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# Project Character Animation Assets List

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### Character Descriptions should involve (SEE concept sketches):

- Clothing style, material type, and color scheme
- Physical build, hair style, hair color, and skin color
- Hand-held gadgets and props that are “snapped-to” nodes on the characters (e.g. PDA or Auto-Staff)

### Character Animations should involve:

- A focus on generating a variety of unique and sharable animations that can be applied to *all* primary and secondary character types, without being able to spot blatant similarities.
- **The general animation style is exaggerated realism, with examples coming from games such as Splinter Cell, Hit Man, and Prince of Persia.**
- **SEE Project Naming Conventions document for proper animation file names.**
- **Completed and delivered character animations are listed in BLACK.**
- **Incomplete character animations, with unfinished descriptions or still under development by Design and Programming, are listed in RED.**
- Animations not-yet-assigned, for priority purposes, are listed in GREY.
- **Secondary, WISH LIST character animations are listed in BLUE.**
  - If time remains in the art schedule, *only* after all required art assets have first been completed by Art (per Design requirements), coded for by Programming, and thoroughly tested in-game by QA, and have ultimately been approved as GAME READY, then, wish list art assets will be prioritized for any remaining art production time.
- It is assumed, with the exception of special cases, that blending will be used to marry *all* character animations that do not begin and end with the same rest position or idle.
- **Animations are being assigned to Walt Carter and Rod Stafford on a first-available, first-tasked basis (in direct support of the project prototype).**

### Character – Core Animations

- **Male and female will receive separate treatments (During full production).**
- **Animation blending will result in reliance upon combinations of smaller animations that only utilize specific areas of the character skeleton.**
- **Each of the animations from this list, which may be considered necessary by Design, may require further alterations due to game controls provided by Design.**
- **All generic animations can be shared among most-if-not-all characters.**

- **Idle**
  - **Idle\_Sit\_Standard**
    - Seated in chair, with forearms on either side of the chair, with legs uncrossed and feet flat on floor, then, crossing legs (with right leg on top of left leg), looking slowly left-right-and-left (“all dressed up with nowhere to go”), raising right hand up to scratch head, bringing right hand down and placing both hands in lap (with left hand on top of right hand), then, raising arms into akimbo position, then, uncrossing legs, and, then, placing forearms back on either side of the chair.
      - **All chairs** will be of equal height, and, in some cases, equal width, in order to guarantee our ability to utilize one core set of “seated” animations.
      - All chairs will have armrests (there are no bridge chairs and tables in the future).
      - This is a deliberate and somewhat slow animation.
      - *This is a loop.*
  - **Idle\_Standard**
    - Slight 3-Quarter pose from which all animations can derive.
      - *This is a loop.*
  - **Idle\_Combat**
    - Aware of surroundings, fists up in fighting / blocking position, and ready to respond.
    - *This is a loop.*
  - **Idle\_Crouch**
    - Squatted down on both legs, with knees *not* touching the ground, with one knee / leg a few inches more forward, with forearms resting on tops of thighs (left on left and right on right), with subtle sway of body from left to right and back left, and heading turning from left to right and back left.
      - *This is a loop.*
  - **Idle\_Gadget\_Prop01**
    - Idle\_Standard with an outstretched, partially-open right hand, with palm up.
      - We will find a happy medium between exactly how open we make the right hand and the physical shape of all gadgets and props, so that *one-size-fits-all*.
        - *This is a loop.*
  - **Idle\_Gadget\_Prop02**
    - Idle\_Standard with two outstretched, partially-open hands, with palms up.
      - We will find a happy medium between exactly how open we make the hands and the physical shape of all gadgets and props, so that *one-size-fits-all*.
        - *This is a loop.*
  - **Idle\_Hang01**
    - Hanging by one hand from ledge or ladder rung, with subtle body sway, with the other arm dangling.
      - *This is a loop.*
  - **Idle\_Hang02**
    - Hanging by two hands from ledge or ladder rung, with subtle body sway.
      - *This is a loop.*

