



Human Melee Animations 2.0 FREE

Animation files are located at:

.../Animations/Female/Combat
.../Animations/Female/Idles
.../Animations/Female/Movement
.../Animations/Male/Combat
.../Animations/Male/Idles
.../Animations/Male/Movement
.../Animations/Masked Poses

Animation files start with the prefix **HumanF** or **HumanM**, depending on whether they are for the **feminine** or **masculine** rig.

Animation files in folder 'Masked Poses' are just static animations to be used with Avatar Masks, Animation Layers or similar systems depending on the game engine.

1H Animations (1 Handed)

Example:

- HumanF@1HAttack01_L

Animations using one hand weapon. For one handed only or one handed with shield.

2H Animations (2 Handed)

Example:

- HumanM@2HAttack01

Animations using two-handed weapons like greatswords, big axes or big hammers or clubs. Some of them can be combined with Masked Poses to make the character hold the weapon on shoulder for example.

2HL Animations (2 Handed Long)

Example:

- HumanF@2HLAttack01

Animations using long two-handed weapons like polearms, spears or staves. Some of them can be combined with Masked Poses to make the character hold the weapon on shoulder for example.

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Standard Asset Store EULA

- Royalty-free and allowed for commercial use.
- Resale not allowed.

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Thank you for using my animations and for your support!

✉ **Contact support:**

support@keviniglesias.com

The logo for Kevin Iglesias, featuring the name 'KEVIN' stacked above 'IGLESIAS' in a bold, white, blocky font with thick black outlines and a slight 3D effect.

www.keviniglesias.com