

KEVIN IGLESIAS



Human Basic Motions 2.4

Total animation files: 356

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@Angry01
4. HumanF@Angry02
5. HumanF@Cheer01
6. HumanF@Cheer02
7. HumanF@Crouch01_Idle
8. HumanF@Crouch01_Walk_Backward
9. HumanF@Crouch01_Walk_Backward [RM]
10. HumanF@Crouch01_Walk_BackwardLeft
11. HumanF@Crouch01_Walk_BackwardLeft [RM]
12. HumanF@Crouch01_Walk_BackwardRight
13. HumanF@Crouch01_Walk_BackwardRight [RM]
14. HumanF@Crouch01_Walk_Forward
15. HumanF@Crouch01_Walk_Forward [RM]
16. HumanF@Crouch01_Walk_ForwardLeft
17. HumanF@Crouch01_Walk_ForwardLeft [RM]
18. HumanF@Crouch01_Walk_ForwardRight
19. HumanF@Crouch01_Walk_ForwardRight [RM]
20. HumanF@Crouch01_Walk_Left
21. HumanF@Crouch01_Walk_Left [RM]
22. HumanF@Crouch01_Walk_Right
23. HumanF@Crouch01_Walk_Right [RM]
24. HumanF@CrouchStrafe01_BackwardLeft
25. HumanF@CrouchStrafe01_BackwardLeft [RM]
26. HumanF@CrouchStrafe01_BackwardRight
27. HumanF@CrouchStrafe01_BackwardRight [RM]

- 28. HumanF@CrouchStrafe01_ForwardLeft
- 29. HumanF@CrouchStrafe01_ForwardLeft [RM]
- 30. HumanF@CrouchStrafe01_ForwardRight
- 31. HumanF@CrouchStrafe01_ForwardRight [RM]
- 32. HumanF@CrouchStrafe01_Left
- 33. HumanF@CrouchStrafe01_Left [RM]
- 34. HumanF@CrouchStrafe01_Right
- 35. HumanF@CrouchStrafe01_Right [RM]
- 36. HumanF@Fall01
- 37. HumanF@Fear01
- 38. HumanF@HandClap01
- 39. HumanF@HandWave01
- 40. HumanF@HandWave02
- 41. HumanF@HeadNod01
- 42. HumanF@HeadShake01
- 43. HumanF@HeadShake02
- 44. HumanF@Idle01
- 45. HumanF@Idle01-IDLE02
- 46. HumanF@Idle02
- 47. HumanF@Idle02-IDLE01
- 48. HumanF@IdleWounded01
- 49. HumanF@Jump01
- 50. HumanF@Jump01 - Begin
- 51. HumanF@Jump01 - Land
- 52. HumanF@Jump01 [RM]
- 53. HumanF@Jump01 [RM] - Begin
- 54. HumanF@Jump01 [RM] - Land
- 55. HumanF@Knockdown01 - Fall
- 56. HumanF@Knockdown01 - Ground
- 57. HumanF@Knockdown01 - StandUp
- 58. HumanF@Loot01 - Begin
- 59. HumanF@Loot01 - Loop
- 60. HumanF@Loot01 - Stop
- 61. HumanF@Opening01 - Begin
- 62. HumanF@Opening01 - Loop

- 63. HumanF@Opening01 - Stop
- 64. HumanF@Pain01
- 65. HumanF@Question01
- 66. HumanF@Question02
- 67. HumanF@Roll01
- 68. HumanF@Roll01 [RM]
- 69. HumanF@Run01_Backward
- 70. HumanF@Run01_Backward [RM]
- 71. HumanF@Run01_BackwardLeft
- 72. HumanF@Run01_BackwardLeft [RM]
- 73. HumanF@Run01_BackwardRight
- 74. HumanF@Run01_BackwardRight [RM]
- 75. HumanF@Run01_Forward
- 76. HumanF@Run01_Forward [RM]
- 77. HumanF@Run01_ForwardLeft
- 78. HumanF@Run01_ForwardLeft [RM]
- 79. HumanF@Run01_ForwardRight
- 80. HumanF@Run01_ForwardRight [RM]
- 81. HumanF@Run01_Left
- 82. HumanF@Run01_Left [RM]
- 83. HumanF@Run01_Right
- 84. HumanF@Run01_Right [RM]
- 85. HumanF@RunSlide01
- 86. HumanF@RunSlide01 [RM]
- 87. HumanF@SitGround01 - Begin
- 88. HumanF@SitGround01 - Loop
- 89. HumanF@SitGround01 - Stop
- 90. HumanF@SitHigh01 - Begin
- 91. HumanF@SitHigh01 - Loop
- 92. HumanF@SitHigh01 - Stop
- 93. HumanF@SitLow01 - Begin
- 94. HumanF@SitLow01 - Loop
- 95. HumanF@SitLow01 - Stop
- 96. HumanF@SitMedium01 - Begin
- 97. HumanF@SitMedium01 - Loop