- **Idle\_Pull\_Low**
  - This is a loop of the middle pose of Pull\_Low, with an added side-to-side weight-shift.
- **Idle\_Push\_Low**
  - This is a loop of the middle pose of Push\_Low, with an added side-to-side weight-shift.
- **Idle\_Sneak**
  - Deliberate, semi-rigid position, with upper arms close to the body, with lower arms down and angled slightly away from the body (at the elbows, of course), with hands flexed open (ready to attack or defend), with legs slightly bent, with feet approximately 1.5 feet apart, with head turning “shifty” from left to right to left, and, then, with upper body turning slowly from left to right to left.
  - *This is a loop.*
- **Idle\_Sneak\_Wall**
  - Barely moving, flattened up against a wall surface, with arms at side, head turning from side to side, attempting not to be seen.
    - *This is a loop.*
- **Turn**
  - **Turn\_Left\_Standard**
    - From Walk\_Standard, take character pivot point and rotate to the left, with left foot turned-out, with entire character pivoting on right heel, spanning approximately 25 degrees from initial position, and return to Walk\_Standard, facing new direction.
  - **Turn\_Right\_Standard**
    - From Walk\_Standard, take character pivot point and rotate to the right, with right foot turned-out, with entire character pivoting on left heel, spanning approximately 25 degrees from initial position, and return to Walk\_Standard, facing new direction.
  - **Turn\_Left\_Athletic**
    - From Walk\_Athletic, take character pivot point and rotate to the left, with left foot turned-out, with entire character pivoting on right heel, spanning approximately 25 degrees from initial position, and return to Walk\_Athletic, facing new direction.
  - **Turn\_Right\_Athletic**
    - From Walk\_Athletic, take character pivot point and rotate to the right, with right foot turned-out, with entire character pivoting on left heel, spanning approximately 25 degrees from initial position, and return to Walk\_Athletic, facing new direction.
  - **Turn\_Left\_Heavy**
    - From Walk\_Heavy, take character pivot point and rotate to the left, with left foot turned-out, with entire character pivoting on right heel, spanning approximately 25 degrees from initial position, and return to Walk\_Heavy, facing new direction.
  - **Turn\_Right\_Heavy**
    - From Walk\_Heavy, take character pivot point and rotate to the right, with right foot turned-out, with entire character pivoting on left heel, spanning approximately 25 degrees from initial position, and return to Walk\_Heavy, facing new direction.
  - **Turn\_About**
    - From Walk\_Standard, Walk\_Athletic, and Walk\_Heavy, take character pivot point and rotate to the left, with left foot turned-out, with entire character pivoting on right heel, spanning approximately 180 degrees from initial position, and return to Walk\_Standard, Walk\_Athletic, and Walk\_Heavy, facing new direction.

- **Turn\_Left\_Crouch**
  - From Idle\_Crouch, take character pivot point and rotate to the left, with left foot turned-out, with entire character pivoting on ball of left foot, lift-and-rotate right foot forward (as if taking a quarter “circular” step), spanning approximately 25 degrees from initial position, place right foot down, and return to Idle\_Crouch, facing new direction.
- **Turn\_Right\_Crouch**
  - From Idle\_Crouch, take character pivot point and rotate to the right, with left foot turned-out, with entire character pivoting on ball of right foot, lift-and-rotate left foot forward (as if taking a quarter “circular” step), spanning approximately 25 degrees from initial position, place left foot down, and return to Idle\_Crouch, facing new direction.
- **Turn\_About\_Crouch**
  - From Idle\_Crouch, take character pivot point and rotate to the left, with left foot turned-out, with entire character pivoting on ball of right foot, lift-rotate-and-place right foot forward *twice* (90 degrees each time) spanning approximately 180 degrees from initial position, and return to Idle\_Crouch, facing new direction.
- **Sit**
  - **Sit\_Standard\_Down**
    - From Idle\_Standard, sit down into chair, briefly looking over shoulder to make sure body is centered on the way down, with hands reaching for chair armrests, and as hind quarters make contact with chair, upper body leans forward slightly (for last-second repositioning everyone goes through), and lead into Idle\_Sit\_Standard.
  - **Sit\_Standard\_Up**
    - From Idle\_Sit\_Standard, get up from chair, briefly leaning forward and pushing off of armrests with hands (for balance), and easing up into Idle\_Sit\_Standard.
- **Walk**
  - **Walk\_Standard**
    - From Idle\_Standard, move right into a non-flamboyant gait and, upon completion of cycle, return to Idle\_Standard.
  - **Walk\_Athletic**
    - From Idle\_Standard, move right into a flamboyant, tough-guy gait and, upon completion of cycle, return to Idle\_Standard.
      - *This is a loop.*
  - **Walk\_Heavy**
    - From Idle\_Standard, move right into a really bulky gait, with long, deliberate strides, and, upon completion of cycle, return to Idle\_Standard.
- **Run**
  - **Run\_Standard**
    - From Idle\_Standard, move right into a non-flamboyant, compact jog, with upper body almost bolt-upright, and, upon completion of cycle, return to Idle\_Standard.
  - **Run\_Athletic**
    - From Idle\_Standard, move right into a flamboyant, high-stepping, tough guy run, with compact swing for arms, with a forward leaning upper body, and, upon completion of cycle, return to Idle\_Standard.
      - *This is a loop.*
  - **Run\_Heavy**

