



Human Spellcasting Animations 2.0 FREE

Total animation files: 90

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@CastingDamage01
4. HumanF@CastingEnter01
5. HumanF@CastingExit01
6. HumanF@CastingIdle01
7. HumanF@Idle01
8. HumanF@Idle01-Idle02
9. HumanF@Idle01-Idle03
10. HumanF@Idle02
11. HumanF@Idle02-Idle01
12. HumanF@Idle03
13. HumanF@Idle03-Idle01
14. HumanF@MagicAttackCall1H01_L
15. HumanF@MagicAttackCall1H01_L - Cast
16. HumanF@MagicAttackCall1H01_L - Load
17. HumanF@MagicAttackDirect1H01_L
18. HumanF@MagicAttackDirect1H01_L - Cast
19. HumanF@MagicAttackDirect1H01_L - Load
20. HumanF@MagicAttackDirect1H01_R
21. HumanF@MagicAttackDirect1H01_R - Cast
22. HumanF@MagicAttackDirect1H01_R - Load
23. HumanF@MagicAttackDirect2H01
24. HumanF@MagicAttackDirect2H01 - Cast
25. HumanF@MagicAttackDirect2H01 - Load
26. HumanF@MagicAttackOmni01
27. HumanF@MagicAttackOmni01 - Cast

28. HumanF@MagicAttackOmni01 - Load
29. HumanF@ObjectBook01_L
30. HumanF@ObjectBook01_R
31. HumanF@Run01_Backward
32. HumanF@Run01_Backward [RM]
33. HumanF@Run01_BackwardLeft
34. HumanF@Run01_BackwardLeft [RM]
35. HumanF@Run01_BackwardRight
36. HumanF@Run01_BackwardRight [RM]
37. HumanF@Run01_Forward
38. HumanF@Run01_Forward [RM]
39. HumanF@Run01_ForwardLeft
40. HumanF@Run01_ForwardLeft [RM]
41. HumanF@Run01_ForwardRight
42. HumanF@Run01_ForwardRight [RM]
43. HumanF@Run01_Left
44. HumanF@Run01_Left [RM]
45. HumanF@Run01_Right
46. HumanF@Run01_Right [RM]
47. HumanM@CastingDamage01
48. HumanM@CastingEnter01
49. HumanM@CastingExit01
50. HumanM@CastingIdle01
51. HumanM@Idle01
52. HumanM@Idle01-Idle02
53. HumanM@Idle01-Idle03
54. HumanM@Idle02
55. HumanM@Idle02-Idle01
56. HumanM@Idle03
57. HumanM@Idle03-Idle01
58. HumanM@MagicAttackCall1H01_L
59. HumanM@MagicAttackCall1H01_L - Cast
60. HumanM@MagicAttackCall1H01_L - Load
61. HumanM@MagicAttackDirect1H01_L
62. HumanM@MagicAttackDirect1H01_L - Cast

- 63. HumanM@MagicAttackDirect1H01_L - Load
- 64. HumanM@MagicAttackDirect1H01_R
- 65. HumanM@MagicAttackDirect1H01_R - Cast
- 66. HumanM@MagicAttackDirect1H01_R - Load
- 67. HumanM@MagicAttackDirect2H01
- 68. HumanM@MagicAttackDirect2H01 - Cast
- 69. HumanM@MagicAttackDirect2H01 - Load
- 70. HumanM@MagicAttackOmni01
- 71. HumanM@MagicAttackOmni01 - Cast
- 72. HumanM@MagicAttackOmni01 - Load
- 73. HumanM@ObjectBook01_L
- 74. HumanM@ObjectBook01_R
- 75. HumanM@Run01_Backward
- 76. HumanM@Run01_Backward [RM]
- 77. HumanM@Run01_BackwardLeft
- 78. HumanM@Run01_BackwardLeft [RM]
- 79. HumanM@Run01_BackwardRight
- 80. HumanM@Run01_BackwardRight [RM]
- 81. HumanM@Run01_Forward
- 82. HumanM@Run01_Forward [RM]
- 83. HumanM@Run01_ForwardLeft
- 84. HumanM@Run01_ForwardLeft [RM]
- 85. HumanM@Run01_ForwardRight
- 86. HumanM@Run01_ForwardRight [RM]
- 87. HumanM@Run01_Left
- 88. HumanM@Run01_Left [RM]
- 89. HumanM@Run01_Right
- 90. HumanM@Run01_Right [RM]

Animation files start with the prefix **HumanF** or **HumanM**, depending on whether they are for the **feminine** or **masculine** rig. Some of them may be shared with other animation packs.

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