KEVIN IGLESIAS

Human Basic Motions 2.4

Total animation files: 356

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@Angry01
4. HumanF@Angry02
5. HumanF@Cheer01
6. HumanF@Cheer02
7. HumanF@Crouch01_Idle
8. HumanF@Crouch01_Walk_Backward
9. HumanF@Crouch01_Walk_Backward [RM]
10. HumanF@Crouch01_Walk_BackwardLeft
11. HumanF@Crouch01_Walk_BackwardLeft [RM]
12. HumanF@Crouch01_Walk_BackwardRight
13. HumanF@Crouch01_Walk_BackwardRight [RM]
14. HumanF@Crouch01_Walk_Forward
15. HumanF@Crouch01_Walk_Forward [RM]
16. HumanF@Crouch01_Walk_ForwardLeft
17. HumanF@Crouch01_Walk_ForwardLeft [RM]
18. HumanF@Crouch01_Walk_ForwardRight
19. HumanF@Crouch01_Walk_ForwardRight [RM]
20. HumanF@Crouch01_Walk_Left
21. HumanF@Crouch01_Walk_Left [RM]
22. HumanF@Crouch01_Walk_Right
23. HumanF@Crouch01_Walk_Right [RM]
24. HumanF@CrouchStrafe01_BackwardLeft
25. HumanF@CrouchStrafe01_BackwardLeft [RM]
26. HumanF@CrouchStrafe01_BackwardRight
27. HumanF@CrouchStrafe01_BackwardRight [RM]

28. HumanF@CrouchStrafe01_ForwardLeft
29. HumanF@CrouchStrafe01_ForwardLeft [RM]
30. HumanF@CrouchStrafe01_ForwardRight
31. HumanF@CrouchStrafe01_ForwardRight [RM]
32. HumanF@CrouchStrafe01_Left
33. HumanF@CrouchStrafe01_Left [RM]
34. HumanF@CrouchStrafe01_Right
35. HumanF@CrouchStrafe01_Right [RM]
36. HumanF@Fall01
37. HumanF@Fear01
38. HumanF@HandClap01
39. HumanF@HandWave01
40. HumanF@HandWave02
41. HumanF@HeadNod01
42. HumanF@HeadShake01
43. HumanF@HeadShake02
44. HumanF@Idle01
45. HumanF@Idle01-Idle02
46. HumanF@Idle02
47. HumanF@Idle02-Idle01
48. HumanF@IdleWounded01
49. HumanF@Jump01
50. HumanF@Jump01 - Begin
51. HumanF@Jump01 - Land
52. HumanF@Jump01 [RM]
53. HumanF@Jump01 [RM] - Begin
54. HumanF@Jump01 [RM] - Land
55. HumanF@Knockdown01 - Fall
56. HumanF@Knockdown01 - Ground
57. HumanF@Knockdown01 - StandUp
58. HumanF@Loot01 - Begin
59. HumanF@Loot01 - Loop
60. HumanF@Loot01 - Stop
61. HumanF@Opening01 - Begin
62. HumanF@Opening01 - Loop

63. HumanF@Opening01 - Stop
64. HumanF@Pain01
65. HumanF@Question01
66. HumanF@Question02
67. HumanF@Roll01
68. HumanF@Roll01 [RM]
69. HumanF@Run01_Backward
70. HumanF@Run01_Backward [RM]
71. HumanF@Run01_BackwardLeft
72. HumanF@Run01_BackwardLeft [RM]
73. HumanF@Run01_BackwardRight
74. HumanF@Run01_BackwardRight [RM]
75. HumanF@Run01_Forward
76. HumanF@Run01_Forward [RM]
77. HumanF@Run01_ForwardLeft
78. HumanF@Run01_ForwardLeft [RM]
79. HumanF@Run01_ForwardRight
80. HumanF@Run01_ForwardRight [RM]
81. HumanF@Run01_Left
82. HumanF@Run01_Left [RM]
83. HumanF@Run01_Right
84. HumanF@Run01_Right [RM]
85. HumanF@RunSlide01
86. HumanF@RunSlide01 [RM]
87. HumanF@SitGround01 - Begin
88. HumanF@SitGround01 - Loop
89. HumanF@SitGround01 - Stop
90. HumanF@SitHigh01 - Begin
91. HumanF@SitHigh01 - Loop
92. HumanF@SitHigh01 - Stop
93. HumanF@SitLow01 - Begin
94. HumanF@SitLow01 - Loop
95. HumanF@SitLow01 - Stop
96. HumanF@SitMedium01 - Begin
97. HumanF@SitMedium01 - Loop