- From Idle\_Standard, move right into a really bulky, lumbering run, with long, deliberate strides, with arms swinging loosely away from body, and, upon completion of cycle, return to Idle\_Standard.
- **Jump**
  - **Jump\_Vertical**
    - **Jump\_Vertical\_Approach**
      - From Idle\_Standard, move directly into a steady-and-compact-with-feet-apart, forward-leaning, squat-and-jump-up into Jump\_Vertical\_Airborne.
    - **Jump\_Vertical\_Airborne**
      - From Jump\_Vertical\_Approach, leads into mid-air pose of character at apex of jump, which leads into Jump\_Vertical\_Landing.
    - **Jump\_Vertical\_Landing**
      - From apex of Jump\_Vertical\_Airborne, character lands on feet, evenly-and-balanced, and return to Idle\_Standard.
  - **Jump\_Vertical\_Grab\_And\_Hold01**
    - From Idle\_Standard, go into partial squat, jump up, as if attempting a one-handed basketball dunk, grabbing for imaginary rim or ladder rung at the height of leap, grab and hold on, and go directly into Idle\_Hang01.
  - **Jump\_Vertical\_Grab\_And\_Hold02**
    - From Idle\_Standard, go into partial squat, jump up, as if attempting a two-handed basketball dunk, grabbing for imaginary rim or ladder rung at the height of leap, grab and hold on, and go directly into Idle\_Hang02.
  - **Jump\_Vertical\_Release\_And\_Land01**
    - From Idle\_Hang01, release from hanging position, land on floor, with legs bent, regaining balance (as if having just jumped off a foot-tall porch step), and, then, rise back up into Idle\_Standard.
  - **Jump\_Vertical\_Release\_And\_Land02**
    - From Idle\_Hang02, release from hanging position, land on floor, with legs bent, regaining balance (as if having just jumped off a foot-tall porch step), and, then, rise back up into Idle\_Standard.
  - **Jump\_Vertical\_Release\_And\_Land03**
    - From Idle\_Hang01, release from hanging position, land on floor, in a deep squat with hands on ground for support, regaining balance, and, then, rise back up into Idle\_Standard.
  - **Jump\_Vertical\_Release\_And\_Land04**
    - From Idle\_Hang02, release from hanging position, land on floor, in a deep squat with hands on ground for support, regaining balance, and, then, rise back up into Idle\_Standard.
  - **Jump\_Horizontal\_Steady**
    - **Jump\_Horizontal\_Approach**
      - From Idle\_Standard, move directly into a steady-and-compact-with-feet-apart, forward-leaning, squat-and-jump-up into Jump\_Horizontal\_Airborne.
    - **Jump\_Horizontal\_Airborne**
      - From Jump\_Horizontal\_Approach, leads into mid-air pose of character at apex of jump, which leads into Jump\_Horizontal\_Landing.
    - **Jump\_Horizontal\_Landing**
      - From apex of Jump\_Horizontal\_Airborne, character lands on feet, evenly-and-balanced, and return to Idle\_Standard.

