



Human Melee Animations 2.0

Total animation files: 284

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@Attack1H01_L
4. HumanF@Attack1H01_R
5. HumanF@Attack1H02_L
6. HumanF@Attack1H02_R
7. HumanF@Attack1H03_L
8. HumanF@Attack1H03_R
9. HumanF@Attack1H04_R
10. HumanF@Attack2H01
11. HumanF@Attack2H02
12. HumanF@Attack2H03
13. HumanF@Attack2H04
14. HumanF@AttackDW01
15. HumanF@AttackDW02
16. HumanF@AttackPolearm01
17. HumanF@AttackPolearm02
18. HumanF@AttackPolearm03
19. HumanF@AttackPolearm04
20. HumanF@AttackShield01
21. HumanF@AttackShield02
22. HumanF@BlockShield01 - Hit
23. HumanF@BlockShield01 - Loop
24. HumanF@CombatDamage01
25. HumanF@CombatDamage02
26. HumanF@CombatEnter1H01
27. HumanF@CombatEnter2H01

28. HumanF@CombatEnterPolearm01
29. HumanF@CombatExit1H01
30. HumanF@CombatExit2H01
31. HumanF@CombatExitPolearm01
32. HumanF@CombatIdle01
33. HumanF@CombatIdle1H01
34. HumanF@CombatIdle2H01
35. HumanF@CombatIdlePolearm01
36. HumanF@CombatDeath01
37. HumanF@CombatDeath02
38. HumanF@CombatDeath03
39. HumanF@CombatDeath04
40. HumanF@Death01
41. HumanF@Death02
42. HumanF@Dodge01
43. HumanF@Idle01
44. HumanF@IdleWounded01
45. HumanF@ObjectGripShoulder01_L
46. HumanF@ObjectGripShoulder01_R
47. HumanF@ObjectGripShoulder02_L
48. HumanF@ObjectGripShoulder02_R
49. HumanF@Parry1H01_L - Hit
50. HumanF@Parry1H01_L - Loop
51. HumanF@Parry1H01_R - Hit
52. HumanF@Parry1H01_R - Loop
53. HumanF@Parry2H01 - Hit
54. HumanF@Parry2H01 - Loop
55. HumanF@ParryDW01 - Hit
56. HumanF@ParryDW01 - Loop
57. HumanF@ParryPolearm01 - Hit
58. HumanF@ParryPolearm01 - Loop
59. HumanF@Run01_Backward
60. HumanF@Run01_Backward [RM]
61. HumanF@Run01_BackwardLeft
62. HumanF@Run01_BackwardLeft [RM]

63. HumanF@Run01_BackwardRight
64. HumanF@Run01_BackwardRight [RM]
65. HumanF@Run01_Forward
66. HumanF@Run01_Forward [RM]
67. HumanF@Run01_ForwardLeft
68. HumanF@Run01_ForwardLeft [RM]
69. HumanF@Run01_ForwardRight
70. HumanF@Run01_ForwardRight [RM]
71. HumanF@Run01_Left
72. HumanF@Run01_Left [RM]
73. HumanF@Run01_Right
74. HumanF@Run01_Right [RM]
75. HumanF@SheatheBack01_Both
76. HumanF@SheatheBack01_L
77. HumanF@SheatheBack01_R
78. HumanF@SheatheHips01_Both
79. HumanF@SheatheHips01_L
80. HumanF@SheatheHips01_R
81. HumanF@Sprint01_Forward
82. HumanF@Sprint01_Forward [RM]
83. HumanF@Sprint01_ForwardLeft
84. HumanF@Sprint01_ForwardLeft [RM]
85. HumanF@Sprint01_ForwardRight
86. HumanF@Sprint01_ForwardRight [RM]
87. HumanF@Sprint01_Left
88. HumanF@Sprint01_Left [RM]
89. HumanF@Sprint01_Right
90. HumanF@Sprint01_Right [RM]
91. HumanF@StrafeRun01_BackwardLeft
92. HumanF@StrafeRun01_BackwardLeft [RM]
93. HumanF@StrafeRun01_BackwardRight
94. HumanF@StrafeRun01_BackwardRight [RM]
95. HumanF@StrafeRun01_ForwardLeft
96. HumanF@StrafeRun01_ForwardLeft [RM]
97. HumanF@StrafeRun01_ForwardRight

