Human Dance Animations 2.1 FREE

Poses (2 in total)

@DancePose01	Contemporary pose 01.
@DancePose02	Contemporary pose 02.

Dances (6 in total)

@Dance01	Club dance 01.
@Dance02	"Running man" step 01.
@Dance03	Urban street dance 01.
@Dance04	Urban street dance 02.
@Dance05	Sensual dance 01.
@Dance06	"Heel Toe/Happy Feet" step 01.

Total animation files: 36

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@ObjectGripShoulder01_L
4. HumanF@ObjectGripShoulder01_R
5. HumanF@ObjectGripShoulder02_L
6. HumanF@ObjectGripShoulder02_R
7. HumanM@ObjectGripShoulder01_L
8. HumanM@ObjectGripShoulder01_R
9. HumanM@ObjectGripShoulder02_L
10. HumanM@ObjectGripShoulder02_R
11. HumanF@Dance01

12. HumanF@Dance02

13. HumanF@Dance03

14. HumanF@Dance04

15. HumanF@Dance05

16. HumanF@Dance06

17. HumanF@DancePose01 - Begin

18. HumanF@DancePose01 - Loop

19. HumanF@DancePose01 - Stop

20. HumanF@DancePose02 - Begin

21. HumanF@DancePose02 - Loop

22. HumanF@DancePose02 - Stop

23. HumanF@Idle01

24. HumanM@Dance01

25. HumanM@Dance02

26. HumanM@Dance03

27. HumanM@Dance04

28. HumanM@Dance05

29. HumanM@Dance06

30. HumanM@DancePose01 - Begin

31. HumanM@DancePose01 - Loop

32. HumanM@DancePose01 - Stop

33. HumanM@DancePose02 - Begin

34. HumanM@DancePose02 - Loop

35. HumanM@DancePose02 - Stop

36. HumanM@Idle01

Animation files are located at:

…/Animations/Female/Social/Dance
…/Animations/Male/Social/Dance

Loop is the actual dance or pose animation, while **Begin** and **Stop** are transition animations to and from the default idle.

The dance steps animations are timed to fit 120 BPM music. This makes it easy to adjust the playback speed to match other tempos (for example, using a speed multiplier of 0.75 would sync the dance animations with a music of 90 BPM).

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.

Files in folder 'Masked Poses' are just static animations to be used with Avatar Masks, Animation Layers or similar systems depending on the game engine. Included in this asset:
- HandsClosed01 (Hands closed in fist pose)
- ObjectGripHands01 (Hands in a cylindrical grip pose)
- ObjectGripShoulder01 L/R (Holding object with a cylindrical grip in shoulder)
- ObjectGripShoulder02 L/R (Holding object with a cylindrical grip in shoulder, farther than #01)

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- Resale not allowed.

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