attack	fantasy@attack_DualKnives_SinglePierce.FBX	Character attacks with two knives and standing
Knife attack	fantasy@attack_DualKnives_Slash.FBX	Character attacks with two knives while standing
Spear attack	fantasy@attack_Spear_Thrust_Ver2.FBX	Character attacks with a spear while standing
Spear attack	fantasy@attack_Spear_Thrust_crouch.FBX	Character attacks with a spear while crouching
Staff magic attack	fantasy@attack_Staff_casting_ProjectileAttack_Ver2.FBX	Character pulls arms front for magical attack while standing
Staff magic attack	fantasy@attack_Staff_casting_ProjectileAttack_crouch.FBX	Character pulls arms front for magical attack while crouching
Staff magic attack	fantasy@attack_Staff_casting_Summon.FBX	Character waves arms in fashion of summon while standing
Sword and shield attack	fantasy@attack_SwordAndShield_Chop.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Shield_bash.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Shield_Slash2.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Slash.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Thrust.FBX	Character attacks with a sword while holding a shield
Sword and shield attack	fantasy@attack_SwordAndShield_Thrust_crouch.FBX	Attack with a sword while holding a shield and crouching
Unarmed attack	fantasy@attack_Unarmed_HookAndPunch_Ver2.FBX	Character punches while standing
Unarmed attack	fantasy@attack_Unarmed_SinglePunch.FBX	Character punches while standing
Unarmed attack	fantasy@attack_Unarmed_SinglePunch_crouch.FBX	Character punches while crouching
Sword and shield attack	fantasy@defence_SwordAndShield_Block.FBX	Character blocks an attack while holding a shield
Zombie style attack	zombie@zombie_attack.FBX	Zombie character attacks zombie style while standing
Zombie style attack	zombie@zombie_prone_attack.FBX	Zombie character attacks zombie style while prone

Reload

Pistol reload	military@crouch_pistol_reload.FBX	Character reloads pistol while crouching
Pistol reload	military@pistol_reload_ver3.FBX	Character reloads pistol while standing
Pistol reload	zombie@prone_pistol_reload.FBX	Character reloads pistol while prone
Rifle reload	military@rifle_reload_ver3.FBX	Character reloads rifle while standing
Rifle reload	military@crouch_rifle_reload.FBX	Character reloads rifle while crouching
Rifle reload	zombie@prone_rifle_reload.FBX	Character reloads rifle while prone



Taking hit & Death

Taking hit	military@taking_hit1_with-rifle.FBX	Character takes a hit while holding a rifle
Taking hit	military@taking_hit2_with-rifle.FBX	Character takes a hit while holding a rifle
Death	military@death1.FBX	Character with a rifle takes a fatal hit while standing
Death	military@death2.FBX	Character with a rifle takes a fatal hit while standing
Death	military@death3.FBX	Character with a rifle takes a fatal hit while standing
Death	military@death_crouch.FBX	Character takes a fatal hit while crouching
Zombie type death	zombie@prone_death1.FBX	Character takes a fatal hit while prone
Zombie type death	zombie@zombie_death_standing.FBX	Zombie character takes a fatal hit while standing

Arming

Arming with bow and arrow	fantasy@arming_bow.FBX	Character pulls out bow and arrow
Arming with axes	fantasy@arming_dual_axes.FBX	Character pulls out two axes
Arming with knives	fantasy@arming_dual_knives.FBX	Character pulls out two knives
Arming with staff	fantasy@arming_magic_staff.FBX	Character pulls out a magic staff
Arming with spear	fantasy@arming_spear.FBX	Character pulls out a spear
Arming with sword and shield	fantasy@arming_sword_and_shield.FBX	Character pulls out a sword and a shield
Raising fists	fantasy@arming_unarmed_fast.FBX	Character prepares for a fist fight
Raising fists	fantasy@arming_unarmed_slowly.FBX	Character prepares for a fist fight

