



Human Archer Animations 2.0 FREE

Total animation files: 136

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@BowIdle01
4. HumanF@BowIdle02
5. HumanF@BowShot01 - Hold
6. HumanF@BowShot01 - Load
7. HumanF@BowShot01 - Release
8. HumanF@Idle01
9. HumanF@Idle01-Idle02
10. HumanF@Idle01-Idle03
11. HumanF@Idle01-Idle04
12. HumanF@Idle02
13. HumanF@Idle02-Idle01
14. HumanF@Idle03
15. HumanF@Idle03-Idle01
16. HumanF@Idle04
17. HumanF@Idle04-Idle01
18. HumanF@Run01_Backward
19. HumanF@Run01_Backward [RM]
20. HumanF@Run01_BackwardLeft
21. HumanF@Run01_BackwardLeft [RM]
22. HumanF@Run01_BackwardRight
23. HumanF@Run01_BackwardRight [RM]
24. HumanF@Run01_Forward
25. HumanF@Run01_Forward [RM]
26. HumanF@Run01_ForwardLeft
27. HumanF@Run01_ForwardLeft [RM]

28. HumanF@Run01_ForwardRight
29. HumanF@Run01_ForwardRight [RM]
30. HumanF@Run01_Left
31. HumanF@Run01_Left [RM]
32. HumanF@Run01_Right
33. HumanF@Run01_Right [RM]
34. HumanF@SheatheBack01_L
35. HumanF@SheatheBack01_R
36. HumanF@SheatheBack02_L
37. HumanF@SheatheBack02_R
38. HumanF@StrafeRun01_BackwardLeft
39. HumanF@StrafeRun01_BackwardLeft [RM]
40. HumanF@StrafeRun01_BackwardRight
41. HumanF@StrafeRun01_BackwardRight [RM]
42. HumanF@StrafeRun01_ForwardLeft
43. HumanF@StrafeRun01_ForwardLeft [RM]
44. HumanF@StrafeRun01_ForwardRight
45. HumanF@StrafeRun01_ForwardRight [RM]
46. HumanF@StrafeRun01_Left
47. HumanF@StrafeRun01_Left [RM]
48. HumanF@StrafeRun01_Right
49. HumanF@StrafeRun01_Right [RM]
50. HumanF@UnsheatheBack01_L
51. HumanF@UnsheatheBack01_R
52. HumanF@UnsheatheBack02_L
53. HumanF@UnsheatheBack02_R
54. HumanF@Walk01_Backward
55. HumanF@Walk01_Backward [RM]
56. HumanF@Walk01_BackwardLeft
57. HumanF@Walk01_BackwardLeft [RM]
58. HumanF@Walk01_BackwardRight
59. HumanF@Walk01_BackwardRight [RM]
60. HumanF@Walk01_Forward
61. HumanF@Walk01_Forward [RM]
62. HumanF@Walk01_ForwardLeft

63. HumanF@Walk01_ForwardLeft [RM]
64. HumanF@Walk01_ForwardRight
65. HumanF@Walk01_ForwardRight [RM]
66. HumanF@Walk01_Left
67. HumanF@Walk01_Left [RM]
68. HumanF@Walk01_Right
69. HumanF@Walk01_Right [RM]
70. HumanM@BowIdle01
71. HumanM@BowIdle02
72. HumanM@BowShot01 - Hold
73. HumanM@BowShot01 - Load
74. HumanM@BowShot01 - Release
75. HumanM@Idle01
76. HumanM@Idle01-Idle02
77. HumanM@Idle01-Idle03
78. HumanM@Idle01-Idle04
79. HumanM@Idle02
80. HumanM@Idle02-Idle01
81. HumanM@Idle03
82. HumanM@Idle03-Idle01
83. HumanM@Idle04
84. HumanM@Idle04-Idle01
85. HumanM@Run01_Backward
86. HumanM@Run01_Backward [RM]
87. HumanM@Run01_BackwardLeft
88. HumanM@Run01_BackwardLeft [RM]
89. HumanM@Run01_BackwardRight
90. HumanM@Run01_BackwardRight [RM]
91. HumanM@Run01_Forward
92. HumanM@Run01_Forward [RM]
93. HumanM@Run01_ForwardLeft
94. HumanM@Run01_ForwardLeft [RM]
95. HumanM@Run01_ForwardRight
96. HumanM@Run01_ForwardRight [RM]
97. HumanM@Run01_Left

- 98. HumanM@Run01_Left [RM]
- 99. HumanM@Run01_Right
- 100. HumanM@Run01_Right [RM]
- 101. HumanM@SheatheBack01_L
- 102. HumanM@SheatheBack01_R
- 103. HumanM@SheatheBack02_L
- 104. HumanM@SheatheBack02_R
- 105. HumanM@StrafeRun01_BackwardLeft
- 106. HumanM@StrafeRun01_BackwardLeft [RM]
- 107. HumanM@StrafeRun01_BackwardRight
- 108. HumanM@StrafeRun01_BackwardRight [RM]
- 109. HumanM@StrafeRun01_ForwardLeft
- 110. HumanM@StrafeRun01_ForwardLeft [RM]
- 111. HumanM@StrafeRun01_ForwardRight
- 112. HumanM@StrafeRun01_ForwardRight [RM]
- 113. HumanM@StrafeRun01_Left
- 114. HumanM@StrafeRun01_Left [RM]
- 115. HumanM@StrafeRun01_Right
- 116. HumanM@StrafeRun01_Right [RM]
- 117. HumanM@UnsheatheBack01_L
- 118. HumanM@UnsheatheBack01_R
- 119. HumanM@UnsheatheBack02_L
- 120. HumanM@UnsheatheBack02_R
- 121. HumanM@Walk01_Backward
- 122. HumanM@Walk01_Backward [RM]
- 123. HumanM@Walk01_BackwardLeft
- 124. HumanM@Walk01_BackwardLeft [RM]
- 125. HumanM@Walk01_BackwardRight
- 126. HumanM@Walk01_BackwardRight [RM]
- 127. HumanM@Walk01_Forward
- 128. HumanM@Walk01_Forward [RM]
- 129. HumanM@Walk01_ForwardLeft
- 130. HumanM@Walk01_ForwardLeft [RM]
- 131. HumanM@Walk01_ForwardRight
- 132. HumanM@Walk01_ForwardRight [RM]

- 133. HumanM@Walk01_Left
- 134. HumanM@Walk01_Left [RM]
- 135. HumanM@Walk01_Right
- 136. HumanM@Walk01_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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