



Naming Character Animations

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Naming convention

In the .cal (Crytek Animation List) file you set the internal names for biped animations and their correspondence to the actual .caf animations (Crytek Animation Files).

The name of the animation file (some_file.caf) can be set to anything, but the name of the animation, as listed in the .cal, has to satisfy some conventions.

General purpose animations

These are the animations switched by C-code on update of the player, based on the player's actual movement speed, direction, stance etc.

All these general purpose animations should be looped. For these animations the naming convention is as follows:

`StanceMovementDirectionUmodifier`

The 'Stance' part of the name can be set to one of the following values:

- `s` - stand idle, relaxed stance, does not have aim/shoot variations
- `a` - stand aiming, combat stance
- `x` - stealth, combat stance
- `c` - crouch, combat stance
- `p` - prone, combat stance

The 'Movement' part of the animation name can be:

- `idle` - not moving
- `rotate` - when torso is rotated - move legs to the same direction
- `walk` - walking (slow movement)
- `run` - running (fast movement)
- `sprint` - running very fast (when have some stamina)

'Direction' can be (not for idle):

- `fwd` - forward
- `back` - back
- `left` - left (only for rotate animations)
- `right` - right (only for rotate animations)

'Umodifier' is only appended to the animation name if it is required. This animation is for hands/shoulders, to be added on top of some other animation. Umodifiers are prefixed by an underscore, as follows:

- `_utshoot` - twohanded weapon shooting
- `_utaim` - twohanded weapon aiming

- `_upshoot` – pistol shooting
- `_upaim` – pistol aiming

Examples of general purpose animations

`sidle` – standing idle not moving

`aidle` – aiming while not moving

`aidle_utshoot` – shooting with both hands while standing and aiming

`xrotateleft` – turning left while in stealth/combat stance

`swalkfwd` – relaxed walk forward

`awalkback` – walking backwards while aiming

`awalkback_utshoot` – walking backwards while aiming and shooting with both hands

Special animations

These animations relate bipeds to vehicles. They are of the form:

`vTypeActionDirection`

The first letter of the animation is set to 'v' because the animation is vehicle-specific.

The 'Type' part of the animation name defines the vehicle type to which the animation applies. The values can be set as follows:

- `q` – quad drive
- `b` – boat
- `h` – HMMV

The 'Action' part of the name is set as follows:

- `mount` – entering the vehicle
- `dismount` – exiting the vehicle
- `sitting` – inside the vehicle

Direction can be set according to the position from which the vehicle is entered or exited, as follows:

- `d` – driver
- `p1` – passenger 1
- `p2` – passenger 2
- `p3` – passenger 3
- `p4` – passenger 4
- `p5` – passenger 5

Examples of vehicle animations

`vhmountp1` – Enter the HMMV into the position of passenger 1 (gunner).

`vbdismountd` – Exit the boat from the driver's seat.

Mandatory animations

These animations are required for all biped characters, to ensure that character motion is fully described.

General purpose animations

Stationary	Walking	Running
sidle	swalkfwd	srunfwd
aidle	swalkback	srunback
xidle	swalkleft	srunleft
cidle	swalkright	srunright
pidle	awalkfwd	arunfwd
srotateleft	awalkback	arunback
srotateright	awalkleft	arunleft
arotateleft	awalkright	arunright
arotateright	xwalkfwd	
xrotateleft	xwalkback	
xrotateright	xwalkleft	
crotateleft	xwalkright	
crotateright	cwalkfwd	
	cwalkback	
	cwalkleft	
	cwalkright	
	pwalkfwd	
	pwalkback	
y	pwalkleft	
	pwalkright	

Special animations

Class	Animation names
Special	fly, sland, sjump
Quad drive	vqmountleft0, vqdismountleft0, vqmountright0, vqdismountright0, vqsitting
HMMV driver	vhmountd, vhdismountd, vhsittingd
HMMV passenger front	vhmountp1, vhdismountp1, vhsittingp1
HMMV passenger back left	vhmountp2, vhdismountp2, vhsittingp2
HMMV passenger back right	vhmountp3, vhdismountp3, vhsittingp3