Source/Warrior/Public /AnimInstances/WarriorCharacter AnimInstance.h

Source/Warrior/Private
/AnimInstances/WarriorCharacter
AnimInstance.cpp

Source/Warrior/Public /AnimInstances/Hero/Warrior HeroAnimInstance.h

Source/Warrior/Private
/AnimInstances/Hero/WarriorHero
AnimInstance.cpp

Source/Warrior/Private /AnimInstances/Hero/WarriorHero LinkedAnimLayer.cpp