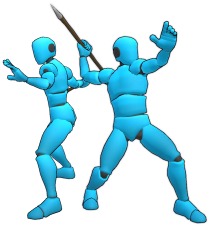
KEVIN IGLESIAS



Human Throwing Animations 2.0

Total animation files: 251

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. Human@ObjectGripHands02
4. HumanF@CombatDamage01
5. HumanF@CombatDamage02
6. HumanF@CombatDeath01
7. HumanF@CombatDeath02
8. HumanF@CombatDeath03
9. HumanF@CombatDeath04
10. HumanF@CombatDeath05
11. HumanF@CombatDeath06
12. HumanF@CombatIdle01
13. HumanF@CombatIdle01_Action01_L
14. HumanF@CombatIdle01_Action01_R
15. HumanF@Idle01
16. HumanF@Run01_Backward
17. HumanF@Run01_Backward [RM]
18. HumanF@Run01_BackwardLeft
19. HumanF@Run01_BackwardLeft [RM]
20. HumanF@Run01_BackwardRight
21. HumanF@Run01_BackwardRight [RM]
22. HumanF@Run01_Forward
23. HumanF@Run01_Forward [RM]
24. HumanF@Run01_ForwardLeft
25. HumanF@Run01_ForwardLeft [RM]
26. HumanF@Run01_ForwardRight
27. HumanF@Run01_ForwardRight [RM]

28. HumanF@Run01_Left
29. HumanF@Run01_Left [RM]
30. HumanF@Run01_Right
31. HumanF@Run01_Right [RM]
32. HumanF@SheatheBack01_Both
33. HumanF@SheatheBack01_L
34. HumanF@SheatheBack01_R
35. HumanF@SheatheHips01_Both
36. HumanF@SheatheHips01_L
37. HumanF@SheatheHips01_R
38. HumanF@SpearChange01_L
39. HumanF@SpearChange01_R
40. HumanF@StrafeRun01_BackwardLeft
41. HumanF@StrafeRun01_BackwardLeft [RM]
42. HumanF@StrafeRun01_BackwardRight
43. HumanF@StrafeRun01_BackwardRight [RM]
44. HumanF@StrafeRun01_ForwardLeft
45. HumanF@StrafeRun01_ForwardLeft [RM]
46. HumanF@StrafeRun01_ForwardRight
47. HumanF@StrafeRun01_ForwardRight [RM]
48. HumanF@StrafeRun01_Left
49. HumanF@StrafeRun01_Left [RM]
50. HumanF@StrafeRun01_Right
51. HumanF@StrafeRun01_Right [RM]
52. HumanF@StrafeWalk01_BackwardLeft
53. HumanF@StrafeWalk01_BackwardLeft [RM]
54. HumanF@StrafeWalk01_BackwardRight
55. HumanF@StrafeWalk01_BackwardRight [RM]
56. HumanF@StrafeWalk01_ForwardLeft
57. HumanF@StrafeWalk01_ForwardLeft [RM]
58. HumanF@StrafeWalk01_ForwardRight
59. HumanF@StrafeWalk01_ForwardRight [RM]
60. HumanF@StrafeWalk01_Left
61. HumanF@StrafeWalk01_Left [RM]
62. HumanF@StrafeWalk01_Right

63. HumanF@StrafeWalk01_Right [RM]
64. HumanF@ThrowBall01_L
65. HumanF@ThrowBall01_L - Hold
66. HumanF@ThrowBall01_R
67. HumanF@ThrowBall01_R - Hold
68. HumanF@ThrowBall02_L
69. HumanF@ThrowBall02_L - Hold
70. HumanF@ThrowBall02_R
71. HumanF@ThrowBall02_R - Hold
72. HumanF@ThrowBigRock01
73. HumanF@ThrowBigRock01 - Hold
74. HumanF@ThrowBoomerang01_L
75. HumanF@ThrowBoomerang01_L - Catch
76. HumanF@ThrowBoomerang01_L - Hold
77. HumanF@ThrowBoomerang01_L - Wait
78. HumanF@ThrowBoomerang01_R
79. HumanF@ThrowBoomerang01_R - Catch
80. HumanF@ThrowBoomerang01_R - Hold
81. HumanF@ThrowBoomerang01_R - Wait
82. HumanF@ThrowSpear01_L
83. HumanF@ThrowSpear01_L - Hold
84. HumanF@ThrowSpear01_R
85. HumanF@ThrowSpear01_R - Hold
86. HumanF@ThrowSpear02_L
87. HumanF@ThrowSpear02_L - Hold
88. HumanF@ThrowSpear02_R
89. HumanF@ThrowSpear02_R - Hold
90. HumanF@ThrowWeapon01_L
91. HumanF@ThrowWeapon01_L - Hold
92. HumanF@ThrowWeapon01_R
93. HumanF@ThrowWeapon01_R - Hold
94. HumanF@ThrowWeapon02_L
95. HumanF@ThrowWeapon02_R
96. HumanF@ThrowWeapon03_L
97. HumanF@ThrowWeapon03_R

