

ACCAD mocap Data: Female 1
Total 81 Files

Stand
Sway
Sway with arms on hips
Swing
Swing with more swing in the arms
Look
Pick up box
Lift box and put it down
Lift box
Crouch
Crouch to lie (not completely flat on the ground)
Lie down (not completely flat on the ground) to lie down flat on the ground
Lie down (not completely flat on the ground) to crouch
Crawl forward
Crawl backward
Skip
Stand to skip
Skip to stand
Stand to walk
Walk (more swing at the hips) to stand (feet planted wide apart)
Walk (less swing at the hips) to stand (feet planted closer together)
Walk (right leg first) with long steps (minimal sway at the hips)
Stand to walk back
Walk backward
Walk backward to stand
Walk backward, turn around midway, walk forward
Walk backward, stop, walk forward
Walk, turn left 90 midway, walk
Walk, turn left 45 midway, walk
Walk, turn left 135 midway, walk
Walk, turn right 90 midway, walk
Walk, turn right 45 midway, walk
Walk, turn right 135 midway, walk
Walk, turn around 180 midway, walk
Walk, turn change direction
Walk to hop to walk
Walk to leap to walk
Walk to pick up box
Walk with box
Walk, put down box midway, step over box to walk
Walk, put down box by turning to one side (midway), walk
Put down box to one side, walk
Side step left
Side step right
Walk to crouch
Crouch to walk
Walk to skip
Skip to walk
Run to stand
Run
Run to walk
Walk to run
Stand to run backward
Run backward

Run backward to stand
Run backward, turn around midway, run forward
Run backward, stop, run forward
Run, turn left 90 midway, run
Run, turn left 45 midway, run
Run, turn left 135 midway, run
Run, turn right 90 midway, run
Run, turn right 45 midway, run
Run, turn right 135 midway, run
Run, turn around midway, run
Run, change direction midway, run
Run to hop to walk
Run to jump to walk
Run, pick up box, stand
Run, pick up box, run
Run with box
Run, put down box to one side (midway), run
Quick side step left
Quick side step right
Run to crouch
Crouch to run
Urban
Wait
Conversation gestures
Random stuff1
Random stuff2
Cartwheel