- **Jump\_Horizontal\_Running\_Start**
  - From Run\_Standard, in mid-running pose, deliberately plant the right foot and spring into a “lift-off” pose, right before the character would leave the ground and go vertical.
    - *This animation is set up to lead right into any of the Jump\_Horizontal\_Steady or Jump\_Vertical series.*
- **Jump\_Horizontal\_Walking\_Start**
  - From Walk\_Standard, move directly into a steady-and-compact-with-feet-apart, forward-leaning, squat-and-jump, and landing with feet apart, regaining balance quickly, and return to Walk\_Standard or Idle\_Standard.
- **Jump\_Horizontal\_Lose\_Balance**
  - From Idle\_Standard, move directly into a steady-and-compact-with-feet-apart, forward-leaning, squat-and-jump, landing with feet apart, wobbling backwards, with arms spooling furiously forward, regaining balance slowly, and returning to Idle\_Standard.
- **Jump\_Vertical\_Pull\_Up**
  - From Jump\_Vertical\_Grab\_And\_Hold01 or Jump\_Vertical\_Grab\_And\_Hold02, pull body up onto ledge / wall / walk-able surface with hands, with elbows splaying outward as body gets closer (and heavier) to walk-able surface, partially tuck legs up into body, pulling upper body onto the walk-able surface, continue to pull upper body onto surface until knees reach, and legs, in bent position, are shuffled onto surface, then, from full kneeling position, rise onto one knee, and, then, move directly into Idle\_Standard.
- **Hang**
  - **Hang\_Sidle\_Left**
    - From Idle\_Hang02, sidle, or *shift* (where the hands are approximately two feet apart, from beginning to end), both arms-and-hands, one after the other, to the left, with legs dangling and awkwardly swaying (to the left and right and left) in reaction to the upper body, and, upon cycle completion, return to Idle\_Hang02.
      - *This is a loop.*
  - **Hang\_Sidle\_Right**
    - From Idle\_Hang02, sidle, or *shift* (where the hands are approximately two feet apart, from beginning to end), both arms-and-hands, one after the other, to the right, with legs dangling and awkwardly swaying (to the left and right and left) in reaction to the upper body, and, upon cycle completion, return to Idle\_Hang02.
      - *This is a loop.*
- **Climb**
  - **Climb\_Ladder\_Horizontal**
    - This animation will be utilized where a ladder has been knocked down and is laying horizontally at least one story above the ground.
    - This animation can also be used for allowing the character to traverse a static, built-in trellis.
      - From Idle\_Standard, go into Idle\_Sneak, leading into an on-all-fours horizontal climb cycle, and, upon cycle completion, return to Idle\_Standard.
  - **Climb\_Ladder\_Vertical**
    - From Idle\_Standard, move directly into a rung-by-rung, ladder-climbing cycle, and, upon cycle completion, move, via code-driven blend, to Climb\_Ladder\_Vertical\_Hop\_Ledge.

- **Climb\_Ladder\_Vertical\_Hop\_Wall**
  - From Climb\_Ladder\_Vertical, move directly into grabbing onto the wall with both hands, swinging right leg over wall, straddling the wall briefly, swinging left leg over the wall with entire body following inward, hopping off ledge, and returning to Idle\_Standard.
- **Climb\_Rocks\_Clamber**
  - **Climb\_Rocks\_Clamber\_Approach**
    - From Idle\_Standard, move directly into a standard rock-climbing cycle, *at a forward-facing three-quarter angle*, where the character's hands and feet are in a static pose, stretched into a wide-gripping, non-compact gait, leading into Climb\_Rocks\_Clamber\_Loop.
  - **Climb\_Rocks\_Clamber\_Loop**
    - From the *static, forward-facing, three-quarter angle pose* in Climb\_Rocks\_Clamber\_Approach, move directly into a standard rock-climbing loop cycle, and, upon cycle completion, lead into Climb\_Rocks\_Clamber\_Stand.
  - **Climb\_Rocks\_Clamber\_Stand**
    - From Climb\_Rocks\_Clamber\_Loop, move directly into upright standing position, which at the last frame, can blend right into an Idle\_Standard or any of the Jump animation series.
- **Climb\_Rocks\_Vertical**
  - From Idle\_Standard, move directly into a standard rock-climbing cycle, where the character's hands and feet are stretching and alternating into a wide-gripping, non-compact gait, and, upon cycle completion, move into Jump\_Vertical\_Pull\_Up.
- **Climb\_Rocks\_Vertical\_Pull\_Up**
  - From Idle\_Standard, move directly into a standard rock-climbing cycle, where the character's hands and feet are stretching and alternating into a wide-gripping, non-compact gait, and, upon *loop* cycle completion, move into Climb\_Rocks\_Vertical\_Pull\_Up.
- **Sneak**
  - **Sneak**
    - The style for this animation should come straight out of Metal Gear Solid or Splinter Cell, *without* the weapons, of course (deliberate, semi-rigid, shortened steps, with upper arms close to the body, with lower arms angled slightly away from the body (at the elbows, of course), and with hands flexed open (ready to attack or defend).
    - *This is a loop.*
  - **Sneak\_Crouch**
    - From Idle\_Crouch, remain in compact stance, bear down slightly, and bring one foot forward, followed by the other, raising arms slightly off the surface of the thighs for balance, with each step.
      - The Sneak\_Crouch is a really compact version of any of our walk cycles.
      - *This is a loop.*
  - **Sneak\_Wall\_Strafe**
    - This animation will be utilized on both ground floor and elevated (10<sup>th</sup> floor ledge of a building) surfaces.
      - From Idle\_Sneak, flatten against wall surface, with arms stretched out against wall surface for balance, shuffle legs-and-feet sideways, lifting arms briefly from wall surface to

regain balance while moving, reach destination and return to Idle\_Sneak.

