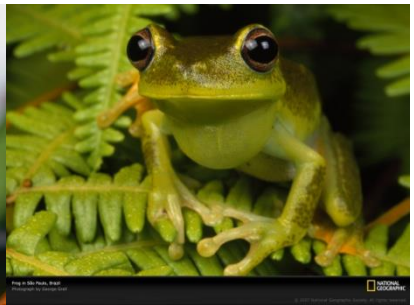
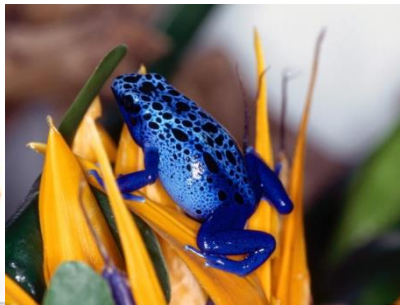


Nomenclature of StarCraft II Models Custom Animations



DelphiniumKey

Standard Keywords of SC2 Animation Nomenclature

A ^[1]	C	E	G	L	P	U
Adjutant	Chain	Eat	Gather	Land	Penetrate	Unburrow
Alternate	Channel	EatTree	GLbirth	Large	Pickup	Unload
Alternateex	Chest	Eight	GLdead	Lasarra	Placement	Unpowered
Angry	Click	Electrocute	GLdeath	Left	Portrait	Upgrade
AngryEyes	Cloak	End	Glow	Leg	Pose	V
Arm	Close	Enemy	GLstand	Light	Protoss	Valerian
Attached	ClosedEyes	Entangle	Gold	Lighting	Puke	VariationEnd
Attack	Complete	Equal	H	Listen	Q	Victory
B	Complex	Eviscerate	Happy	Load	R	W
Back	Corrupted	Evomaster	HappyEyes	Looping	Raynor	Walk
Berserk	Cover	Eye	Highlight	Lumber	Ready	Work
Birth	Creep	F	Hit	M	Reload	Wounded
Blast	Critical	Far	Horner	Medium	Restart	X
Blink	Custom	Fast	Hover	Moderate	Right	Y
Block	D	FearEyes	I	Morph	Run	Z
Bone	Dance	Fidget	IGNORE	N	T	Zagara
Build	Dead	Fill	Inferior	NearImpact	Talk	Zerg
Burrow	Death	Fire	J	NeutralEyes	Taunt	Zero
	Decay	Five	Jump	Nine	Terran	
	Default	Flail	K	O	Three	00~99 ^[2]
	Defend	Flesh	Kerrigan	Off	Throw	
	Dehaka	Fling	Kill	One	Thrown	
	Detect	Fly			Turbo	
	Dialogue	Forward			Turn	
	Disintegrate	Four			Two	
	Dominant	Freeze				
	Double					
	Drain					

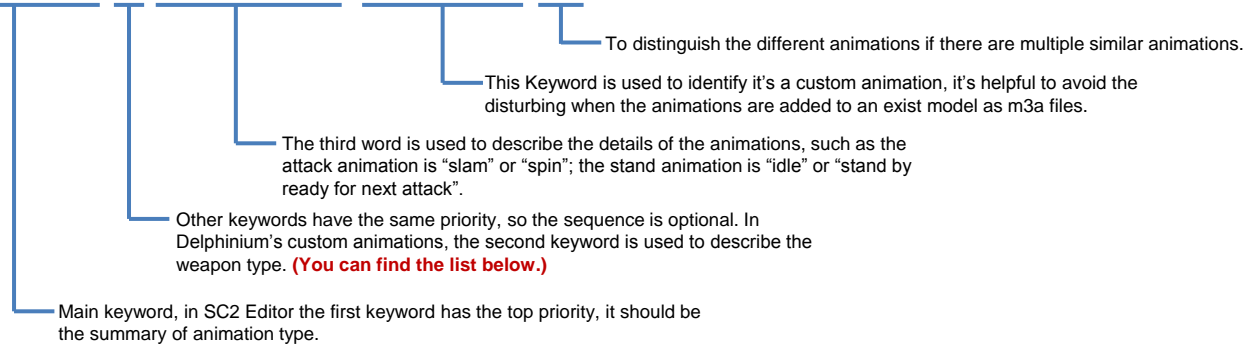
[1] The words A~Z Can also be used as Keywords.

[2] The "00" can be omitted for Short, the name "Attack 00" is equal to "Attack" . Numbers should be the last keyword in the animation name if there is no special reason. Most time the SC2 editor will use the "Attack 01", "Attack 02" randomly.

Delphinium's Custom Animation Nomenclature

An animation name contains several keywords from the list of standard keywords. For Example, an animation of attack is named like this:

Attack A Alternate Custom 02



This name means: A single hand weapon melee attack animation which is so quick that can attack the enemy alternately, it's a custom animation from a third party modeler.

Stand B Ready Custom 01

This name means: Stand with a double hand sword and ready to attack. It's a custom animation from a third party modeler.

Spell O Channel Start Custom

Spell O Channel Looping Custom

Spell O Channel End Custom

These names means: Deliver and keep a persistent spell, the spell will loop in the second animation during the process.


Delphinium's Custom Animation Nomenclature

The List of Keywords in Delphinium's Custom Animations

First Keyword	Second Keyword	Third Keyword	Last Keyword	Other Keywords For More Details
Stand	Null (Unarmed or weapon is idle)	Alternate	Custom (this is not an original animation)	Looping
Attack	A (one hand melee weapons)	Slam		Channel
Spell	B (Sword or similar double hands melee weapons)	Critical		Start
Walk	C (Pole-axe or similar double hands melee weapons)	Fling		End
Swim	D (Bow and arrow)	Penetrate		Back
Jump	E (Gun or similar double hands long-range weapons)	Spin		Left
GLstand/birth /death	F, J, K, L, M (Unarmed combat, different keywords are used to distinguish different postures if there are multiple postures)			Right
Birth	O, P, Q, R, S (Spell animations, different keywords are used to distinguish different postures if there are multiple postures)			Reload
Death	I (one hand melee weapons, both hands are armed)			Cover
Dead				Ready
Flail				
Fidget				

Thanks for your attention!

Best wishes from China~

Froggy&Catty  Froggy and Catty are two small, stylized cartoon characters. Froggy is a green frog with large eyes and a small smile. Catty is a white cat with large eyes and a small smile.