

Narrow Passage Anim Set

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Simple Animation

- anim_Idle_01
- anim_Idle_02
- anim_Idle_03
- anim_Idle_04
- anim_Idle_05
- anim_Idle_06
- anim_Idle_07
- anim_Idle_08
- anim_Idle_09
- anim_Idle_10
- anim_Walk_Start_Style1
- anim_Walk_Loop_Style1
- anim_Walk_Exit_Style1
- anim_Walk_Start_Style2
- anim_Walk_Loop_Style2
- anim_Walk_Exit_Style2

Sword Animation

- anim_Sword_Idle_01_L
- anim_Sword_Idle_01_R
- anim_Sword_Idle_02_L
- anim_Sword_Idle_02_R
- anim_Sword_Idle_03_L
- anim_Sword_Idle_03_R
- anim_Sword_Idle_04_L
- anim_Sword_Idle_04_R
- anim_Sword_Idle_05_L
- anim_Sword_Idle_05_R
- anim_Sword_Idle_06_L
- anim_Sword_Idle_06_R
- anim_Sword_Idle_07_L
- anim_Sword_Idle_07_R
- anim_Sword_Idle_08_L
- anim_Sword_Idle_08_R
- anim_Sword_Idle_09_L
- anim_Sword_Idle_09_R
- anim_Sword_Idle_10_L
- anim_Sword_Idle_10_R
- anim_Sword_Idle_11_L
- anim_Sword_Idle_11_R
- anim_Sword_Idle_12_L
- anim_Sword_Idle_12_R
- anim_Sword_Idle_13_L
- anim_Sword_Idle_13_R
- anim_Sword_Idle_14_L
- anim_Sword_Idle_14_R
- anim_Sword_Walk1_Start_L
- anim_Sword_Walk1_Start_R
- anim_Sword_Walk1_Loop_L
- anim_Sword_Walk1_Loop_R
- anim_Sword_Walk1_Exit_L
- anim_Sword_Walk1_Exit_R
- anim_Sword_Walk2_Start_L

- anim_Sword_Walk2_Start_R
- anim_Sword_Walk2_Loop_L
- anim_Sword_Walk2_Loop_R
- anim_Sword_Walk2_Exit_L
- anim_Sword_Walk2_Exit_R

Riffle Animation

- anim_Riffle_Idle_01_L
- anim_Riffle_Idle_01_R
- anim_Riffle_Idle_02_L
- anim_Riffle_Idle_02_R
- anim_Riffle_Idle_03_L
- anim_Riffle_Idle_03_R
- anim_Riffle_Idle_04_L
- anim_Riffle_Idle_04_R
- anim_Riffle_Idle_05_L
- anim_Riffle_Idle_05_R
- anim_Riffle_Idle_06_L
- anim_Riffle_Idle_06_R
- anim_Riffle_Idle_07_L
- anim_Riffle_Idle_07_R
- anim_Riffle_Idle_08_L
- anim_Riffle_Idle_08_R
- anim_Riffle_Walk1_Start_L
- anim_Riffle_Walk1_Start_R
- anim_Riffle_Walk1_Loop_L
- anim_Riffle_Walk1_Loop_R
- anim_Riffle_Walk1_Exit_L
- anim_Riffle_Walk1_Exit_R

Technical Information

Rigged to Epic or MetaHumans Skeleton: Yes, SK_Mannequin UE5

If rigged to the Epic or MetaHumans skeleton, IK bones are included: Yes

Number of Animations: 84

Animation Types (Root Motion/In-place): Root Motion

Number of Characters: 1

Supported Development Platforms:

- Windows: Yes
- Mac: Yes

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