98. HumanF@SitMedium01 - Stop
99. HumanF@Sprint01_Forward
100. HumanF@Sprint01_Forward [RM]
101. HumanF@Sprint01_ForwardLeft
102. HumanF@Sprint01_ForwardLeft [RM]
103. HumanF@Sprint01_ForwardRight
104. HumanF@Sprint01_ForwardRight [RM]
105. HumanF@Sprint01_Left
106. HumanF@Sprint01_Left [RM]
107. HumanF@Sprint01_Right
108. HumanF@Sprint01_Right [RM]
109. HumanF@StrafeRun01_BackwardLeft
110. HumanF@StrafeRun01_BackwardLeft [RM]
111. HumanF@StrafeRun01_BackwardRight
112. HumanF@StrafeRun01_BackwardRight [RM]
113. HumanF@StrafeRun01_ForwardLeft
114. HumanF@StrafeRun01_ForwardLeft [RM]
115. HumanF@StrafeRun01_ForwardRight
116. HumanF@StrafeRun01_ForwardRight [RM]
117. HumanF@StrafeRun01_Left
118. HumanF@StrafeRun01_Left [RM]
119. HumanF@StrafeRun01_Right
120. HumanF@StrafeRun01_Right [RM]
121. HumanF@StrafeWalk01_BackwardLeft
122. HumanF@StrafeWalk01_BackwardLeft [RM]
123. HumanF@StrafeWalk01_BackwardRight
124. HumanF@StrafeWalk01_BackwardRight [RM]
125. HumanF@StrafeWalk01_ForwardLeft
126. HumanF@StrafeWalk01_ForwardLeft [RM]
127. HumanF@StrafeWalk01_ForwardRight
128. HumanF@StrafeWalk01_ForwardRight [RM]
129. HumanF@StrafeWalk01_Left
130. HumanF@StrafeWalk01_Left [RM]
131. HumanF@StrafeWalk01_Right
132. HumanF@StrafeWalk01_Right [RM]

133. HumanF@Stun01
134. HumanF@Swim01_Backward
135. HumanF@Swim01_Backward [RM]
136. HumanF@Swim01_BackwardLeft
137. HumanF@Swim01_BackwardLeft [RM]
138. HumanF@Swim01_BackwardRight
139. HumanF@Swim01_BackwardRight [RM]
140. HumanF@Swim01_Down
141. HumanF@Swim01_Down [RM]
142. HumanF@Swim01_Forward
143. HumanF@Swim01_Forward [RM]
144. HumanF@Swim01_ForwardLeft
145. HumanF@Swim01_ForwardLeft [RM]
146. HumanF@Swim01_ForwardRight
147. HumanF@Swim01_ForwardRight [RM]
148. HumanF@Swim01_Left
149. HumanF@Swim01_Left [RM]
150. HumanF@Swim01_Right
151. HumanF@Swim01_Right [RM]
152. HumanF@Swim01_Up
153. HumanF@Swim01_Up [RM]
154. HumanF@SwimDrown01
155. HumanF@SwimDrowned01
156. HumanF@SwimIdle01
157. HumanF@Talk01
158. HumanF@Talk02
159. HumanF@Talk03
160. HumanF@Turn01_Left
161. HumanF@Turn01_Left [RM]
162. HumanF@Turn01_Right
163. HumanF@Turn01_Right [RM]
164. HumanF@Walk01_Backward
165. HumanF@Walk01_Backward [RM]
166. HumanF@Walk01_BackwardLeft
167. HumanF@Walk01_BackwardLeft [RM]