- *This is a loop.*

- **Combat**

- **Combat\_Forward**

- This cycle is based upon a modern day boxer (from Idle\_Combat), with an aggressive-yet-upright posture, with hands up right under chin, prepared to punch or block from that position, moving forward, taking two steps at a time (one-two, one-two, one-two), with a slightly-forward-leaning upper body dipping slightly from left to right to left, and with hands-and-forearms shifting slightly up and down and up.

- *This is a loop.*

- **Combat\_Reverse**

- This cycle is based upon a modern day boxer (from Idle\_Combat), with an aggressive-yet-upright posture, with hands up right under chin, prepared to punch or block from that position, **moving backward**, taking two steps at a time (one-two, one-two, one-two), with a slightly-forward-leaning upper body dipping slightly from left to right to left, with hands-and-forearms shifting slightly up and down and up.

- *This is a loop.*

- **Combat\_Strafe\_Right**

- From Combat\_Forward, move feet-and-legs **right**-sideways into a repeated “cross-over” (just like dancing up or down stair steps, with one foot-and-leg cross in front of the other, again, and again), while maintaining the upper motion from Combat\_Forward.

- Return to Combat\_Forward, or move into Combat\_Strafe\_Left, Idle\_Combat, or Idle\_Standard.

- *This is a loop.*

- **Combat\_Strafe\_Left**

- From Combat\_Forward, move feet-and-legs **left**-sideways into a repeated “cross-over” (just like dancing up or down stair steps, with one foot-and-leg cross in front of the other, again, and again), while maintaining the upper motion from Combat\_Forward.

- Return to Combat\_Forward, or move into Combat\_Strafe\_Right, Idle\_Combat, or Idle\_Standard.

- *This is a loop.*

- **Combat\_Duck**

- From Combat\_Forward, squat down quickly to approximately chest-height (in order to avoid being hit by oncoming fist or club), maintaining upper body motion from Combat\_Forward, then, rise up quickly, back into Combat\_Forward.

- *This is a loop.*

- **Combat\_Fast\_Punch**

- From Combat\_Forward, quickly throw left jab, and just as quickly, pull left hand-and-arm back into the default upper body position maintained within Combat\_Forward.

- *This is a loop.*

- **Combat\_Fast\_Kick**

- From Combat\_Forward, hop off right foot, quickly raise right knee up high with lower leg tucked down, snap lower leg forward into “front snap,” and retract entire leg down, land on left foot, and back into Combat\_Forward or Idle\_Combat.

- **Combat\_Hard\_Punch**
  - From Combat\_Forward, throw powerful right hook (at two-thirds the speed as the jab), pull right hand-and-arm back into the default upper body position maintained within Combat\_Forward, and return to Combat\_Forward or Idle\_Combat.
    - Powerful is defined as the famous *Kerry Von Erich* “discuss punch” that became the fan favorite in pro-wrestling-fan households throughout the nation in the late 1980’s and early 1990’s.
      - The punch is so forceful that the entire upper body follows-through, causing the still-cocked left arm to range back behind the character at the height of the right arm extension.
    - *This is a loop.*
- **Combat\_Hard\_Kick**
  - From Combat\_Forward, small step forward with right foot, then, quickly:
    - Raise left knee up high with lower leg tucked down.
    - Pivot right hip up-and-in with upper body leaning back but with upright posture, with hands remaining up in defensive posture.
    - Simultaneously thrust lower leg forward-sideways-and-up (kicking *through* the target).
    - Retract entire leg down, with hip and body uncoiling.
    - Land on right foot.
    - Return to Combat\_Forward or Idle\_Combat.
    - *This is a loop.*
- **Combat\_Combination01**
  - From Combat\_Forward, take small left step forward (for balance), throw powerful right hook, then, take small right step forward (for balance), and apply a strong left side-thrust kick.
    - Strong is defined as hitting through the target (the punch and kick are supposed to follow-through-and-retract rather than retract-on-surface-contact).
  - Retract left leg and upper body back into Idle\_Combat or Combat\_Forward.
    - *This is a loop.*
- **Combat\_Hit\_Stun\_Reaction** (Reeling from guard’s stun baton strike)
  - From Idle\_Combat, reel backward from the blow, legs imbalanced, with arms up and flailing, in a display of shock.
    - A combination of sparks and electrical current should emanate from the stun baton.
    - The stealth suit should glow in the area of the weapon strike.
    - The strike glow should look like the shorting out of an electrical current.
  - Return to Idle\_Combat.
    - *This is a loop.*
- **Combat\_Hit\_To\_Face\_Reaction**
  - From Idle\_Combat, stagger backward from blow to head (with head snapping back when fist connects), with arms flaying outward.
  - Regain balance and return to Idle\_Combat.
- **Combat\_Hit\_To\_Body\_Reaction**
  - From Idle\_Combat, double-over from blow to mid-section, with arms and legs caving inward, barely able to remain upright.
  - Recover slowly and return to Idle\_Combat.

