



## **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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