

Deadpool Animations by Sara Qiao Martínez Mauri

Idle: 60 frames

Walk: 39 frames

Walk backwards: 60 frames

Attack quick melee: 30 frames

- Start Up 0 - 8 (8)
- Active 8 - 9 / 12 - 13
- Recovery 13 - 30 (17)

Attack slow ranged: 50 frames

- Start Up 0 - 15 (15)
- Active 15 - 18 (3)
- Recovery 18 - 50 (32)

Attack quick low melee: 30 frames

- Start Up 0 - 9 (9)
- Active 9 - 12 (3)
- Recovery 12 - 30 (18)

Attack slow low ranged: 50 frames

- Start Up 0 - 15 (15)
- Active 15 - 18 (3)
- Recovery 18 - 50 (32)

Dodge high atk: 30 frames

Evade low atk: 30 frames

Win: 42 frames

Death: 71 frames

References:

Super smash bros - <https://ultimateframedata.com/smash>

Assets:

Dagger whoosh - <https://mixkit.co/free-sound-effects/sword/>