98. HumanF@SitMedium01 - Stop
99. HumanF@Sprint01_Forward
100. HumanF@Sprint01_Forward [RM]
101. HumanF@Sprint01_ForwardLeft
102. HumanF@Sprint01_ForwardLeft [RM]
103. HumanF@Sprint01_ForwardRight
104. HumanF@Sprint01_ForwardRight [RM]
105. HumanF@Sprint01_Left
106. HumanF@Sprint01_Left [RM]
107. HumanF@Sprint01_Right
108. HumanF@Sprint01_Right [RM]
109. HumanF@StrafeRun01_BackwardLeft
110. HumanF@StrafeRun01_BackwardLeft [RM]
111. HumanF@StrafeRun01_BackwardRight
112. HumanF@StrafeRun01_BackwardRight [RM]
113. HumanF@StrafeRun01_ForwardLeft
114. HumanF@StrafeRun01_ForwardLeft [RM]
115. HumanF@StrafeRun01_ForwardRight
116. HumanF@StrafeRun01_ForwardRight [RM]
117. HumanF@StrafeRun01_Left
118. HumanF@StrafeRun01_Left [RM]
119. HumanF@StrafeRun01_Right
120. HumanF@StrafeRun01_Right [RM]
121. HumanF@StrafeWalk01_BackwardLeft
122. HumanF@StrafeWalk01_BackwardLeft [RM]
123. HumanF@StrafeWalk01_BackwardRight
124. HumanF@StrafeWalk01_BackwardRight [RM]
125. HumanF@StrafeWalk01_ForwardLeft
126. HumanF@StrafeWalk01_ForwardLeft [RM]
127. HumanF@StrafeWalk01_ForwardRight
128. HumanF@StrafeWalk01_ForwardRight [RM]
129. HumanF@StrafeWalk01_Left
130. HumanF@StrafeWalk01_Left [RM]
131. HumanF@StrafeWalk01_Right
132. HumanF@StrafeWalk01_Right [RM]

133. HumanF@Stun01
134. HumanF@Swim01_Backward
135. HumanF@Swim01_Backward [RM]
136. HumanF@Swim01_BackwardLeft
137. HumanF@Swim01_BackwardLeft [RM]
138. HumanF@Swim01_BackwardRight
139. HumanF@Swim01_BackwardRight [RM]
140. HumanF@Swim01_Down
141. HumanF@Swim01_Down [RM]
142. HumanF@Swim01_Forward
143. HumanF@Swim01_Forward [RM]
144. HumanF@Swim01_ForwardLeft
145. HumanF@Swim01_ForwardLeft [RM]
146. HumanF@Swim01_ForwardRight
147. HumanF@Swim01_ForwardRight [RM]
148. HumanF@Swim01_Left
149. HumanF@Swim01_Left [RM]
150. HumanF@Swim01_Right
151. HumanF@Swim01_Right [RM]
152. HumanF@Swim01_Up
153. HumanF@Swim01_Up [RM]
154. HumanF@SwimDrown01
155. HumanF@SwimDrowned01
156. HumanF@SwimIdle01
157. HumanF@Talk01
158. HumanF@Talk02
159. HumanF@Talk03
160. HumanF@Turn01_Left
161. HumanF@Turn01_Left [RM]
162. HumanF@Turn01_Right
163. HumanF@Turn01_Right [RM]
164. HumanF@Walk01_Backward
165. HumanF@Walk01_Backward [RM]
166. HumanF@Walk01_BackwardLeft
167. HumanF@Walk01_BackwardLeft [RM]