- **Combat\_Roll\_Left**
  - From Idle\_Combat, roll left.
    - From standing position, lead with shoulder down towards ground surface, and tuck arms inward, while collapsing legs.
    - Roll to the left, with one upper-arm down on ground to support the “turnstile,” followed by the other upper-arm pushing the body back upright.
    - Immediately spring back up into Idle\_Combat.
      - *This is a loop.*
- **Combat\_Roll\_Right**
  - From Idle\_Combat, roll right.
    - From standing position, lead with shoulder down towards ground surface, and tuck arms inward, while collapsing legs.
    - Roll to the right, with one upper-arm down on ground to support the “turnstile,” followed by the other upper-arm pushing the body back upright.
    - Immediately spring back up into Idle\_Combat.
      - *This is a loop.*
- **Interact With Environment**
  - **Push**
    - **Push\_Low**
      - From Idle\_Standard, move directly into a push cycle which has the character leaning down over the object, placing both hands (equidistant from each other) on the object surface, and pushing the object along the floor surface, almost lunge-style, and, upon cycle completion, return to Idle\_Standard.
    - **Push\_High**
      - From Idle\_Standard, move directly into a push cycle which has the character in an upright position over the waist-high object, placing both hands (equidistant from each other) on the object surface, and pushing the object along the waist-high surface (counter or table top), with arms and upper body extended over the waist-high surface, legs following along, and, upon cycle completion, return to Idle\_Standard.
    - **Push\_Over\_Low**
      - From Idle\_Standard, move directly into a push cycle which has the character kneeling down on left knee (with right knee up) next to the object, placing both hands (equidistant from each other) near the highest point on the object surface (where the top and side of the object meet), pushing the object over, with arms and upper body extended (and compacted due to the knelt-down position) and “following through” (as the object surface ultimately tips over too far for contact), the object hits the ground surface (separate object animation), and return to Idle\_Standard.
    - **Push\_Over\_High**
      - From Idle\_Standard, move directly into an upright position (though slightly titled forward) next to a waist-high object, such as a .5 meter by .5 meter box on a table top surface, placing both hands (equidistant from each other) near the highest point on the object surface (where the top and side of the object meet), and push the object over, with arms and upper body extended and “following through” (as the object surface ultimately tips over too far for contact), the object hits

the ground surface (separate object animation), and return to Idle\_Standard.

▪ **Push\_Over\_Tall**

- From Idle\_Standard, move directly into an upright position (though slightly titled forward) next to a chest-high object, such as a filing cabinet, placing both hands (equidistant from each other) near the highest point on the object surface (where the top and side of the object meet), and, with left leg extended back and right leg bent-and-forward (*shallow* lunge style), pushing the object over, with arms and upper body extended and “following through” (as the object surface ultimately tips over too far for contact), the object hits the ground surface (separate object animation), and return to Idle\_Standard.

▪ **Shift\_Object**

- From Idle\_Standard, move directly into a push cycle in an upright position over the waist-high object, placing both hands (equidistant from each other) on the object surface, and pushing the object until it rotates anywhere from 45 to 90 degrees on the pedestal, with arms and upper body extended over the waist-high surface, with legs displaying very little movement, and, upon cycle completion, return to Idle\_Standard.
  - The result of this “shift” allows the character to, then, access an interactive button, panel, or clue underneath the shifted object.

○ **Pull**

▪ **Pull\_Low**

- From Idle\_Standard, move directly into a pull cycle which has the character leaning down over the object, placing both hands (equidistant from each other) on the object surface, and pulling the object along the floor surface, almost reverse lunge-style, and, upon cycle completion, return to Idle\_Standard.

▪ **Pull\_High**

- From Idle\_Standard, move directly into a pull cycle which has the character in an upright position over the waist-high object, placing both hands (equidistant from each other) on the object surface, and pulling the object along the waist-high surface (counter or table top), with arms and upper body extended over the waist-high surface, legs following along, and, upon cycle completion, return to Idle\_Standard.

▪ **Pull\_Off**

- From Idle\_Standard, move directly into a pull cycle which has the character in an upright position over the waist-high object, placing both hands (equidistant from each other) on the object surface, and pulling the object off of the waist-high surface (counter or table top), with arms and upper body extended over the waist-high surface, with legs displaying very little movement, and, upon cycle completion, return to Idle\_Standard.

