KEVIN IGLESIAS

Human Crafting Animations 2.2

Total animation files: 322

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@Carry01_Drop01
4. HumanF@Carry01_Idle01
5. HumanF@Carry01_PickUp01
6. HumanF@CombatDeath01
7. HumanF@CombatDeath02
8. HumanF@CombatDeath03
9. HumanF@CombatDeath04
10. HumanF@Death01
11. HumanF@Death02
12. HumanF@DropObject01_L
13. HumanF@DropObject01_R
14. HumanF@Fall01
15. HumanF@FarmingWithPlow01_R - Begin
16. HumanF@FarmingWithPlow01_R - Loop
17. HumanF@FarmingWithPlow01_R - Stop
18. HumanF@Fishing01 - Begin
19. HumanF@Fishing01 - Loop
20. HumanF@Fishing01 - Stop
21. HumanF@FishingFighting01
22. HumanF@FishingPullOut01
23. HumanF@FishingPullOut02 - Begin
24. HumanF@FishingPullOut02 - Loop
25. HumanF@FishingPullOut02 - Stop
26. HumanF@FishingThrow01
27. HumanF@Gathering01

28. HumanF@Gathering02
29. HumanF@Gathering03
30. HumanF@HammeringAnvil01_L - Begin
31. HumanF@HammeringAnvil01_L - Loop
32. HumanF@HammeringAnvil01_L - Stop
33. HumanF@HammeringAnvil01_R - Begin
34. HumanF@HammeringAnvil01_R - Loop
35. HumanF@HammeringAnvil01_R - Stop
36. HumanF@HammeringGround01_L - Begin
37. HumanF@HammeringGround01_L - Loop
38. HumanF@HammeringGround01_L - Stop
39. HumanF@HammeringGround01_R - Begin
40. HumanF@HammeringGround01_R - Loop
41. HumanF@HammeringGround01_R - Stop
42. HumanF@HammeringTable01_L - Begin
43. HumanF@HammeringTable01_L - Loop
44. HumanF@HammeringTable01_L - Stop
45. HumanF@HammeringTable01_R - Begin
46. HumanF@HammeringTable01_R - Loop
47. HumanF@HammeringTable01_R - Stop
48. HumanF@HammeringWall01_L - Begin
49. HumanF@HammeringWall01_L - Loop
50. HumanF@HammeringWall01_L - Stop
51. HumanF@HammeringWall01_R - Begin
52. HumanF@HammeringWall01_R - Loop
53. HumanF@HammeringWall01_R - Stop
54. HumanF@Idle01
55. HumanF@Idle01_Break01
56. HumanF@Idle01-Idle02
57. HumanF@Idle02
58. HumanF@Idle02-Idle01
59. HumanF@IdleDamage01
60. HumanF@IdleWounded01
61. HumanF@Jump01
62. HumanF@Jump01 - Begin

63. HumanF@Jump01 - Land
64. HumanF@Jump01 [RM]
65. HumanF@Jump01 [RM] - Begin
66. HumanF@Jump01 [RM] - Land
67. HumanF@Loot01 - Begin
68. HumanF@Loot01 - Loop
69. HumanF@Loot01 - Stop
70. HumanF@Mining - Begin
71. HumanF@Mining - Stop
72. HumanF@Mining01 - Loop Ground
73. HumanF@Mining01 - Loop Wall
74. HumanF@MiningOneHand01_L - Ground
75. HumanF@MiningOneHand01_L - Wall
76. HumanF@MiningOneHand01_R - Ground
77. HumanF@MiningOneHand01_R - Wall
78. HumanF@ObjectGripShoulder01_L
79. HumanF@ObjectGripShoulder01_R
80. HumanF@ObjectGripShoulder02_L
81. HumanF@ObjectGripShoulder02_R
82. HumanF@Opening01 - Begin
83. HumanF@Opening01 - Loop
84. HumanF@Opening01 - Stop
85. HumanF@PickUpObject01_L
86. HumanF@PickUpObject01_R
87. HumanF@Run01_Backward
88. HumanF@Run01_Backward [RM]
89. HumanF@Run01_BackwardLeft
90. HumanF@Run01_BackwardLeft [RM]
91. HumanF@Run01_BackwardRight
92. HumanF@Run01_BackwardRight [RM]
93. HumanF@Run01_Forward
94. HumanF@Run01_Forward [RM]
95. HumanF@Run01_ForwardLeft
96. HumanF@Run01_ForwardLeft [RM]
97. HumanF@Run01_ForwardRight

