KEVIN IGLESIAS

Human Archer Animations 2.0

Total animation files: 258

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@BowDamage01
4. HumanF@BowDamage02
5. HumanF@BowDeath01
6. HumanF@BowIdle01
7. HumanF@BowIdle02
8. HumanF@BowParry01 - Hit
9. HumanF@BowParry01 - Loop
10. HumanF@BowShot01 - Hold
11. HumanF@BowShot01 - Load
12. HumanF@BowShot01 - Release
13. HumanF@BowShot01_Down - Hold
14. HumanF@BowShot01_Down - Load
15. HumanF@BowShot01_Down - Release
16. HumanF@BowShot01_Up - Hold
17. HumanF@BowShot01_Up - Load
18. HumanF@BowShot01_Up - Release
19. HumanF@Fall01
20. HumanF@Idle01
21. HumanF@Idle01_Break01
22. HumanF@Idle01-Idle02
23. HumanF@Idle01-Idle03
24. HumanF@Idle01-Idle04
25. HumanF@Idle02
26. HumanF@Idle02-Idle01
27. HumanF@Idle03

28. HumanF@Idle03-Idle01
29. HumanF@Idle04
30. HumanF@Idle04-Idle01
31. HumanF@IdleDamage01
32. HumanF@IdleWounded01
33. HumanF@Jump01
34. HumanF@Jump01 - Begin
35. HumanF@Jump01 - Land
36. HumanF@Jump01 [RM]
37. HumanF@Jump01 [RM] - Begin
38. HumanF@Jump01 [RM] - Land
39. HumanF@Roll01
40. HumanF@Roll01 [RM]
41. HumanF@Run01_Backward
42. HumanF@Run01_Backward [RM]
43. HumanF@Run01_BackwardLeft
44. HumanF@Run01_BackwardLeft [RM]
45. HumanF@Run01_BackwardRight
46. HumanF@Run01_BackwardRight [RM]
47. HumanF@Run01_Forward
48. HumanF@Run01_Forward [RM]
49. HumanF@Run01_ForwardLeft
50. HumanF@Run01_ForwardLeft [RM]
51. HumanF@Run01_ForwardRight
52. HumanF@Run01_ForwardRight [RM]
53. HumanF@Run01_Left
54. HumanF@Run01_Left [RM]
55. HumanF@Run01_Right
56. HumanF@Run01_Right [RM]
57. HumanF@RunSlide01
58. HumanF@RunSlide01 [RM]
59. HumanF@SetTrap01
60. HumanF@SetTrap02
61. HumanF@SheatheBack01_Both
62. HumanF@SheatheBack01_L

63. HumanF@SheatheBack01_R
64. HumanF@SheatheBack02_L
65. HumanF@SheatheBack02_R
66. HumanF@SheatheHips01_Both
67. HumanF@SheatheHips01_L
68. HumanF@SheatheHips01_R
69. HumanF@Sprint01_Forward
70. HumanF@Sprint01_Forward [RM]
71. HumanF@Sprint01_ForwardLeft
72. HumanF@Sprint01_ForwardLeft [RM]
73. HumanF@Sprint01_ForwardRight
74. HumanF@Sprint01_ForwardRight [RM]
75. HumanF@Sprint01_Left
76. HumanF@Sprint01_Left [RM]
77. HumanF@Sprint01_Right
78. HumanF@Sprint01_Right [RM]
79. HumanF@StrafeRun01_BackwardLeft
80. HumanF@StrafeRun01_BackwardLeft [RM]
81. HumanF@StrafeRun01_BackwardRight
82. HumanF@StrafeRun01_BackwardRight [RM]
83. HumanF@StrafeRun01_ForwardLeft
84. HumanF@StrafeRun01_ForwardLeft [RM]
85. HumanF@StrafeRun01_ForwardRight
86. HumanF@StrafeRun01_ForwardRight [RM]
87. HumanF@StrafeRun01_Left
88. HumanF@StrafeRun01_Left [RM]
89. HumanF@StrafeRun01_Right
90. HumanF@StrafeRun01_Right [RM]
91. HumanF@StrafeWalk01_BackwardLeft
92. HumanF@StrafeWalk01_BackwardLeft [RM]
93. HumanF@StrafeWalk01_BackwardRight
94. HumanF@StrafeWalk01_BackwardRight [RM]
95. HumanF@StrafeWalk01_ForwardLeft
96. HumanF@StrafeWalk01_ForwardLeft [RM]
97. HumanF@StrafeWalk01_ForwardRight