- **Break**
  - **Break\_Object\_Throw**
    - From Idle\_Standard, move directly into the character raising one object over his head (using two hands) and throwing it down on top of another object, thus breaking that object, then, returning to Idle\_Standard.
  - **Break\_Object\_Hit**
    - From Idle\_Standard, move directly into the character hitting one object with another object (such as a bat or club), using two hands and swinging from the side (baseball) position, thus breaking that object, then, returning to Idle\_Standard.
- **Pick Up**
  - **Pick\_Up\_Put\_Down\_Low01**
    - From Idle\_Standard, kneel down on right knee (with left hand on left knee) and, with right hand, pick up small prop, stand up, and move to Idle\_Gadget\_Prop01.
      - Repeat for putting prop down.
  - **Pick\_Up\_Put\_Down\_Low02**
    - From Idle\_Standard, kneel down on right knee and, with both hands, pick up small prop, stand up, and move to Idle\_Gadget\_Prop02.
      - Repeat for putting prop down.
  - **Pick\_Up\_Put\_Down\_High01**
    - From Idle\_Standard, reach out, with right hand, and pick up small prop from waist-high surface, and return to Idle\_Gadget\_Prop01.
      - Repeat for putting prop down.
  - **Pick\_Up\_Put\_Down\_High02**
    - From Idle\_Standard, reach out, with both hands, and pick up large prop from waist-high surface, and return to Idle\_Gadget\_Prop02.
      - Repeat for putting prop down.
- **Use Gadget (Camera zoom extents will determine the detail level of these animations)**
  - **Gadget\_Use**
    - From Idle\_Gadget\_Prop01 or Gadget\_Pull\_Out\_Right, move gadget forward with right hand, approximately six inches, towards interactive-prop-of-interest.
  - **Gadget\_Use\_Sonic\_Screwdriver**
    - **Gadget\_Use\_Sonic\_Screwdriver\_Approach**
      - From Idle\_Standard, lift and aim fist on a 45 degree forward-and-downward angle from body, resulting in a static position that leads into Gadget\_Use\_Sonic\_Screwdriver\_Loop.
    - **Gadget\_Use\_Sonic\_Screwdriver\_Loop**
      - From Gadget\_Use\_Sonic\_Screwdriver\_Approach, from static position, display subtle weight shift from left-to-right-to-left.
        - The Sonic Screwdriver *activity* will actually be displayed in the form of a blue special effect “beam” or “wave”.

- **Gadget\_Use\_Sonic\_Screwdriver\_Return**
  - From Gadget\_Use\_Sonic\_Screwdriver\_Loop, retract arm from 45 degree angle position, and move back into Idle\_Standard.
- **Gadget\_Pull\_Out\_Left**
  - From Idle\_Standard, pull device out from left-hand-side utility belt compartment, with left hand (after, first, opening compartment lip with right hand), and hold device at slight upward incline, approximately six inches in-front-of-and-to-the-left-hand-side-of the waistline, and move into Idle\_Gadget\_Prop01.
- **Gadget\_Pull\_Out\_Right**
  - From Idle\_Standard, pull device out from right-hand-side utility belt compartment, with right hand (after, first, opening compartment lip with left hand), and hold device at slight upward incline, approximately six inches in-front-of-and-to-the-right-hand-side-of the waistline, and move into Idle\_Gadget\_Prop01.
- **Gadget\_Scan**
  - From Idle\_Gadget\_Prop01, extend arm outward, holding gadget out over prop-to-be-scanned, make slow, up-and-down motion with gadget.
    - **PDA**
      - The PDA should emit a glow indicating a successful scan, followed by a possible screen read-out animation (animated texture-map).
    - Return to Idle\_Gadget\_Prop01.
- **Gadget\_Take\_Picture**
  - From Idle\_Gadget\_Prop01, hold gadget out in front with arms at near-full extension, at head height, like a camera, nestled in-between index fingers and thumbs of both hands.
    - **PDA**
      - The right index finger clicks right-top button (which physically depresses on the PDA), and the PDA emits a flash to indicate a photo has been taken.
    - Return to Idle\_Gadget\_Prop01.
- **Gadget\_Put\_Away\_Left**
  - From Idle\_Gadget\_Prop01, place PDA back into left-hand-side utility belt compartment, with left hand (after, first, opening compartment lip with right hand), and move into Idle\_Standard.
- **Gadget\_Put\_Away\_Right**
  - From Idle\_Gadget\_Prop01, place PDA back into right-hand-side utility belt compartment, with right hand (after, first, opening compartment lip with left hand), and move into Idle\_Standard.
- **Gadget\_Stealth\_Suit**
  - From Idle\_Standard, player takes left hand and taps right side of chest to activate suit (a la "Star Trek: Next Generation").
    - Suit material *phases* or animates from an initial pattern to another material (resembling circuit board components).