168. HumanF@Walk01_BackwardRight
169. HumanF@Walk01_BackwardRight [RM]
170. HumanF@Walk01_Forward
171. HumanF@Walk01_Forward [RM]
172. HumanF@Walk01_ForwardLeft
173. HumanF@Walk01_ForwardLeft [RM]
174. HumanF@Walk01_ForwardRight
175. HumanF@Walk01_ForwardRight [RM]
176. HumanF@Walk01_Left
177. HumanF@Walk01_Left [RM]
178. HumanF@Walk01_Right
179. HumanF@Walk01_Right [RM]
180. HumanM@Angry01
181. HumanM@Angry02
182. HumanM@Cheer01
183. HumanM@Cheer02
184. HumanM@Crouch01_Idle
185. HumanM@Crouch01_Walk_Backward
186. HumanM@Crouch01_Walk_Backward [RM]
187. HumanM@Crouch01_Walk_BackwardLeft
188. HumanM@Crouch01_Walk_BackwardLeft [RM]
189. HumanM@Crouch01_Walk_BackwardRight
190. HumanM@Crouch01_Walk_BackwardRight [RM]
191. HumanM@Crouch01_Walk_Forward
192. HumanM@Crouch01_Walk_Forward [RM]
193. HumanM@Crouch01_Walk_ForwardLeft
194. HumanM@Crouch01_Walk_ForwardLeft [RM]
195. HumanM@Crouch01_Walk_ForwardRight
196. HumanM@Crouch01_Walk_ForwardRight [RM]
197. HumanM@Crouch01_Walk_Left
198. HumanM@Crouch01_Walk_Left [RM]
199. HumanM@Crouch01_Walk_Right
200. HumanM@Crouch01_Walk_Right [RM]
201. HumanM@CrouchStrafe01_BackwardLeft
202. HumanM@CrouchStrafe01_BackwardLeft [RM]

- 203. HumanM@CrouchStrafe01_BackwardRight
- 204. HumanM@CrouchStrafe01_BackwardRight [RM]
- 205. HumanM@CrouchStrafe01_ForwardLeft
- 206. HumanM@CrouchStrafe01_ForwardLeft [RM]
- 207. HumanM@CrouchStrafe01_ForwardRight
- 208. HumanM@CrouchStrafe01_ForwardRight [RM]
- 209. HumanM@CrouchStrafe01_Left
- 210. HumanM@CrouchStrafe01_Left [RM]
- 211. HumanM@CrouchStrafe01_Right
- 212. HumanM@CrouchStrafe01_Right [RM]
- 213. HumanM@Fall01
- 214. HumanM@Fear01
- 215. HumanM@HandClap01
- 216. HumanM@HandWave01
- 217. HumanM@HandWave02
- 218. HumanM@HeadNod01
- 219. HumanM@HeadShake01
- 220. HumanM@HeadShake02
- 221. HumanM@Idle01
- 222. HumanM@Idle01-Idle02
- 223. HumanM@Idle02
- 224. HumanM@Idle02-Idle01
- 225. HumanM@IdleWounded01
- 226. HumanM@Jump01
- 227. HumanM@Jump01 - Begin
- 228. HumanM@Jump01 - Land
- 229. HumanM@Jump01 [RM]
- 230. HumanM@Jump01 [RM] - Begin
- 231. HumanM@Jump01 [RM] - Land
- 232. HumanM@Knockdown01 - Fall
- 233. HumanM@Knockdown01 - Ground
- 234. HumanM@Knockdown01 - StandUp
- 235. HumanM@Loot01 - Begin
- 236. HumanM@Loot01 - Loop
- 237. HumanM@Loot01 - Stop

- 238. HumanM@Opening01 - Begin
- 239. HumanM@Opening01 - Loop
- 240. HumanM@Opening01 - Stop
- 241. HumanM@Pain01
- 242. HumanM@Question01
- 243. HumanM@Question02
- 244. HumanM@Roll01
- 245. HumanM@Roll01 [RM]
- 246. HumanM@Run01_Backward
- 247. HumanM@Run01_Backward [RM]
- 248. HumanM@Run01_BackwardLeft
- 249. HumanM@Run01_BackwardLeft [RM]
- 250. HumanM@Run01_BackwardRight
- 251. HumanM@Run01_BackwardRight [RM]
- 252. HumanM@Run01_Forward
- 253. HumanM@Run01_Forward [RM]
- 254. HumanM@Run01_ForwardLeft
- 255. HumanM@Run01_ForwardLeft [RM]
- 256. HumanM@Run01_ForwardRight
- 257. HumanM@Run01_ForwardRight [RM]
- 258. HumanM@Run01_Left
- 259. HumanM@Run01_Left [RM]
- 260. HumanM@Run01_Right
- 261. HumanM@Run01_Right [RM]
- 262. HumanM@RunSlide01
- 263. HumanM@RunSlide01 [RM]
- 264. HumanM@SitGround01 - Begin
- 265. HumanM@SitGround01 - Loop
- 266. HumanM@SitGround01 - Stop
- 267. HumanM@SitHigh01 - Begin
- 268. HumanM@SitHigh01 - Loop
- 269. HumanM@SitHigh01 - Stop
- 270. HumanM@SitLow01 - Begin
- 271. HumanM@SitLow01 - Loop
- 272. HumanM@SitLow01 - Stop

