



# **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@ldle01
- 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@Attack1H01\_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@CombatEnter2H01

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@AttackPolearm01
- HumanM@ParryPolearm01 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.

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