98. HumanF@Run01_ForwardRight [RM]
99. HumanF@Run01_Left
100. HumanF@Run01_Left [RM]
101. HumanF@Run01_Right
102. HumanF@Run01_Right [RM]
103. HumanF@Seeding01_L
104. HumanF@Seeding01_R
105. HumanF@Seeding02_L
106. HumanF@Seeding02_R
107. HumanF@SheatheBack01_Both
108. HumanF@SheatheBack01_L
109. HumanF@SheatheBack01_R
110. HumanF@SheatheHips01_Both
111. HumanF@SheatheHips01_L
112. HumanF@SheatheHips01_R
113. HumanF@SkinningGround01_L - Begin
114. HumanF@SkinningGround01_L - Loop
115. HumanF@SkinningGround01_L - Stop
116. HumanF@SkinningGround01_R - Begin
117. HumanF@SkinningGround01_R - Loop
118. HumanF@SkinningGround01_R - Stop
119. HumanF@SkinningTable01_L - Begin
120. HumanF@SkinningTable01_L - Loop
121. HumanF@SkinningTable01_L - Stop
122. HumanF@SkinningTable01_R - Begin
123. HumanF@SkinningTable01_R - Loop
124. HumanF@SkinningTable01_R - Stop
125. HumanF@Sprint01_Forward
126. HumanF@Sprint01_Forward [RM]
127. HumanF@Sprint01_ForwardLeft
128. HumanF@Sprint01_ForwardLeft [RM]
129. HumanF@Sprint01_ForwardRight
130. HumanF@Sprint01_ForwardRight [RM]
131. HumanF@Sprint01_Left
132. HumanF@Sprint01_Left [RM]

133. HumanF@Sprint01_Right
134. HumanF@Sprint01_Right [RM]
135. HumanF@TreeChopping - Begin
136. HumanF@TreeChopping - Stop
137. HumanF@TreeChopping01 - Loop
138. HumanF@TreeChopping02 - Loop
139. HumanF@UnsheatheBack01_Both
140. HumanF@UnsheatheBack01_L
141. HumanF@UnsheatheBack01_R
142. HumanF@UnsheatheHips01_Both
143. HumanF@UnsheatheHips01_L
144. HumanF@UnsheatheHips01_R
145. HumanF@Walk01_Backward
146. HumanF@Walk01_Backward [RM]
147. HumanF@Walk01_BackwardLeft
148. HumanF@Walk01_BackwardLeft [RM]
149. HumanF@Walk01_BackwardRight
150. HumanF@Walk01_BackwardRight [RM]
151. HumanF@Walk01_Forward
152. HumanF@Walk01_Forward [RM]
153. HumanF@Walk01_ForwardLeft
154. HumanF@Walk01_ForwardLeft [RM]
155. HumanF@Walk01_ForwardRight
156. HumanF@Walk01_ForwardRight [RM]
157. HumanF@Walk01_Left
158. HumanF@Walk01_Left [RM]
159. HumanF@Walk01_Right
160. HumanF@Walk01_Right [RM]
161. HumanF@Watering01_L
162. HumanF@Watering01_R
163. HumanM@Carry01_Drop01
164. HumanM@Carry01_Idle01
165. HumanM@Carry01_PickUp01
166. HumanM@CombatDeath01
167. HumanM@CombatDeath02

168. HumanM@CombatDeath03
169. HumanM@CombatDeath04
170. HumanM@Death01
171. HumanM@Death02
172. HumanM@DropObject01_L
173. HumanM@DropObject01_R
174. HumanM@Fall01
175. HumanM@FarmingWithPlow01_R - Begin
176. HumanM@FarmingWithPlow01_R - Loop
177. HumanM@FarmingWithPlow01_R - Stop
178. HumanM@Fishing01 - Begin
179. HumanM@Fishing01 - Loop
180. HumanM@Fishing01 - Stop
181. HumanM@FishingFighting01
182. HumanM@FishingPullOut01
183. HumanM@FishingPullOut02 - Begin
184. HumanM@FishingPullOut02 - Loop
185. HumanM@FishingPullOut02 - Stop
186. HumanM@FishingThrow01
187. HumanM@Gathering01
188. HumanM@Gathering02
189. HumanM@Gathering03
190. HumanM@HammeringAnvil01_L - Begin
191. HumanM@HammeringAnvil01_L - Loop
192. HumanM@HammeringAnvil01_L - Stop
193. HumanM@HammeringAnvil01_R - Begin
194. HumanM@HammeringAnvil01_R - Loop
195. HumanM@HammeringAnvil01_R - Stop
196. HumanM@HammeringGround01_L - Begin
197. HumanM@HammeringGround01_L - Loop
198. HumanM@HammeringGround01_L - Stop
199. HumanM@HammeringGround01_R - Begin
200. HumanM@HammeringGround01_R - Loop
201. HumanM@HammeringGround01_R - Stop
202. HumanM@HammeringTable01_L - Begin

