Barbarian

Model Information

Barbarian
Bone Count - 47 bones
Polygon Count - 6060 triangles
Maps   - Diffuse (4096x4096)
        - Specular (4096x4096)
        - Normals (4096x4096)
        - Opacity (4096x4096)

Weapon
Polygon Count - 330 triangles
Maps   - Diffuse (2048x2048)
        - Specular (2048x2048)
        - Normals (2048x2048)

Animation information

Attack01 - 29 frames (loopable) - primary attack
Attack02 - 29 frames (loopable) - secondary attack
Defence01 - 29 frames (loopable) - primary defense
Defence02 - 29 frames (loopable) - secondary defense
Die - 79 frames (not loopable) - death animation
Idle - 89 frames (loopable) - hostile idle
IdleAccent - 57 frames (loopable) - idle variation
IdleRelax - 89 frames (loopable) - peaceful Idle
IdleRelaxAccent01 - 59 frames (loopable) - idle variation
IdleRelaxAccent02 - 99 frames (loopable) - idle variation
Jump - 29 frames (loopable) - jump action
Reaction - 29 frames (loopable) - getting hit reaction
Run- 19 frames (loopable) - run action
Walk- 27 frames (loopable) - walk action

cast