

# Deadpool Animations by Sara Qiao Martínez Mauri

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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>

Mixamo - <https://www.mixamo.com/#/>

## Assets:

Model - <https://www.3dfiggins.com/Store/#FreeStuff>

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

Dodge - <https://mixkit.co/free-sound-effects/discover/dodge/>

Dodge Low - <https://samplefocus.com/samples?search=swoosh>

Other audios (movies) - [https://www.youtube.com/watch?v=dOl4ZwpN\\_BQ](https://www.youtube.com/watch?v=dOl4ZwpN_BQ)