98. HumanF@StrafeWalk01_ForwardRight [RM]
99. HumanF@StrafeWalk01_Left
100. HumanF@StrafeWalk01_Left [RM]
101. HumanF@StrafeWalk01_Right
102. HumanF@StrafeWalk01_Right [RM]
103. HumanF@Turn01_Left
104. HumanF@Turn01_Left [RM]
105. HumanF@Turn01_Right
106. HumanF@Turn01_Right [RM]
107. HumanF@UnsheatheBack01_Both
108. HumanF@UnsheatheBack01_L
109. HumanF@UnsheatheBack01_R
110. HumanF@UnsheatheBack02_L
111. HumanF@UnsheatheBack02_R
112. HumanF@UnsheatheHips01_Both
113. HumanF@UnsheatheHips01_L
114. HumanF@UnsheatheHips01_R
115. HumanF@Walk01_Backward
116. HumanF@Walk01_Backward [RM]
117. HumanF@Walk01_BackwardLeft
118. HumanF@Walk01_BackwardLeft [RM]
119. HumanF@Walk01_BackwardRight
120. HumanF@Walk01_BackwardRight [RM]
121. HumanF@Walk01_Forward
122. HumanF@Walk01_Forward [RM]
123. HumanF@Walk01_ForwardLeft
124. HumanF@Walk01_ForwardLeft [RM]
125. HumanF@Walk01_ForwardRight
126. HumanF@Walk01_ForwardRight [RM]
127. HumanF@Walk01_Left
128. HumanF@Walk01_Left [RM]
129. HumanF@Walk01_Right
130. HumanF@Walk01_Right [RM]
131. HumanM@BowDamage01
132. HumanM@BowDamage02

133. HumanM@BowDeath01
134. HumanM@BowIdle01
135. HumanM@BowIdle02
136. HumanM@BowParry01 - Hit
137. HumanM@BowParry01 - Loop
138. HumanM@BowShot01 - Hold
139. HumanM@BowShot01 - Load
140. HumanM@BowShot01 - Release
141. HumanM@BowShot01_Down - Hold
142. HumanM@BowShot01_Down - Load
143. HumanM@BowShot01_Down - Release
144. HumanM@BowShot01_Up - Hold
145. HumanM@BowShot01_Up - Load
146. HumanM@BowShot01_Up - Release
147. HumanM@Fall01
148. HumanM@Idle01
149. HumanM@Idle01_Break01
150. HumanM@Idle01-Idle02
151. HumanM@Idle01-Idle03
152. HumanM@Idle01-Idle04
153. HumanM@Idle02
154. HumanM@Idle02-Idle01
155. HumanM@Idle03
156. HumanM@Idle03-Idle01
157. HumanM@Idle04
158. HumanM@Idle04-Idle01
159. HumanM@IdleDamage01
160. HumanM@IdleWounded01
161. HumanM@Jump01
162. HumanM@Jump01 - Begin
163. HumanM@Jump01 - Land
164. HumanM@Jump01 [RM]
165. HumanM@Jump01 [RM] - Begin
166. HumanM@Jump01 [RM] - Land
167. HumanM@Roll01

