



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 are located at:

.../Animations/Female/Combat
.../Animations/Female/Idles
.../Animations/Female/Misc
.../Animations/Female/Movement
.../Animations/Female/Social
.../Animations/Male/Combat
.../Animations/Male/Idles
.../Animations/Male/Misc
.../Animations/Male/Movement
.../Animations/Male/Social
.../Animations/Masked Poses

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.

Files in folder 'Masked Poses' are just static animations to be used with Avatar Masks, Animation Layers or similar systems depending on the game engine.

Included in this asset:

- HandsClosed01 (Hands closed in fist pose)
- ObjectGripHands01 (Hands in a cylindrical grip pose)

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