

# MOCAP ONLINE

## MOCAP ANIMATION LIBRARY



[www.MocapOnline.com](http://www.MocapOnline.com)

FROM the UNITY COLLECTION:

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### PRO - UNITY - MOBILITY: MOCAP PACKS - 3D CHARACTER ANIMATIONS TO MOVE YOUR BIPEDAL CHARACTER AROUND A 3D ENVIRONMENT

## 304+ MOBILITY ANIMATIONS FOR UNITY 3D

Time to get a move on! Get your 3D character moving with detailed collections of motion animations. Whether it's a straight line from point A to point B or you need to zigzag and jump obstacles, our Mobility animations will get you there. Base locomotions and transitions to move your character in any direction on a flat environment.

**Includes All: Idles, Fidgets, Aim Offsets, Walking, Jogging, Running, Crouching, Crouch-Walking, Turns, Pivots, Strafes, Hops, Jumps, Split-Jumps, Convos, Deaths & Transitions.**

The complete set of MCO Mobility animations. Movement in 8 directions with diagonal strafes, crouches and jumps. Includes three speeds; walk, jog and run, with various backward cycles. Idle, turn animations with transitions and look/aim offsets. Motion trees include carefully pose-matched animation transitions to and from idles and locomotions.

**223 ANIMATIONS - 18 AIM OFFSETS, 21 SPLIT JUMPS - 527 TOTAL ANIMATION FILES**

#### ANIMATION LIST - DOWNLOAD:

<https://drive.google.com/file/d/1Xin4zldoVl4jeaT6-gthgzU-XS5E-XXO/view?usp=sharing>

**HIGHLIGHT VIDEO:** <https://vimeo.com/472813155>

**MCO 3D INTERACTIVE ANIMATION PLAYER:** <https://mocaponline.com/pages/mobility-pro-animation-player>

#### TECHNICAL INFO

**ID:** UNITY-Mobility-Pro

**Format:** UNITY

**Anim Count:** 223

**Total Files:** 527

**In-Place Animations:** ALL INCLUDED AS IN-PLACE (IPC)

**Latest Update: V-2.7B**

- MotusMan\_V55 Skeleton and Avatar
- Updated Split Jumps - Improved Take-Offs, In-Air Loops, and Landings.
- Lower CrouchWalks - CrouchWalks are now the same height as the Crouch Idle. The head will not appear higher while CrouchWalking or Crouch Idle.
- Turn In-Place Loops - For Standing and Crouching.
- Various Minor Fixes

**Notes:**

- Animation assets delivered as "Asset Packages" in Unity file format. Animations also available on the Unity Asset Store.
- All animations set as Humanoid, ready for use.
- True Root Motion (moving reference root) as an option, as well as In-Place with Custom Attributes (IPC)
- Left and Right foot up Jumps, with pose and velocity, matched end frames.
- Locomotions are included as traveling and in-place loops.
- Moving Jumps are included as traveling and in-place motion.
- All animations set as Humanoid, ready for use.
- True Root Motion (moving reference root) as an option, as well as In-Place with Custom Attributes (IPC)
- Left and Right foot up Jumps, with pose and velocity, matched end frames.
- Locomotions are included as traveling and in-place loops.
- Moving Jumps are included as traveling and in-place motion.
- All idles and transitions have been carefully pose-matched for seamless motion trees
- Detailed motion-captured transitions to and from Idles and locomotions add heightened realism compared to simple blending.
- Provided Motus Man character is copyright © Motus Digital, LLC

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## **PRO - UNITY - RIFLE: MOCAP ANIMATION PACKS**

### **446+ RIFLE ANIMATIONS FOR UNITY 3D**

Lock and Load! Grab your Rifle and get into battle with our Rifle MoCap Animation Packs. Whether your character charges in Rambo style with gun-drawn or stealthily flanks the enemy with gun-down, you'll have the moves you need with MoCap Online - Rifle: 3D Character Animations for game development and 3D production.

**INCLUDES ALL: Stands, Turns, Turn Loops, Aim Offsets, Fire/Shoot, Reload, Holster, Swap, Walks, Crouches, Crouch-Walks, Walks, Jogs, Runs & Split Jumps and Deaths & Transitions.**

The complete set of MCO Rifle Animations. Gun-down and rifle aiming animations in all directions. Many standing, crouching, crouch-walking, walking, jogging, running locomotions, with split-jumps, turns, strafing and transitions. Holster rifle, fire weapon, reload, and weapon swaps while standing and crouching. A great set of movement animations for your 3d character.