98. HumanF@ThrowWeapon04_L
99. HumanF@ThrowWeapon04_L - Hold
100. HumanF@ThrowWeapon04_R
101. HumanF@ThrowWeapon04_R - Hold
102. HumanF@Turn01_Left
103. HumanF@Turn01_Left [RM]
104. HumanF@Turn01_Right
105. HumanF@Turn01_Right [RM]
106. HumanF@UnsheatheBack01_Both
107. HumanF@UnsheatheBack01_L
108. HumanF@UnsheatheBack01_R
109. HumanF@UnsheatheHips01_Both
110. HumanF@UnsheatheHips01_L
111. HumanF@UnsheatheHips01_R
112. HumanF@Walk01_Backward
113. HumanF@Walk01_Backward [RM]
114. HumanF@Walk01_BackwardLeft
115. HumanF@Walk01_BackwardLeft [RM]
116. HumanF@Walk01_BackwardRight
117. HumanF@Walk01_BackwardRight [RM]
118. HumanF@Walk01_Forward
119. HumanF@Walk01_Forward [RM]
120. HumanF@Walk01_ForwardLeft
121. HumanF@Walk01_ForwardLeft [RM]
122. HumanF@Walk01_ForwardRight
123. HumanF@Walk01_ForwardRight [RM]
124. HumanF@Walk01_Left
125. HumanF@Walk01_Left [RM]
126. HumanF@Walk01_Right
127. HumanF@Walk01_Right [RM]
128. HumanM@CombatDamage01
129. HumanM@CombatDamage02
130. HumanM@CombatDeath01
131. HumanM@CombatDeath02
132. HumanM@CombatDeath03

133. HumanM@CombatDeath04
134. HumanM@CombatDeath05
135. HumanM@CombatDeath06
136. HumanM@CombatIdle01
137. HumanM@CombatIdle01_Action01_L
138. HumanM@CombatIdle01_Action01_R
139. HumanM@Idle01
140. HumanM@Run01_Backward
141. HumanM@Run01_Backward [RM]
142. HumanM@Run01_BackwardLeft
143. HumanM@Run01_BackwardLeft [RM]
144. HumanM@Run01_BackwardRight
145. HumanM@Run01_BackwardRight [RM]
146. HumanM@Run01_Forward
147. HumanM@Run01_Forward [RM]
148. HumanM@Run01_ForwardLeft
149. HumanM@Run01_ForwardLeft [RM]
150. HumanM@Run01_ForwardRight
151. HumanM@Run01_ForwardRight [RM]
152. HumanM@Run01_Left
153. HumanM@Run01_Left [RM]
154. HumanM@Run01_Right
155. HumanM@Run01_Right [RM]
156. HumanM@SheatheBack01_Both
157. HumanM@SheatheBack01_L
158. HumanM@SheatheBack01_R
159. HumanM@SheatheHips01_Both
160. HumanM@SheatheHips01_L
161. HumanM@SheatheHips01_R
162. HumanM@SpearChange01_L
163. HumanM@SpearChange01_R
164. HumanM@StrafeRun01_BackwardLeft
165. HumanM@StrafeRun01_BackwardLeft [RM]
166. HumanM@StrafeRun01_BackwardRight
167. HumanM@StrafeRun01_BackwardRight [RM]