- Return to Idle\_Standard.
- **Doorways**
  - **Open\_Door\_Left**
    - From Idle\_Standard, use left hand to grab door handle, push door open, and return to Idle\_Standard.
  - **Open\_Door\_Right**
    - From Idle\_Standard, use right hand to grab door handle, push door open, and return to Idle\_Standard.
  - **Close\_Door\_Left**
    - From Idle\_Standard, grab door handle with left hand, push door shut, and return to Idle\_Standard.
  - **Close\_Door\_Right**
    - From Idle\_Standard, grab door handle with right hand, pull door shut, and return to Idle\_Standard.
- **Use Environment Prop**
  - **Use\_Security\_Panel**
    - From Idle\_Standard, and use right index finger and tap on various keys of the security panel, like dialing a phone number (all security panels will be eye level and, with the exception of special cases, all panels will include the same keypads and input devices), and return to Idle\_Standard.
  - **Use\_TV\_Remote**
    - From Idle\_Standard, bend down and, with right hand, pick up remote control off of coffee table surface.
    - Aim remote at TV, and simultaneously twitch remote hand towards TV and use thumb to press button at top of remote, resulting in the TV powering on/off.
      - The act of turning the power on or off is *identical*, thus, only this one animation is necessary.
    - Set remote back down on the coffee table.
    - Return to Idle\_Standard.
  - **Use\_Papers**
    - From Idle\_Standard, lean over the desk upon which the papers-in-question are located.
    - Pick the collection of papers up with both hands.
    - Shift the top page to bottom of stack, again and again, in a slow loop, as if taking the time to study each page.
    - Place papers back on desk, and return to Idle\_Standard.
  - **Remove\_Security\_Panel\_Exterior**
    - From Idle\_Standard (while standing in front of *any* security panel exterior), move into Gadget\_Use\_Sonic\_Screwdriver.
    - Security panel “pops” loose from its hinges, but it remains in a loosened position rather than falling directly onto the floor.
      - The player must use the sonic screwdriver right after removing panel, so we should never disable gadgets for the player, thus removing player’s decision.
    - Grab the security panel with both hands, place it on the floor, and return to Idle\_Standard.
  - **Press Button**
    - From Idle\_Standard, lean towards waist-high environment prop, raising right hand, use index finger to push *down* on button on *that* environment prop, and return to Idle\_Standard.

- **Open\_Fridge\_Consume\_Snack**
  - From Idle\_Standard, open refrigerator with right hand.
    - Lean forward and survey the available food choices inside the refrigerator.
    - Place left hand into refrigerator and retrieve a single candy-bar-sized snack.
    - Shut refrigerator door with right hand.
    - Remove wrapper from snack with right hand.
    - Place snack in mouth and take several bites until snack is “all gone”.
    - Rub belly with left hand in complete satisfaction.
  - Return to Idle\_Standard.
- **Play\_Piano**
  - From Idle\_Standard, sit down on piano bench.
    - Briefly survey the piano from left to right and back to the center.
    - Clasp hands together, crack knuckles, and place hands on keys.
    - Move fingers up and down the long row of keys, “tapping out a melody”.
    - Stand up and step away from the piano bench.
    - “Bow to the audience”.
  - Return to Idle\_Standard.
- **Jump\_Scatter\_Pool\_Table\_Balls**
  - From Idle\_Standard, jump up onto pool table, land in the middle of the table surface, simultaneously scattering the pool balls around the table (with several balls ricocheting off the table sides and each other before coming to rest).
  - Look briefly around at glorious handiwork (turning upper body left and right, turning head left and right).
  - Take one left-foot step towards *any* ledge of the pool table, placing right foot up on that ledge, then, jump down to floor surface, and rise up into Idle\_Standard.
- **Fireplace\_On\_Off**
  - From Idle\_Standard, extend right hand with index finger outstretched towards small button panel for fireplace, use index finger to depress button (thus, igniting flame in fireplace), and return to Idle\_Standard.
    - Repeat this animation to turn fireplace off.
- **Book\_Read**
  - From Idle\_Standard, grab book from eye level bookshelf with right hand, flip book over and hold with both hands, look briefly down at book and open cover with left hand.
  - Use right hand to flip through pages, in a loop.
  - Close book with right hand, place book back on bookshelf, and return to Idle\_Standard.