168. HumanF@Walk01_BackwardRight
169. HumanF@Walk01_BackwardRight [RM]
170. HumanF@Walk01_Forward
171. HumanF@Walk01_Forward [RM]
172. HumanF@Walk01_ForwardLeft
173. HumanF@Walk01_ForwardLeft [RM]
174. HumanF@Walk01_ForwardRight
175. HumanF@Walk01_ForwardRight [RM]
176. HumanF@Walk01_Left
177. HumanF@Walk01_Left [RM]
178. HumanF@Walk01_Right
179. HumanF@Walk01_Right [RM]
180. HumanM@Angry01
181. HumanM@Angry02
182. HumanM@Cheer01
183. HumanM@Cheer02
184. HumanM@Crouch01_Idle
185. HumanM@Crouch01_Walk_Backward
186. HumanM@Crouch01_Walk_Backward [RM]
187. HumanM@Crouch01_Walk_BackwardLeft
188. HumanM@Crouch01_Walk_BackwardLeft [RM]
189. HumanM@Crouch01_Walk_BackwardRight
190. HumanM@Crouch01_Walk_BackwardRight [RM]
191. HumanM@Crouch01_Walk_Forward
192. HumanM@Crouch01_Walk_Forward [RM]
193. HumanM@Crouch01_Walk_ForwardLeft
194. HumanM@Crouch01_Walk_ForwardLeft [RM]
195. HumanM@Crouch01_Walk_ForwardRight
196. HumanM@Crouch01_Walk_ForwardRight [RM]
197. HumanM@Crouch01_Walk_Left
198. HumanM@Crouch01_Walk_Left [RM]
199. HumanM@Crouch01_Walk_Right
200. HumanM@Crouch01_Walk_Right [RM]
201. HumanM@CrouchStrafe01_BackwardLeft
202. HumanM@CrouchStrafe01_BackwardLeft [RM]

203. HumanM@CrouchStrafe01_BackwardRight
204. HumanM@CrouchStrafe01_BackwardRight [RM]
205. HumanM@CrouchStrafe01_ForwardLeft
206. HumanM@CrouchStrafe01_ForwardLeft [RM]
207. HumanM@CrouchStrafe01_ForwardRight
208. HumanM@CrouchStrafe01_ForwardRight [RM]
209. HumanM@CrouchStrafe01_Left
210. HumanM@CrouchStrafe01_Left [RM]
211. HumanM@CrouchStrafe01_Right
212. HumanM@CrouchStrafe01_Right [RM]
213. HumanM@Fall01
214. HumanM@Fear01
215. HumanM@HandClap01
216. HumanM@HandWave01
217. HumanM@HandWave02
218. HumanM@HeadNod01
219. HumanM@HeadShake01
220. HumanM@HeadShake02
221. HumanM@Idle01
222. HumanM@Idle01-Idle02
223. HumanM@Idle02
224. HumanM@Idle02-Idle01
225. HumanM@IdleWounded01
226. HumanM@Jump01
227. HumanM@Jump01 - Begin
228. HumanM@Jump01 - Land
229. HumanM@Jump01 [RM]
230. HumanM@Jump01 [RM] - Begin
231. HumanM@Jump01 [RM] - Land
232. HumanM@Knockdown01 - Fall
233. HumanM@Knockdown01 - Ground
234. HumanM@Knockdown01 - StandUp
235. HumanM@Loot01 - Begin
236. HumanM@Loot01 - Loop
237. HumanM@Loot01 - Stop

238. HumanM@Opening01 - Begin
239. HumanM@Opening01 - Loop
240. HumanM@Opening01 - Stop
241. HumanM@Pain01
242. HumanM@Question01
243. HumanM@Question02
244. HumanM@Roll01
245. HumanM@Roll01 [RM]
246. HumanM@Run01_Backward
247. HumanM@Run01_Backward [RM]
248. HumanM@Run01_BackwardLeft
249. HumanM@Run01_BackwardLeft [RM]
250. HumanM@Run01_BackwardRight
251. HumanM@Run01_BackwardRight [RM]
252. HumanM@Run01_Forward
253. HumanM@Run01_Forward [RM]
254. HumanM@Run01_ForwardLeft
255. HumanM@Run01_ForwardLeft [RM]
256. HumanM@Run01_ForwardRight
257. HumanM@Run01_ForwardRight [RM]
258. HumanM@Run01_Left
259. HumanM@Run01_Left [RM]
260. HumanM@Run01_Right
261. HumanM@Run01_Right [RM]
262. HumanM@RunSlide01
263. HumanM@RunSlide01 [RM]
264. HumanM@SitGround01 - Begin
265. HumanM@SitGround01 - Loop
266. HumanM@SitGround01 - Stop
267. HumanM@SitHigh01 - Begin
268. HumanM@SitHigh01 - Loop
269. HumanM@SitHigh01 - Stop
270. HumanM@SitLow01 - Begin
271. HumanM@SitLow01 - Loop
272. HumanM@SitLow01 - Stop