168. HumanM@StrafeRun01_ForwardLeft
169. HumanM@StrafeRun01_ForwardLeft [RM]
170. HumanM@StrafeRun01_ForwardRight
171. HumanM@StrafeRun01_ForwardRight [RM]
172. HumanM@StrafeRun01_Left
173. HumanM@StrafeRun01_Left [RM]
174. HumanM@StrafeRun01_Right
175. HumanM@StrafeRun01_Right [RM]
176. HumanM@StrafeWalk01_BackwardLeft
177. HumanM@StrafeWalk01_BackwardLeft [RM]
178. HumanM@StrafeWalk01_BackwardRight
179. HumanM@StrafeWalk01_BackwardRight [RM]
180. HumanM@StrafeWalk01_ForwardLeft
181. HumanM@StrafeWalk01_ForwardLeft [RM]
182. HumanM@StrafeWalk01_ForwardRight
183. HumanM@StrafeWalk01_ForwardRight [RM]
184. HumanM@StrafeWalk01_Left
185. HumanM@StrafeWalk01_Left [RM]
186. HumanM@StrafeWalk01_Right
187. HumanM@StrafeWalk01_Right [RM]
188. HumanM@ThrowBall01_L
189. HumanM@ThrowBall01_L - Hold
190. HumanM@ThrowBall01_R
191. HumanM@ThrowBall01_R - Hold
192. HumanM@ThrowBall02_L
193. HumanM@ThrowBall02_L - Hold
194. HumanM@ThrowBall02_R
195. HumanM@ThrowBall02_R - Hold
196. HumanM@ThrowBigRock01
197. HumanM@ThrowBigRock01 - Hold
198. HumanM@ThrowBoomerang01_L
199. HumanM@ThrowBoomerang01_L - Catch
200. HumanM@ThrowBoomerang01_L - Hold
201. HumanM@ThrowBoomerang01_L - Wait
202. HumanM@ThrowBoomerang01_R

203. HumanM@ThrowBoomerang01_R - Catch
204. HumanM@ThrowBoomerang01_R - Hold
205. HumanM@ThrowBoomerang01_R - Wait
206. HumanM@ThrowSpear01_L
207. HumanM@ThrowSpear01_L - Hold
208. HumanM@ThrowSpear01_R
209. HumanM@ThrowSpear01_R - Hold
210. HumanM@ThrowSpear02_L
211. HumanM@ThrowSpear02_L - Hold
212. HumanM@ThrowSpear02_R
213. HumanM@ThrowSpear02_R - Hold
214. HumanM@ThrowWeapon01_L
215. HumanM@ThrowWeapon01_L - Hold
216. HumanM@ThrowWeapon01_R
217. HumanM@ThrowWeapon01_R - Hold
218. HumanM@ThrowWeapon02_L
219. HumanM@ThrowWeapon02_R
220. HumanM@ThrowWeapon03_L
221. HumanM@ThrowWeapon03_R
222. HumanM@ThrowWeapon04_L
223. HumanM@ThrowWeapon04_L - Hold
224. HumanM@ThrowWeapon04_R
225. HumanM@ThrowWeapon04_R - Hold
226. HumanM@Turn01_Left
227. HumanM@Turn01_Left [RM]
228. HumanM@Turn01_Right
229. HumanM@Turn01_Right [RM]
230. HumanM@UnsheatheBack01_Both
231. HumanM@UnsheatheBack01_L
232. HumanM@UnsheatheBack01_R
233. HumanM@UnsheatheHips01_Both
234. HumanM@UnsheatheHips01_L
235. HumanM@UnsheatheHips01_R
236. HumanM@Walk01_Backward
237. HumanM@Walk01_Backward [RM]

238. HumanM@Walk01_BackwardLeft
239. HumanM@Walk01_BackwardLeft [RM]
240. HumanM@Walk01_BackwardRight
241. HumanM@Walk01_BackwardRight [RM]
242. HumanM@Walk01_Forward
243. HumanM@Walk01_Forward [RM]
244. HumanM@Walk01_ForwardLeft
245. HumanM@Walk01_ForwardLeft [RM]
246. HumanM@Walk01_ForwardRight
247. HumanM@Walk01_ForwardRight [RM]
248. HumanM@Walk01_Left
249. HumanM@Walk01_Left [RM]
250. HumanM@Walk01_Right
251. 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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