# Human Melee Animations 2.0 FREE

**Total animation files: 94**

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@Attack1H01_L
4. HumanF@Attack1H01_R
5. HumanF@Attack2H01
6. HumanF@AttackPolearm01
7. HumanF@AttackShield01
8. HumanF@CombatDamage01
9. HumanF@CombatIdle01
10. HumanF@CombatIdle1H01
11. HumanF@CombatIdle2H01
12. HumanF@CombatIdlePolearm01
13. HumanF@Death01
14. HumanF@Idle01
15. HumanF@ObjectGripShoulder01_L
16. HumanF@ObjectGripShoulder01_R
17. HumanF@ObjectGripShoulder02_L
18. HumanF@ObjectGripShoulder02_R
19. HumanF@Run01_Backward
20. HumanF@Run01_Backward [RM]
21. HumanF@Run01_BackwardLeft
22. HumanF@Run01_BackwardLeft [RM]
23. HumanF@Run01_BackwardRight
24. HumanF@Run01_BackwardRight [RM]
25. HumanF@Run01_Forward
26. HumanF@Run01_Forward [RM]
27. HumanF@Run01_ForwardLeft

28. HumanF@Run01_ForwardLeft [RM]
29. HumanF@Run01_ForwardRight
30. HumanF@Run01_ForwardRight [RM]
31. HumanF@Run01_Left
32. HumanF@Run01_Left [RM]
33. HumanF@Run01_Right
34. HumanF@Run01_Right [RM]
35. HumanF@StrafeRun01_BackwardLeft
36. HumanF@StrafeRun01_BackwardLeft [RM]
37. HumanF@StrafeRun01_BackwardRight
38. HumanF@StrafeRun01_BackwardRight [RM]
39. HumanF@StrafeRun01_ForwardLeft
40. HumanF@StrafeRun01_ForwardLeft [RM]
41. HumanF@StrafeRun01_ForwardRight
42. HumanF@StrafeRun01_ForwardRight [RM]
43. HumanF@StrafeRun01_Left
44. HumanF@StrafeRun01_Left [RM]
45. HumanF@StrafeRun01_Right
46. HumanF@StrafeRun01_Right [RM]
47. HumanF@WeaponHold2H01
48. HumanF@WeaponHoldPolearm01
49. HumanM@Attack1H01_L
50. HumanM@Attack1H01_R
51. HumanM@Attack2H01
52. HumanM@AttackPolearm01
53. HumanM@AttackShield01
54. HumanM@CombatDamage01
55. HumanM@CombatIdle01
56. HumanM@CombatIdle1H01
57. HumanM@CombatIdle2H01
58. HumanM@CombatIdlePolearm01
59. HumanM@Death01
60. HumanM@Idle01
61. HumanM@ObjectGripShoulder01_L
62. HumanM@ObjectGripShoulder01_R

63. HumanM@ObjectGripShoulder02_L
64. HumanM@ObjectGripShoulder02_R
65. HumanM@Run01_Backward
66. HumanM@Run01_Backward [RM]
67. HumanM@Run01_BackwardLeft
68. HumanM@Run01_BackwardLeft [RM]
69. HumanM@Run01_BackwardRight
70. HumanM@Run01_BackwardRight [RM]
71. HumanM@Run01_Forward
72. HumanM@Run01_Forward [RM]
73. HumanM@Run01_ForwardLeft
74. HumanM@Run01_ForwardLeft [RM]
75. HumanM@Run01_ForwardRight
76. HumanM@Run01_ForwardRight [RM]
77. HumanM@Run01_Left
78. HumanM@Run01_Left [RM]
79. HumanM@Run01_Right
80. HumanM@Run01_Right [RM]
81. HumanM@StrafeRun01_BackwardLeft
82. HumanM@StrafeRun01_BackwardLeft [RM]
83. HumanM@StrafeRun01_BackwardRight
84. HumanM@StrafeRun01_BackwardRight [RM]
85. HumanM@StrafeRun01_ForwardLeft
86. HumanM@StrafeRun01_ForwardLeft [RM]
87. HumanM@StrafeRun01_ForwardRight
88. HumanM@StrafeRun01_ForwardRight [RM]
89. HumanM@StrafeRun01_Left
90. HumanM@StrafeRun01_Left [RM]
91. HumanM@StrafeRun01_Right
92. HumanM@StrafeRun01_Right [RM]
93. HumanM@WeaponHold2H01
94. HumanM@WeaponHoldPolearm01

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.

**1H Animations (1 Handed)**

Examples:

- HumanF@Attack**1H**01_R
- HumanF@CombatIdle**1H**

Animations using one hand weapon. For dual wield, one handed only or one handed with shield.

**2H Animations (2 Handed)**

Examples:

- HumanF@Attack**2H**01
- HumanM@CombatEnter**2H**01

Animations using two-handed weapons like greatswords, big axes or big hammers or clubs. Some of them can be combined with Masked Poses to make the character hold the weapon on shoulder for example.

**Polearm Animations**

Examples:

- HumanF@Attack**Polearm**01
- HumanM@Parry**Polearm**01 - Loop

Animations using long two-handed weapons like polearms, spears or staves. Some of them can be combined with Masked Poses to make the character hold the weapon on shoulder for example.

**License:**

**Standard Asset Store EULA**

- Royalty-free and allowed for commercial use.
- Resale not allowed.
- Attribution not required.

More license details:
**https://www.keviniglesias.com/#license**

Thank you for downloading and using my assets!

**Upgrade:**

Need more animations? Consider upgrading to the **full version**. Your purchase helps me a lot with the creation of more free assets like this one.

Thank you for downloading and using my assets!

📧 **Support & Feedback:**
support@keviniglesias.com

**www.keviniglesias.com**