273. HumanM@SitMedium01 - Begin
274. HumanM@SitMedium01 - Loop
275. HumanM@SitMedium01 - Stop
276. HumanM@Sprint01_Forward
277. HumanM@Sprint01_Forward [RM]
278. HumanM@Sprint01_ForwardLeft
279. HumanM@Sprint01_ForwardLeft [RM]
280. HumanM@Sprint01_ForwardRight
281. HumanM@Sprint01_ForwardRight [RM]
282. HumanM@Sprint01_Left
283. HumanM@Sprint01_Left [RM]
284. HumanM@Sprint01_Right
285. HumanM@Sprint01_Right [RM]
286. HumanM@StrafeRun01_BackwardLeft
287. HumanM@StrafeRun01_BackwardLeft [RM]
288. HumanM@StrafeRun01_BackwardRight
289. HumanM@StrafeRun01_BackwardRight [RM]
290. HumanM@StrafeRun01_ForwardLeft
291. HumanM@StrafeRun01_ForwardLeft [RM]
292. HumanM@StrafeRun01_ForwardRight
293. HumanM@StrafeRun01_ForwardRight [RM]
294. HumanM@StrafeRun01_Left
295. HumanM@StrafeRun01_Left [RM]
296. HumanM@StrafeRun01_Right
297. HumanM@StrafeRun01_Right [RM]
298. HumanM@StrafeWalk01_BackwardLeft
299. HumanM@StrafeWalk01_BackwardLeft [RM]
300. HumanM@StrafeWalk01_BackwardRight
301. HumanM@StrafeWalk01_BackwardRight [RM]
302. HumanM@StrafeWalk01_ForwardLeft
303. HumanM@StrafeWalk01_ForwardLeft [RM]
304. HumanM@StrafeWalk01_ForwardRight
305. HumanM@StrafeWalk01_ForwardRight [RM]
306. HumanM@StrafeWalk01_Left
307. HumanM@StrafeWalk01_Left [RM]

308. HumanM@StrafeWalk01_Right
309. HumanM@StrafeWalk01_Right [RM]
310. HumanM@Stun01
311. HumanM@Swim01_Backward
312. HumanM@Swim01_Backward [RM]
313. HumanM@Swim01_BackwardLeft
314. HumanM@Swim01_BackwardLeft [RM]
315. HumanM@Swim01_BackwardRight
316. HumanM@Swim01_BackwardRight [RM]
317. HumanM@Swim01_Down
318. HumanM@Swim01_Down [RM]
319. HumanM@Swim01_Forward
320. HumanM@Swim01_Forward [RM]
321. HumanM@Swim01_ForwardLeft
322. HumanM@Swim01_ForwardLeft [RM]
323. HumanM@Swim01_ForwardRight
324. HumanM@Swim01_ForwardRight [RM]
325. HumanM@Swim01_Left
326. HumanM@Swim01_Left [RM]
327. HumanM@Swim01_Right
328. HumanM@Swim01_Right [RM]
329. HumanM@Swim01_Up
330. HumanM@Swim01_Up [RM]
331. HumanM@SwimDrown01
332. HumanM@SwimDrowned01
333. HumanM@SwimIdle01
334. HumanM@Talk01
335. HumanM@Talk02
336. HumanM@Talk03
337. HumanM@Turn01_Left
338. HumanM@Turn01_Left [RM]
339. HumanM@Turn01_Right
340. HumanM@Turn01_Right [RM]
341. HumanM@Walk01_Backward
342. HumanM@Walk01_Backward [RM]

343. HumanM@Walk01_BackwardLeft
344. HumanM@Walk01_BackwardLeft [RM]
345. HumanM@Walk01_BackwardRight
346. HumanM@Walk01_BackwardRight [RM]
347. HumanM@Walk01_Forward
348. HumanM@Walk01_Forward [RM]
349. HumanM@Walk01_ForwardLeft
350. HumanM@Walk01_ForwardLeft [RM]
351. HumanM@Walk01_ForwardRight
352. HumanM@Walk01_ForwardRight [RM]
353. HumanM@Walk01_Left
354. HumanM@Walk01_Left [RM]
355. HumanM@Walk01_Right
356. 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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