**390 ANIMATIONS - 48 AIM OFFSETS, 36 SPLIT JUMPS - 892 TOTAL ANIMATION FILES**

## ANIMATION LIST - DOWNLOAD:

<https://drive.google.com/file/d/1uvP0Bk45B46oyCkX0L2LG4HyiB7gXceM/view?usp=sharing>

**HIGHLIGHT VIDEO:** <https://vimeo.com/480654392>

**MCO 3D INTERACTIVE ANIMATION PLAYER:** <https://mocaponline.com/pages/rifle-pro-animation-player>

## TECHNICAL INFO

**ID:** UNITY-Rifle-Pro

**Format:** UNITY

**Anim Count:** 390

**Total Files:** 892

**In-Place Animations:** ALL INCLUDED AS IN-PLACE

## Latest Update: V-2.7A2

- "MotusMan\_v55" Skeleton and Avatar.
- All Animations set to Humanoid
- Lower CrouchWalks & Crouch Turns
- Stabilized Aim Turns
- Updated Split Jumps. Improved Take-Offs, In-Air Loops and Landings.
- Relaxed Look - aim offsets.
- New faster Reloads - Including Standing and Crouching
- New Weapon Holsters - On Back and Pistol Swaps
- A few animations added, naming corrections & tweaks.

## Notes:

- Animation assets delivered as "Asset Packages" in Unity file format. Animations also available on the Unity Asset Store.
- All Animations Root Motion and In-Place
- Reference Root Motion
- True Root Motion (moving reference root) as an option.
- The "RightHandMiddle1" articulates the position of the Rifle in different poses without breaking the wrist and replacing the need for the custom "hand\_r\_wep" bone as before.
- The original custom added "hand\_r\_wep" bone is no longer used, allowing other Humanoid Characters to use the animation. No custom rigging needed.
- M4\_Rifle\_01 - A matching fully textured Rifle has been included as a separate asset .fbx file. Parenting or constraining it correctly to the "RightHandMiddle1" bone in the right hand will place and animate it correctly.
- All idles and transitions have been carefully pose-matched for seamless motion trees
- Detailed motion-captured transitions to and from Idles and locomotions add heightened realism compared to simple blending.
- Provided Motus Man character is copyright © Motus Digital, LLC

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**PRO - UNITY - PISTOL: MOCAP ANIMATION PACKS**

**446+ PISTOL ANIMATIONS FOR UNITY 3D**

Going in! Pack your Pistol and take the fight to the enemy with our Pistol MoCap Animation Packs. Stand, walk, jog, run, crouch with gun-aiming and gun-down animations. Pistol Animation Packs match all Rifle Animation Packs allowing military 3d character to seamlessly swap between one-handed and two-handed weapons.

**INCLUDES ALL: Idles, Walks, Jogs, Runs, Crouches, Aim Offsets, Shooting, Turns, Jumps, Split Jumps, Deaths, and Transitions.**

The complete set of MCO Pistol Animations. Standing relaxed and aiming in all directions, walking, jogging, running and crouching/crouchwalking in 4 directions while aiming, and relaxed. Holster weapon, firing, reload, and weapon swaps while standing and crouching. Aim offsets, turns, jumps, split jumps, and a thorough set of transitions.

**372 ANIMATIONS - 48 AIM OFFSETS, 36 SPLIT JUMPS - 868 TOTAL ANIMATION FILES**

**ANIMATION LIST - DOWNLOAD:**

[https://drive.google.com/file/d/1V8vfUeDpjYM4Yywi\\_m\\_YG55Jogle6-az/view?usp=sharing](https://drive.google.com/file/d/1V8vfUeDpjYM4Yywi_m_YG55Jogle6-az/view?usp=sharing)

**HIGHLIGHT VIDEO:** <https://vimeo.com/480576565>

**MCO 3D INTERACTIVE ANIMATION PLAYER:** <https://mocaponline.com/pages/pistol-pro-animation-player>

## **TECHNICAL INFO**

**ID:** UNITY-Pistol-Pro

**Format:** UNITY

**Anim Count:** 372

**Total Files:** 868

**In-Place Animations:** ALL INCLUDED AS IN-PLACE

## **Latest Update: V-2.7A2**

- Lowered Crouch Turns
- Minor Fixes
- 2.7A1 - Animations Root Transform Rotation and Position set to "Original" and Bake Into Pose for correct default behavior.
- Transitions with matching connections to Rifle and Mobility. Including Rifle/Pistol swaps and Holster animations.
- All Animations set to Humanoid.
- Version 2.7A matches the animation set and features in Rifle Pro 2.7A.
- It has transitions to swap between Pistol and Rifle as well as holstering the Pistol to transition to the Mobility Pack with no weapon.
- Includes aim offsets and Split Jumps in all directions.

## **Notes:**

- Animation assets delivered as "Asset Packages" in Unity file format. Animations also available on the Unity Asset Store.
- 1911\_Pistol\_01 - A matching fully textured Pistol has been included as a separate asset .fbx file. It has been parented into the hierarchy in the "Demo" scene.
- True Root Motion (moving reference root) as an option.
- 1911\_Pistol\_01 - A matching fully textured Pistol has been included as a separate asset .fbx file. It has been parented into the hierarchy in the "Demo" scene.
- True Root Motion (moving reference root) as an option.
- All idles and transitions have been carefully pose-matched for seamless motion trees
- Detailed motion-captured transitions to and from Idles and locomotions add heightened realism compared to simple blending.
- Provided Motus Man character is copyright © Motus Digital, LLC

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This Sample contains animations and 3d models that are not included in the source code of the Sample (each an "Asset").

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