Human Basic Motions 2.4

Total animation files: 356

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.

Combat Animations

- Knockdown01 (Fall, Ground, Stand Up)
- Stun01

Idle Animations

- Idle01
- Idle02
- Idle01 to Idle02
- Idle02 to Idle01

Misc Animations

- Loot01 (Begin, Loop, Stop)
- Opening01 (Begin, Loop, Stop)
- Sit01 (Ground, High, Low, Medium - Begin, Loop, Stop)
- Idle02 to Idle01

Movement Animations

- CrouchIdle01

- CrouchWalk01 (2 m/s, 8 directions, in place and root motion versions)

- CrouchStrafe01 (2 m/s, 6 directions, in place and root motion versions)

- Jump01 (Begin, Land - in place and root motion versions)

- Fall01

- Run01 (4 m/s, 8 directions, in place and root motion versions)

- RunStrafe01 (4 m/s, 6 directions, in place and root motion versions)

- Sprint01 (6 m/s, 5 directions, in place and root motion versions)

- Swim01 (2 m/s, 10 directions, in place and root motion versions)

- Turn01 (Left/Right, 90º/s, in place and root motion versions)

- Sit01 (Ground, High, Low, Medium - Begin, Loop, Stop)

- Walk01 (2 m/s, 8 directions, in place and root motion versions)

- WalkStrafe01 (2 m/s, 6 directions, in place and root motion versions)

Social Animations

Conversation

- HandWave01 (Greeting or saying goodbye with hand)

- HandWave02 (Greeting or saying goodbye with hand)

- HeadNod01 (Saying yes with head)

- HeadShake01 (Saying no with head)

- HeadShake02 (Saying no with head)

- Question01

- Question02

- Talk01

- Talk02

- Talk03

Emotions

- Angry01

- Angry02

- Cheer01

- Cheer02

- Fear01

- HandClap01

- Pain01

Animation 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)
- HandsHoldObject01 (Hands pose holding an object)

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