Two Sword AnimSet Made by wemakethegame

Recommend

sword, main character

Features

- Dynamic Keyframe animation

- Generic and Humanoid version included

- Root motion and Inplace motion included

- A T-pose included (humanoid folder)

Animation List

attack 9

attacked 2

b_fall

b_idle

b_jump (+ jumpZ0, jumpZ1)

b_move

b_walk

buff

dash

dead

defence

down idle rise

equip / unequip

idle_spin

mode_trans (B/N)

n_idle

n_run

n_walk

roll 4

sidestep 4

movement 16

Update Note

2.1 - Cleaned up unnecessary folders and files & fixed addition GUID (2022/04/23)

2.0 - Modeling Change, weapon included, GUID conflict Fix (2021/12/06)

1.4 : Model change

1.3 : no-weapon version, Humanoid & Generic

1.2 : Updated metadate & spport email.

1.1: improve the video quality

1.0 - First Release (2016/04/06)

Support

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e-Mail : contact@wemakethegame.com

The best way to contact me is e-mail.

I always appreciate your great comments and feedback.