Movement

Human movement	common_people@idle.FBX	Character stands idling
Human movement	military@idle.FBX	Character stands idling
Human movement	zombie@crouchIdle.FBX	Character idles with rifle while crouching
Human movement	common_people@run.FBX	Character runs
Human movement	military@backwards_run_withWeapon.FBX	Character runs backwards
Human movement	military@run_withWeapon.FBX	Character runs
Human movement	common_people@backwards-run.FBX	Character runs directly backwards
Human movement	common_people@walk.FBX	Character walks
Human movement	common_people@backwards-walk.FBX	Character walks directly backwards
Human movement	military@backwards_walk_withWeapon.FBX	Character walks backwards
Human movement	common_people@jump-up.FBX	Character jumps up
Human movement	common_people@jump-float.FBX	Character floats after jump
Human movement	common_people@jump-down.FBX	Character lands after floating/jump
Human movement	military@walk_withWeapon.FBX	Character walks
Human movement	military@walk_strafe_left.FBX	Character strafes left with casual speed
Human movement	military@walk_strafe_left_withWeapon.FBX	Character strafes left with rifle with casual speed
Human movement	military@walk_diagonal_back_left.FBX	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_back_left_withWeapon.fbx	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_front_left_NEXT.FBX	Character walks diagonally forward with casual speed
Human movement	military@walk_diagonal_front_left_withWeapon.fbx	Character walks diagonally forward with casual speed
Human movement	military@strafe_left.FBX	Character strafes left while running
Human movement	military@run_diagonal_back_left_NEXT.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_back_left_withWeapon.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_front_left.FBX	Character runs diagonally forwards
Human movement	military@run_diagonal_front_left_withWeapon.FBX	Character runs diagonally forwards
Human movement	military@walk_strafe_right_NEXT.FBX	Character strafes right
Human movement	military@walk_strafe_right_withWeapon.FBX	Character strafes right
Human movement	military@run_strafe_left_withWeapon.FBX	Character strafes left while running
Human movement	military@run_strafe_right_NEXT.FBX	Character strafes right while running
Human movement	military@run_strafe_right_withWeapon.FBX	Character strafes right while running
Human movement	military@walk_diagonal_back_right_NEXT.FBX	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_back_right_withWeapon.fbx	Character strafes diagonally back with casual speed
Human movement	military@walk_diagonal_front_right.FBX	Character walks diagonally forward with casual speed
Human movement	military@walk_diagonal_front_right_withWeapon.fbx	Character walks diagonally forward with casual speed
Human movement	military@run_diagonal_back_right_NEXT.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_back_right_withWeapon.FBX	Character runs diagonally backwards
Human movement	military@run_diagonal_front_right_NEXT.FBX	Character runs diagonally forwards
Human movement	military@run_diagonal_front_right_withWeapon.FBX	Character runs diagonally forwards
Human movement	zombie@noWeapon_proneBackwards.FBX	Character moves backwards while prone
Human movement	zombie@noWeapon_proneBackwardsLeft.FBX	Character moves diagonally backwards while prone
Human movement	zombie@noWeapon_proneBackwardsRight.FBX	Character moves diagonally backwards while prone
Human movement	zombie@noWeapon_proneDiagonalLeft.FBX	Character moves diagonally sideways while prone
Human movement	zombie@noWeapon_proneDiagonalRight.FBX	Character moves diagonally sideways while prone
Human movement	zombie@noWeapon_proneForward.FBX	Character prones forwards
Human movement	zombie@noWeapon_proneIdle.FBX	Character idles while prone
Human movement	zombie@noWeapon_proneLeft.FBX	Character prones left
Human movement	zombie@noWeapon_proneRight.FBX	Character prones right