- 98. HumanF@StrafeRun01_ForwardRight [RM]
- 99. HumanF@StrafeRun01_Left
- 100. HumanF@StrafeRun01_Left [RM]
- 101. HumanF@StrafeRun01_Right
- 102. HumanF@StrafeRun01_Right [RM]
- 103. HumanF@StrafeWalk01_BackwardLeft
- 104. HumanF@StrafeWalk01_BackwardLeft [RM]
- 105. HumanF@StrafeWalk01_BackwardRight
- 106. HumanF@StrafeWalk01_BackwardRight [RM]
- 107. HumanF@StrafeWalk01_ForwardLeft
- 108. HumanF@StrafeWalk01_ForwardLeft [RM]
- 109. HumanF@StrafeWalk01_ForwardRight
- 110. HumanF@StrafeWalk01_ForwardRight [RM]
- 111. HumanF@StrafeWalk01_Left
- 112. HumanF@StrafeWalk01_Left [RM]
- 113. HumanF@StrafeWalk01_Right
- 114. HumanF@StrafeWalk01_Right [RM]
- 115. HumanF@Stun01
- 116. HumanF@Turn01_Left
- 117. HumanF@Turn01_Left [RM]
- 118. HumanF@Turn01_Right
- 119. HumanF@Turn01_Right [RM]
- 120. HumanF@UnsheatheBack01_Both
- 121. HumanF@UnsheatheBack01_L
- 122. HumanF@UnsheatheBack01_R
- 123. HumanF@UnsheatheHips01_Both
- 124. HumanF@UnsheatheHips01_L
- 125. HumanF@UnsheatheHips01_R
- 126. HumanF@Walk01_Backward
- 127. HumanF@Walk01_Backward [RM]
- 128. HumanF@Walk01_BackwardLeft
- 129. HumanF@Walk01_BackwardLeft [RM]
- 130. HumanF@Walk01_BackwardRight
- 131. HumanF@Walk01_BackwardRight [RM]
- 132. HumanF@Walk01_Forward

133. HumanF@Walk01_Forward [RM]
134. HumanF@Walk01_ForwardLeft
135. HumanF@Walk01_ForwardLeft [RM]
136. HumanF@Walk01_ForwardRight
137. HumanF@Walk01_ForwardRight [RM]
138. HumanF@Walk01_Left
139. HumanF@Walk01_Left [RM]
140. HumanF@Walk01_Right
141. HumanF@Walk01_Right [RM]
142. HumanF@WeaponHold2H01
143. HumanF@WeaponHoldPolearm01
144. HumanM@Attack1H01_L
145. HumanM@Attack1H01_R
146. HumanM@Attack1H02_L
147. HumanM@Attack1H02_R
148. HumanM@Attack1H03_L
149. HumanM@Attack1H03_R
150. HumanM@Attack1H04_R
151. HumanM@Attack2H01
152. HumanM@Attack2H02
153. HumanM@Attack2H03
154. HumanM@Attack2H04
155. HumanM@AttackDW01
156. HumanM@AttackDW02
157. HumanM@AttackPolearm01
158. HumanM@AttackPolearm02
159. HumanM@AttackPolearm03
160. HumanM@AttackPolearm04
161. HumanM@AttackShield01
162. HumanM@AttackShield02
163. HumanM@BlockShield01 - Hit
164. HumanM@BlockShield01 - Loop
165. HumanM@CombatDamage01
166. HumanM@CombatDamage02
167. HumanM@CombatEnter1H01

168. HumanM@CombatEnter2H01
169. HumanM@CombatEnterPolearm01
170. HumanM@CombatExit1H01
171. HumanM@CombatExit2H01
172. HumanM@CombatExitPolearm01
173. HumanM@CombatIdle01
174. HumanM@CombatIdle1H01
175. HumanM@CombatIdle2H01
176. HumanM@CombatIdlePolearm01
177. HumanM@CombatDeath01
178. HumanM@CombatDeath02
179. HumanM@CombatDeath03
180. HumanM@CombatDeath04
181. HumanM@Death01
182. HumanM@Death02
183. HumanM@Dodge01
184. HumanM@Idle01
185. HumanM@IdleWounded01
186. HumanM@ObjectGripShoulder01_L
187. HumanM@ObjectGripShoulder01_R
188. HumanM@ObjectGripShoulder02_L
189. HumanM@ObjectGripShoulder02_R
190. HumanM@Parry1H01_L - Hit
191. HumanM@Parry1H01_L - Loop
192. HumanM@Parry1H01_R - Hit
193. HumanM@Parry1H01_R - Loop
194. HumanM@Parry2H01 - Hit
195. HumanM@Parry2H01 - Loop
196. HumanM@ParryDW01 - Hit
197. HumanM@ParryDW01 - Loop
198. HumanM@ParryPolearm01 - Hit
199. HumanM@ParryPolearm01 - Loop
200. HumanM@Run01_Backward
201. HumanM@Run01_Backward [RM]
202. HumanM@Run01_BackwardLeft

