

Sword & Shield Animset Pro for UE4 – Animation List – v.1.0

Sword_Equip	Movement Animset Pro Idle to Sword Idle – take out the sword from hip
Sword_Holster	Sword Idle to Movement Animset Pro Idle – sheathe the sword
Sword_Idle	idle in place
Sword_TurnR_90	turn in place
Sword_TurnL_90	turn in place
Sword_TurnR_180	turn in place
Sword_TurnL_180	turn in place
Sword_WalkFwdStart	transition from idle to walk/jog
Sword_WalkBwdStart	transition from idle to walk/jog
Sword_StrafeRightStart	transition from idle to walk/jog
Sword_StrafeLeftStart	transition from idle to walk/jog
Sword_WalkFwd	walking forward in combat position
Sword_WalkBwd	walking backward in combat position
Sword_StrafeLeft	walking left in combat position
Sword_StrafeRight	walking right in combat position
Sword_WalkStop_LU	stop when Left leg is Up
Sword_WalkStop_RU	stop when Right leg is Up
Sword_StrafeLeftStop_LU	stop when Left leg is Up
Sword_StrafeLeftStop_RU	stop when Right leg is Up
Sword_StrafeRightStop_LU	stop when Left leg is Up
Sword_StrafeRightStop_RU	stop when Right leg is Up
Sword_WalkBwdStop_RU	stop when Right leg is Up
Sword_WalkBwdStop_LU	stop when Left leg is Up
Sword_RunFwd	jogging forward in combat position
Sword_RunBwd	jogging backward in combat position
Sword_StrafeRunRight	jogging right in combat position
Sword_StrafeRunLeft	jogging left in combat position
Sword_Defeat_1_Start	sword falls on the ground and the character covers his head in submission/surrender
Sword_Defeat_1_Loop	sword falls on the ground and the character covers his head in submission/surrender – loop
Sword_Defeat_2_Start	the character falls on the ground in submission/surrender
Sword_Defeat_2_Loop	the character falls on the ground in submission/surrender – loop
Sword_Dodge	dodge backwards
Sword_Dodge_Left	dodge left
Sword_Dodge_Right	dodge right
Sword_Dodge_Fwd	dodge forward – fast approach
Sword_Block_Right1	blocks/parrys
Sword_Block_Left1	blocks/parrys
Sword_Block_Right2	blocks/parrys
Sword_Block_Right3	blocks/parrys
Sword_Block_Left2	blocks/parrys
Sword_Block_Left3	blocks/parrys
Sword_Block_Right4	blocks/parrys

Sheet1

Sword_Block_Left4	blocks/parrys
Sword_Block_RightDown1	blocks/parrys
Sword_Block_LeftDown1	blocks/parrys
Sword_Block_U	blocks/parrys
Sword_Block_Right_Shield	blocks/parrys
Sword_Block_Right_Shield_Low	blocks/parrys
Sword_Death_R	death by the sword
Sword_Death_L	death by the sword
Sword_Hit_C_1	hit when character holds just sword
Sword_Hit_R_2	hit when character holds just sword
Sword_Hit_L_2	hit when character holds just sword
Sword_Hit_L_1	hit when character holds just sword
Sword_Shield_Hit_L_1	hit when character holds sword and shield
Sword_Shield_Hit_L_2	hit when character holds sword and shield
Sword_Shield_Hit_R_2	hit when character holds sword and shield
Sword_Shield_Hit_C_1	hit when character holds sword and shield
KnockdownFront1	fall on the ground and get up right after. If you play this animation from the middle, you have getting up animation, even from "dead" state.
KnockdownFront2	fall on the ground and get up right after. If you play this animation from the middle, you have getting up animation, even from "dead" state.
KnockdownRight	fall on the ground and get up right after. If you play this animation from the middle, you have getting up animation, even from "dead" state.
KnockdownLeft	fall on the ground and get up right after. If you play this animation from the middle, you have getting up animation, even from "dead" state.
Sword_ShieldHandPose	override animation for the left fingers and palm for shield holding position. Generally not used, but just in case.
Sword_Attack_R	attack
Sword_Attack_RL	attack
Sword_Attack_RLL	attack
Sword_Attack_RLLR	attack
Sword_Attack_Combo_LL	attack
Sword_Attack_Combo_CL_Heavy	attack
Sword_Kick_R	attack
Sword_Attack_Sp_R	attack
Sword_Attack_Sp_RL	attack
Sword_Attack_Sp_LRound	attack
Sword_Attack_Sp_RL2	attack
Sword_Attack_Sp_U	attack
Sword_Attack_Sp_RRound	attack
Sword_Attack_SP_RLd	attack
Sword_Attack_Ld	attack
Sword_Attack_Ushort	attack
Sword_Attack_Sp_RdL	attack
Sword_Attack_Rd	attack

Sheet1

Sword_Attack_U2	attack
Sword_Attack_Ld2	attack
Sword_Attack_R_Whirlwind	attack
Sword_Attack_Ld3_quick	attack
Sword_Attack_Combo_LL_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sowrd_Attack_Combo_CL_Heavy_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Sp_R_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Sp_RL_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Sp_LRound_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Sp_RL2_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Sp_U_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Sp_RRound_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Ld3_quick_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_R_Whirlwind_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Ld2_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_U2_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Rd_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Sp_RdL_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Attack_Ld_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Counter_Rd_Whirlwind	attack
Sword_Counter_Rd_Whirlwind_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Counter_R	attack
Sword_Counter_R_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Counter_L	attack
Sword_Counter_L_fast	Attack – faster timing (impact in 0,25s time or faster) for player use
Sword_Counter_Sheildbash	attack
Sword_FallingLoop	falling in place for use with gravity or character motor
Sword_Land_Generic	land
Sword_Land2WalkFwd_Generic	land
Sword_LowerWeapons_Add	additive animation – lowers the sword and shield a little
Sword_RiseWeapons_Add	additive animation – rises the sword and shield a little

Sheet1

Sword_LookC_Add	additive animation – looks stright ahead
Sword_LookL_Add	additive animation – looks left
Sword_LookR_Add	additive animation – looks right
Sword_Climb_1m	climb on 1m high obstacle
Sword_Jump_Platformer_Start	jumping, platformer style – intended for platformers
Sword_Jump_Platformer_Fall	jumping, platformer style – intended for platformers
Sword_Jump_Platformer_Predict_Land	jumping, platformer style – intended for platformers
Sword_Jump_Platformer_Land	jumping, platformer style – intended for platformers
Sword_RunStrafeLeft45	run strafing diagonally – looped
Sword_RunStrafeLeft135	run strafing diagonally – looped
Sword_RunStrafeRight45	run strafing diagonally – looped
Sword_RunStrafeRight135	run strafing diagonally – looped
Sword_StrafeLeft135	walk strafing diagonally – looped
Sword_StrafeRight135	walk strafing diagonally – looped
Sword_StrafeLeft45	walk strafing diagonally – looped
Sword_StrafeRight45	walk strafing diagonally – looped
Sword_AimOffset_CC	Aim Offset looking around
Sword_AimOffset_CD	Aim Offset looking around
Sword_AimOffset_CU	Aim Offset looking around
Sword_AimOffset_LC	Aim Offset looking around
Sword_AimOffset_LD	Aim Offset looking around
Sword_AimOffset_LU	Aim Offset looking around
Sword_AimOffset_RC	Aim Offset looking around
Sword_AimOffset_RD	Aim Offset looking around
Sword_AimOffset_RU	Aim Offset looking around
Sword_AimOffset_Guard	Shield up – guarding
Sword_AimOffset_NoGuard	Shield lowered