Human movement transition	zombie@noWeapon_crouchToProne.FBX	Character lowers from crouch to prone
Human movement transition	zombie@noWeapon_proneToCrouch.FBX	Character rises from prone to crouch
Human movement	zombie@crouchWalkBackLeft.FBX	Moves diagonally backwards with rifle while crouching
Human movement	zombie@crouchWalkBackRight.FBX	Moves diagonally backwards with rifle while crouching
Human movement	zombie@crouchWalkBackwards.FBX	Character moves backwards with rifle while crouching
Human movement	zombie@crouchWalkDiagonalLeft.FBX	Moves diagonally forward with rifle while crouching
Human movement	zombie@crouchWalkDiagonalRight.FBX	Moves diagonally forward with rifle while crouching
Human movement	zombie@crouchWalkForward.FBX	Character moves forwards with rifle while crouching
Human movement	zombie@crouchWalkLeft.FBX	Character strafes left with rifle while crouching
Human movement	zombie@crouchWalkRight.FBX	Character strafes right with rifle while crouching
Human movement	military@crouchBackwardsLeft_noWeapon_v2.FBX	Character moves diagonally backwards while crouching
Human movement	zombie@crouchBackwardsLeft_noWeapon.FBX	Character moves diagonally backwards while crouching
Human movement	military@crouchBackwardsRight_noWeapon_v2.FBX	Character moves diagonally backwards while crouching
Human movement	zombie@crouchBackwardsRight_noWeapon.FBX	Character moves diagonally backwards while crouching
Human movement	military@crouchBackwards_noWeapon.FBX	Character moves backwards while crouching
Human movement	zombie@crouchBackwards_noWeapon.FBX	Character moves backwards while crouching
Human movement	military@crouchDiagonalLeft_noWeapon_v2.FBX	Character moves diagonally forwards while crouching
Human movement	zombie@crouchDiagonalLeft_noWeapon.FBX	Character moves diagonally forwards while crouching
Human movement	military@crouchDiagonalRight_noWeapon_v2.FBX	Character moves diagonally forwards while crouching
Human movement	zombie@crouchDiagonalRight_noWeapon.FBX	Character moves diagonally forwards while crouching
Human movement	military@crouchForward_noWeapon.FBX	Character moves forwards while crouching
Human movement	zombie@crouchForward_noWeapon.FBX	Character moves forwards with rifle while crouching
Human movement	military@crouchIdle_noWeapon.FBX	Character idles while crouching
Human movement	military@crouchIdle_noWeapon_v2.FBX	Character idles while crouching
Human movement	zombie@crouchIdle_noWeapon.FBX	Character idles while crouching
Human movement	military@crouchWalkBackwards_noWeapon_v2.FBX	Character moves diagonally backwards while crouching
Human movement	military@crouchWalkForward_noWeapon_v2.FBX	Character moves forward while crouching
Human movement	military@crouchWalkLeft_noWeapon_v2.FBX	Character strafes left while crouching
Human movement	zombie@crouchWalkLeft_noWeapon.FBX	Character strafes left while crouching
Human movement	military@crouchWalkRight_noWeapon_v2.FBX	Character strafes right while crouching
Human movement	zombie@crouchWalkRight_noWeapon.FBX	Character moves right while crouching
Human movement	zombie@proneBackwards.FBX	Character moves backwards with rifle while prone
Human movement	zombie@proneBackwardsDiagonalLeft.FBX	Moves diagonally backwards with rifle while prone
Human movement	zombie@proneBackwardsDiagonalRight.FBX	Moves diagonally backwards with rifle while prone
Human movement	zombie@proneDiagonalLeft.FBX	Moves diagonally forwards with rifle while prone
Human movement	zombie@proneDiagonalRight.FBX	Character moves diagonally forwards with rifle while prone
Human movement	zombie@proneForward.FBX	Character moves forwards with rifle while prone
Human movement	zombie@proneIdle.FBX	Character prone with rifle and idles
Human movement	zombie@proneLeft.FBX	Character moves left with rifle while prone
Human movement	zombie@proneRight.FBX	Character moves right with rifle while prone
Human movement transition	zombie@stand_to_prone.FBX	Character moves standing position to prone with rifle
Human movement transition	zombie@prone_to_stand.FBX	Character moves from prone position to stand with rifle
Human movement transition	zombie@crouch_to_prone_with_pistol.FBX	Character lowers from crouch position to prone with pistol
Human movement transition	zombie@crouch_to_prone_with_rifle.FBX	Character lowers from crouch position to prone with rifle
Human movement transition	zombie@prone_to_crouch_with_pistol.FBX	Character rises from prone to crouch with pistol
Human movement transition	zombie@prone_to_crouch_with_rifle.FBX	Character rises from prone to crouch with rifle
Zombie type movement	zombie@zombie_idle.FBX	Zombie character idles standing.
Zombie type movement	zombie@zombie_walk_backwards.FBX	Zombie character walks clumsily backwards
Zombie type movement	zombie@zombie_walk_BL.FBX	Zombie character walks clumsily diagonally backwards (left)
Zombie type movement	zombie@zombie_walk_BR.FBX	Zombie character walks clumsily diagonally backwards (right)
Zombie type movement	zombie@zombie_walk_FL.FBX	Zombie character walks clumsily diagonally forward (left)
Zombie type movement	zombie@zombie_walk_FR.FBX	Zombie character walks clumsily diagonally forward (right)
Zombie type movement	zombie@zombie_walk_forward.FBX	Zombie character walks clumsily forward
Zombie type movement	zombie@zombie_walk_left.FBX	Zombie character strafes left clumsily
Zombie type movement	zombie@zombie_walk_right.FBX	Zombie character strafes right clumsily
Zombie type movement	zombie@zombie_prone_backwards.FBX	Zombie character moves backwards while prone
Zombie type movement	zombie@zombie_prone_BL.FBX	Zombie type moving diagonally backwards while prone (left)
Zombie type movement	zombie@zombie_prone_BR.FBX	Zombie moving diagonally backwards while prone (right)
Zombie type movement	zombie@zombie_prone_FL.FBX	Zombie type moving diagonally forwards while prone (left)
Zombie type movement	zombie@zombie_prone_FR.FBX	Zombie type moving diagonally forwards while prone (right)
Zombie type movement	zombie@zombie_prone_forward.FBX	Zombie character moves forwards while prone
Zombie type movement	zombie@zombie_prone_Idle.FBX	Zombie character idles while prone
Zombie type movement	zombie@zombie_prone_Left.FBX	Zombie character strafes left while prone
Zombie type movement	zombie@zombie_prone_Right.FBX	Zombie character strafes right while prone