273. HumanM@SitMedium01 - Begin
274. HumanM@SitMedium01 - Loop
275. HumanM@SitMedium01 - Stop
276. HumanM@Sprint01_Forward
277. HumanM@Sprint01_Forward [RM]
278. HumanM@Sprint01_ForwardLeft
279. HumanM@Sprint01_ForwardLeft [RM]
280. HumanM@Sprint01_ForwardRight
281. HumanM@Sprint01_ForwardRight [RM]
282. HumanM@Sprint01_Left
283. HumanM@Sprint01_Left [RM]
284. HumanM@Sprint01_Right
285. HumanM@Sprint01_Right [RM]
286. HumanM@StrafeRun01_BackwardLeft
287. HumanM@StrafeRun01_BackwardLeft [RM]
288. HumanM@StrafeRun01_BackwardRight
289. HumanM@StrafeRun01_BackwardRight [RM]
290. HumanM@StrafeRun01_ForwardLeft
291. HumanM@StrafeRun01_ForwardLeft [RM]
292. HumanM@StrafeRun01_ForwardRight
293. HumanM@StrafeRun01_ForwardRight [RM]
294. HumanM@StrafeRun01_Left
295. HumanM@StrafeRun01_Left [RM]
296. HumanM@StrafeRun01_Right
297. HumanM@StrafeRun01_Right [RM]
298. HumanM@StrafeWalk01_BackwardLeft
299. HumanM@StrafeWalk01_BackwardLeft [RM]
300. HumanM@StrafeWalk01_BackwardRight
301. HumanM@StrafeWalk01_BackwardRight [RM]
302. HumanM@StrafeWalk01_ForwardLeft
303. HumanM@StrafeWalk01_ForwardLeft [RM]
304. HumanM@StrafeWalk01_ForwardRight
305. HumanM@StrafeWalk01_ForwardRight [RM]
306. HumanM@StrafeWalk01_Left
307. HumanM@StrafeWalk01_Left [RM]

- 308. HumanM@StrafeWalk01_Right
- 309. HumanM@StrafeWalk01_Right [RM]
- 310. HumanM@Stun01
- 311. HumanM@Swim01_Backward
- 312. HumanM@Swim01_Backward [RM]
- 313. HumanM@Swim01_BackwardLeft
- 314. HumanM@Swim01_BackwardLeft [RM]
- 315. HumanM@Swim01_BackwardRight
- 316. HumanM@Swim01_BackwardRight [RM]
- 317. HumanM@Swim01_Down
- 318. HumanM@Swim01_Down [RM]
- 319. HumanM@Swim01_Forward
- 320. HumanM@Swim01_Forward [RM]
- 321. HumanM@Swim01_ForwardLeft
- 322. HumanM@Swim01_ForwardLeft [RM]
- 323. HumanM@Swim01_ForwardRight
- 324. HumanM@Swim01_ForwardRight [RM]
- 325. HumanM@Swim01_Left
- 326. HumanM@Swim01_Left [RM]
- 327. HumanM@Swim01_Right
- 328. HumanM@Swim01_Right [RM]
- 329. HumanM@Swim01_Up
- 330. HumanM@Swim01_Up [RM]
- 331. HumanM@SwimDrown01
- 332. HumanM@SwimDrowned01
- 333. HumanM@SwimIdle01
- 334. HumanM@Talk01
- 335. HumanM@Talk02
- 336. HumanM@Talk03
- 337. HumanM@Turn01_Left
- 338. HumanM@Turn01_Left [RM]
- 339. HumanM@Turn01_Right
- 340. HumanM@Turn01_Right [RM]
- 341. HumanM@Walk01_Backward
- 342. HumanM@Walk01_Backward [RM]

- 343. HumanM@Walk01_BackwardLeft
- 344. HumanM@Walk01_BackwardLeft [RM]
- 345. HumanM@Walk01_BackwardRight
- 346. HumanM@Walk01_BackwardRight [RM]
- 347. HumanM@Walk01_Forward
- 348. HumanM@Walk01_Forward [RM]
- 349. HumanM@Walk01_ForwardLeft
- 350. HumanM@Walk01_ForwardLeft [RM]
- 351. HumanM@Walk01_ForwardRight
- 352. HumanM@Walk01_ForwardRight [RM]
- 353. HumanM@Walk01_Left
- 354. HumanM@Walk01_Left [RM]
- 355. HumanM@Walk01_Right
- 356. HumanM@Walk01_Right [RM]

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.

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