Idle animation

Frame order:

1 → 2 → 3 → 2

Framerate ratio:

3 : 2 : 3 : 2

Loop: Yes

—--------------------------------------

Attack animation

Frame order:

1 → 2 → 3 → 4

Framerate ratio:

1 : 2 : 2 : 2

Loop: No

—--------------------------------------

Run animation

Frame order:

1 → 2

Framerate ratio:

2 : 3

Loop: Yes

—--------------------------------------

Enemy walk animation

Frame order:

1 → 2

Framerate ratio:

2 : 3

Loop: Yes