203. HumanM@HammeringTable01_L - Loop
204. HumanM@HammeringTable01_L - Stop
205. HumanM@HammeringTable01_R - Begin
206. HumanM@HammeringTable01_R - Loop
207. HumanM@HammeringTable01_R - Stop
208. HumanM@HammeringWall01_L - Begin
209. HumanM@HammeringWall01_L - Loop
210. HumanM@HammeringWall01_L - Stop
211. HumanM@HammeringWall01_R - Begin
212. HumanM@HammeringWall01_R - Loop
213. HumanM@HammeringWall01_R - Stop
214. HumanM@Idle01
215. HumanM@Idle01_Break01
216. HumanM@Idle01-Idle02
217. HumanM@Idle02
218. HumanM@Idle02-Idle01
219. HumanM@IdleDamage01
220. HumanM@IdleWounded01
221. HumanM@Jump01
222. HumanM@Jump01 - Begin
223. HumanM@Jump01 - Land
224. HumanM@Jump01 [RM]
225. HumanM@Jump01 [RM] - Begin
226. HumanM@Jump01 [RM] - Land
227. HumanM@Loot01 - Begin
228. HumanM@Loot01 - Loop
229. HumanM@Loot01 - Stop
230. HumanM@Mining - Begin
231. HumanM@Mining - Stop
232. HumanM@Mining01 - Loop Ground
233. HumanM@Mining01 - Loop Wall
234. HumanM@MiningOneHand01_L - Ground
235. HumanM@MiningOneHand01_L - Wall
236. HumanM@MiningOneHand01_R - Ground
237. HumanM@MiningOneHand01_R - Wall

238. HumanM@ObjectGripShoulder01_L
239. HumanM@ObjectGripShoulder01_R
240. HumanM@ObjectGripShoulder02_L
241. HumanM@ObjectGripShoulder02_R
242. HumanM@Opening01 - Begin
243. HumanM@Opening01 - Loop
244. HumanM@Opening01 - Stop
245. HumanM@PickUpObject01_L
246. HumanM@PickUpObject01_R
247. HumanM@Run01_Backward
248. HumanM@Run01_Backward [RM]
249. HumanM@Run01_BackwardLeft
250. HumanM@Run01_BackwardLeft [RM]
251. HumanM@Run01_BackwardRight
252. HumanM@Run01_BackwardRight [RM]
253. HumanM@Run01_Forward
254. HumanM@Run01_Forward [RM]
255. HumanM@Run01_ForwardLeft
256. HumanM@Run01_ForwardLeft [RM]
257. HumanM@Run01_ForwardRight
258. HumanM@Run01_ForwardRight [RM]
259. HumanM@Run01_Left
260. HumanM@Run01_Left [RM]
261. HumanM@Run01_Right
262. HumanM@Run01_Right [RM]
263. HumanM@Seeding01_L
264. HumanM@Seeding01_R
265. HumanM@Seeding02_L
266. HumanM@Seeding02_R
267. HumanM@SheatheBack01_Both
268. HumanM@SheatheBack01_L
269. HumanM@SheatheBack01_R
270. HumanM@SheatheHips01_Both
271. HumanM@SheatheHips01_L
272. HumanM@SheatheHips01_R

273. HumanM@SkinningGround01_L - Begin
274. HumanM@SkinningGround01_L - Loop
275. HumanM@SkinningGround01_L - Stop
276. HumanM@SkinningGround01_R - Begin
277. HumanM@SkinningGround01_R - Loop
278. HumanM@SkinningGround01_R - Stop
279. HumanM@SkinningTable01_L - Begin
280. HumanM@SkinningTable01_L - Loop
281. HumanM@SkinningTable01_L - Stop
282. HumanM@SkinningTable01_R - Begin
283. HumanM@SkinningTable01_R - Loop
284. HumanM@SkinningTable01_R - Stop
285. HumanM@Sprint01_Forward
286. HumanM@Sprint01_Forward [RM]
287. HumanM@Sprint01_ForwardLeft
288. HumanM@Sprint01_ForwardLeft [RM]
289. HumanM@Sprint01_ForwardRight
290. HumanM@Sprint01_ForwardRight [RM]
291. HumanM@Sprint01_Left
292. HumanM@Sprint01_Left [RM]
293. HumanM@Sprint01_Right
294. HumanM@Sprint01_Right [RM]
295. HumanM@TreeChopping - Begin
296. HumanM@TreeChopping - Stop
297. HumanM@TreeChopping01 - Loop
298. HumanM@TreeChopping02 - Loop
299. HumanM@UnsheatheBack01_Both
300. HumanM@UnsheatheBack01_L
301. HumanM@UnsheatheBack01_R
302. HumanM@UnsheatheHips01_Both
303. HumanM@UnsheatheHips01_L
304. HumanM@UnsheatheHips01_R
305. HumanM@Walk01_Backward
306. HumanM@Walk01_Backward [RM]
307. HumanM@Walk01_BackwardLeft

308. HumanM@Walk01_BackwardLeft [RM]
309. HumanM@Walk01_BackwardRight
310. HumanM@Walk01_BackwardRight [RM]
311. HumanM@Walk01_Forward
312. HumanM@Walk01_Forward [RM]
313. HumanM@Walk01_ForwardLeft
314. HumanM@Walk01_ForwardLeft [RM]
315. HumanM@Walk01_ForwardRight
316. HumanM@Walk01_ForwardRight [RM]
317. HumanM@Walk01_Left
318. HumanM@Walk01_Left [RM]
319. HumanM@Walk01_Right
320. HumanM@Walk01_Right [RM]
321. HumanM@Watering01_L
322. HumanM@Watering01_R

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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