168. HumanM@Roll01 [RM]
169. HumanM@Run01_Backward
170. HumanM@Run01_Backward [RM]
171. HumanM@Run01_BackwardLeft
172. HumanM@Run01_BackwardLeft [RM]
173. HumanM@Run01_BackwardRight
174. HumanM@Run01_BackwardRight [RM]
175. HumanM@Run01_Forward
176. HumanM@Run01_Forward [RM]
177. HumanM@Run01_ForwardLeft
178. HumanM@Run01_ForwardLeft [RM]
179. HumanM@Run01_ForwardRight
180. HumanM@Run01_ForwardRight [RM]
181. HumanM@Run01_Left
182. HumanM@Run01_Left [RM]
183. HumanM@Run01_Right
184. HumanM@Run01_Right [RM]
185. HumanM@RunSlide01
186. HumanM@RunSlide01 [RM]
187. HumanM@SetTrap01
188. HumanM@SetTrap02
189. HumanM@SheatheBack01_Both
190. HumanM@SheatheBack01_L
191. HumanM@SheatheBack01_R
192. HumanM@SheatheBack02_L
193. HumanM@SheatheBack02_R
194. HumanM@SheatheHips01_Both
195. HumanM@SheatheHips01_L
196. HumanM@SheatheHips01_R
197. HumanM@Sprint01_Forward
198. HumanM@Sprint01_Forward [RM]
199. HumanM@Sprint01_ForwardLeft
200. HumanM@Sprint01_ForwardLeft [RM]
201. HumanM@Sprint01_ForwardRight
202. HumanM@Sprint01_ForwardRight [RM]

203. HumanM@Sprint01_Left
204. HumanM@Sprint01_Left [RM]
205. HumanM@Sprint01_Right
206. HumanM@Sprint01_Right [RM]
207. HumanM@StrafeRun01_BackwardLeft
208. HumanM@StrafeRun01_BackwardLeft [RM]
209. HumanM@StrafeRun01_BackwardRight
210. HumanM@StrafeRun01_BackwardRight [RM]
211. HumanM@StrafeRun01_ForwardLeft
212. HumanM@StrafeRun01_ForwardLeft [RM]
213. HumanM@StrafeRun01_ForwardRight
214. HumanM@StrafeRun01_ForwardRight [RM]
215. HumanM@StrafeRun01_Left
216. HumanM@StrafeRun01_Left [RM]
217. HumanM@StrafeRun01_Right
218. HumanM@StrafeRun01_Right [RM]
219. HumanM@StrafeWalk01_BackwardLeft
220. HumanM@StrafeWalk01_BackwardLeft [RM]
221. HumanM@StrafeWalk01_BackwardRight
222. HumanM@StrafeWalk01_BackwardRight [RM]
223. HumanM@StrafeWalk01_ForwardLeft
224. HumanM@StrafeWalk01_ForwardLeft [RM]
225. HumanM@StrafeWalk01_ForwardRight
226. HumanM@StrafeWalk01_ForwardRight [RM]
227. HumanM@StrafeWalk01_Left
228. HumanM@StrafeWalk01_Left [RM]
229. HumanM@StrafeWalk01_Right
230. HumanM@StrafeWalk01_Right [RM]
231. HumanM@Turn01_Left
232. HumanM@Turn01_Left [RM]
233. HumanM@Turn01_Right
234. HumanM@Turn01_Right [RM]
235. HumanM@UnsheatheBack01_Both
236. HumanM@UnsheatheBack01_L
237. HumanM@UnsheatheBack01_R

238. HumanM@UnsheatheBack02_L
239. HumanM@UnsheatheBack02_R
240. HumanM@UnsheatheHips01_Both
241. HumanM@UnsheatheHips01_L
242. HumanM@UnsheatheHips01_R
243. HumanM@Walk01_Backward
244. HumanM@Walk01_Backward [RM]
245. HumanM@Walk01_BackwardLeft
246. HumanM@Walk01_BackwardLeft [RM]
247. HumanM@Walk01_BackwardRight
248. HumanM@Walk01_BackwardRight [RM]
249. HumanM@Walk01_Forward
250. HumanM@Walk01_Forward [RM]
251. HumanM@Walk01_ForwardLeft
252. HumanM@Walk01_ForwardLeft [RM]
253. HumanM@Walk01_ForwardRight
254. HumanM@Walk01_ForwardRight [RM]
255. HumanM@Walk01_Left
256. HumanM@Walk01_Left [RM]
257. HumanM@Walk01_Right
258. 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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