203. HumanM@Run01_BackwardLeft [RM]
204. HumanM@Run01_BackwardRight
205. HumanM@Run01_BackwardRight [RM]
206. HumanM@Run01_Forward
207. HumanM@Run01_Forward [RM]
208. HumanM@Run01_ForwardLeft
209. HumanM@Run01_ForwardLeft [RM]
210. HumanM@Run01_ForwardRight
211. HumanM@Run01_ForwardRight [RM]
212. HumanM@Run01_Left
213. HumanM@Run01_Left [RM]
214. HumanM@Run01_Right
215. HumanM@Run01_Right [RM]
216. HumanM@SheatheBack01_Both
217. HumanM@SheatheBack01_L
218. HumanM@SheatheBack01_R
219. HumanM@SheatheHips01_Both
220. HumanM@SheatheHips01_L
221. HumanM@SheatheHips01_R
222. HumanM@Sprint01_Forward
223. HumanM@Sprint01_Forward [RM]
224. HumanM@Sprint01_ForwardLeft
225. HumanM@Sprint01_ForwardLeft [RM]
226. HumanM@Sprint01_ForwardRight
227. HumanM@Sprint01_ForwardRight [RM]
228. HumanM@Sprint01_Left
229. HumanM@Sprint01_Left [RM]
230. HumanM@Sprint01_Right
231. HumanM@Sprint01_Right [RM]
232. HumanM@StrafeRun01_BackwardLeft
233. HumanM@StrafeRun01_BackwardLeft [RM]
234. HumanM@StrafeRun01_BackwardRight
235. HumanM@StrafeRun01_BackwardRight [RM]
236. HumanM@StrafeRun01_ForwardLeft
237. HumanM@StrafeRun01_ForwardLeft [RM]

- 238. HumanM@StrafeRun01_ForwardRight
- 239. HumanM@StrafeRun01_ForwardRight [RM]
- 240. HumanM@StrafeRun01_Left
- 241. HumanM@StrafeRun01_Left [RM]
- 242. HumanM@StrafeRun01_Right
- 243. HumanM@StrafeRun01_Right [RM]
- 244. HumanM@StrafeWalk01_BackwardLeft
- 245. HumanM@StrafeWalk01_BackwardLeft [RM]
- 246. HumanM@StrafeWalk01_BackwardRight
- 247. HumanM@StrafeWalk01_BackwardRight [RM]
- 248. HumanM@StrafeWalk01_ForwardLeft
- 249. HumanM@StrafeWalk01_ForwardLeft [RM]
- 250. HumanM@StrafeWalk01_ForwardRight
- 251. HumanM@StrafeWalk01_ForwardRight [RM]
- 252. HumanM@StrafeWalk01_Left
- 253. HumanM@StrafeWalk01_Left [RM]
- 254. HumanM@StrafeWalk01_Right
- 255. HumanM@StrafeWalk01_Right [RM]
- 256. HumanM@Stun01
- 257. HumanM@Turn01_Left
- 258. HumanM@Turn01_Left [RM]
- 259. HumanM@Turn01_Right
- 260. HumanM@Turn01_Right [RM]
- 261. HumanM@UnsheatheBack01_Both
- 262. HumanM@UnsheatheBack01_L
- 263. HumanM@UnsheatheBack01_R
- 264. HumanM@UnsheatheHips01_Both
- 265. HumanM@UnsheatheHips01_L
- 266. HumanM@UnsheatheHips01_R
- 267. HumanM@Walk01_Backward
- 268. HumanM@Walk01_Backward [RM]
- 269. HumanM@Walk01_BackwardLeft
- 270. HumanM@Walk01_BackwardLeft [RM]
- 271. HumanM@Walk01_BackwardRight
- 272. HumanM@Walk01_BackwardRight [RM]

- 273. HumanM@Walk01_Forward
- 274. HumanM@Walk01_Forward [RM]
- 275. HumanM@Walk01_ForwardLeft
- 276. HumanM@Walk01_ForwardLeft [RM]
- 277. HumanM@Walk01_ForwardRight
- 278. HumanM@Walk01_ForwardRight [RM]
- 279. HumanM@Walk01_Left
- 280. HumanM@Walk01_Left [RM]
- 281. HumanM@Walk01_Right
- 282. HumanM@Walk01_Right [RM]
- 283. HumanM@WeaponHold2H01
- 284. 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@Attack**1H**01_R
- HumanF@CombatIdle**1H**

Animations using one hand weapon. For dual wield, one handed only or one handed with shield.

DW Animations (Dual Wield)

Examples:

- HumanM@Attack**DW**01
- HumanF@Parry**DW**01 - Loop

Animations using one hand weapon in each hand at the same time. For dual wield only.

2H Animations (2 Handed)

Examples:

- HumanF@Attack**2H**01
- HumanM@CombatEnter**2H**01

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@Attack**Polearm**01
- HumanM@Parry**Polearm**01 - 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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