



## Human Spellcasting Animations 2.0

**Total animation files: 276**

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@CastingBlock01\_L - Hit
4. HumanF@CastingBlock01\_L - Loop
5. HumanF@CastingBlock01\_R - Hit
6. HumanF@CastingBlock01\_R - Loop
7. HumanF@CastingDamage01
8. HumanF@CastingDamage02
9. HumanF@CastingDeath01
10. HumanF@CastingDeath02
11. HumanF@CastingDodge01
12. HumanF@CastingEnter01
13. HumanF@CastingExit01
14. HumanF@CastingIdle01
15. HumanF@Fall01
16. HumanF@Idle01
17. HumanF@Idle01-Idle02
18. HumanF@Idle01-Idle03
19. HumanF@Idle02
20. HumanF@Idle02-Idle01
21. HumanF@Idle03
22. HumanF@Idle03-Idle01
23. HumanF@Jump01
24. HumanF@Jump01 - Begin
25. HumanF@Jump01 - Land
26. HumanF@Jump01 [RM]
27. HumanF@Jump01 [RM] - Begin

28. HumanF@Jump01 [RM] - Land
29. HumanF@MagicAttackCall1H01\_L
30. HumanF@MagicAttackCall1H01\_L - Cast
31. HumanF@MagicAttackCall1H01\_L - Load
32. HumanF@MagicAttackCall1H01\_R
33. HumanF@MagicAttackCall1H01\_R - Cast
34. HumanF@MagicAttackCall1H01\_R - Load
35. HumanF@MagicAttackCall1H02\_L
36. HumanF@MagicAttackCall1H02\_L - Cast
37. HumanF@MagicAttackCall1H02\_L - Load
38. HumanF@MagicAttackCall1H02\_R
39. HumanF@MagicAttackCall1H02\_R - Cast
40. HumanF@MagicAttackCall1H02\_R - Load
41. HumanF@MagicAttackDirect1H01\_L
42. HumanF@MagicAttackDirect1H01\_L - Cast
43. HumanF@MagicAttackDirect1H01\_L - Load
44. HumanF@MagicAttackDirect1H01\_R
45. HumanF@MagicAttackDirect1H01\_R - Cast
46. HumanF@MagicAttackDirect1H01\_R - Load
47. HumanF@MagicAttackDirect2H01
48. HumanF@MagicAttackDirect2H01 - Cast
49. HumanF@MagicAttackDirect2H01 - Load
50. HumanF@MagicAttackDirect2H02
51. HumanF@MagicAttackDirect2H02 - Cast
52. HumanF@MagicAttackDirect2H02 - Load
53. HumanF@MagicAttackGround01\_L
54. HumanF@MagicAttackGround01\_L - Cast
55. HumanF@MagicAttackGround01\_L - Load
56. HumanF@MagicAttackGround01\_R
57. HumanF@MagicAttackGround01\_R - Cast
58. HumanF@MagicAttackGround01\_R - Load
59. HumanF@MagicAttackOmni01
60. HumanF@MagicAttackOmni01 - Cast
61. HumanF@MagicAttackOmni01 - Load
62. HumanF@MagicAttackOmni02

- 63. HumanF@MagicAttackOmni02 - Cast
- 64. HumanF@MagicAttackOmni02 - Load
- 65. HumanF@ObjectBook01\_L
- 66. HumanF@ObjectBook01\_R
- 67. HumanF@Run01\_Backward
- 68. HumanF@Run01\_Backward [RM]
- 69. HumanF@Run01\_BackwardLeft
- 70. HumanF@Run01\_BackwardLeft [RM]
- 71. HumanF@Run01\_BackwardRight
- 72. HumanF@Run01\_BackwardRight [RM]
- 73. HumanF@Run01\_Forward
- 74. HumanF@Run01\_Forward [RM]
- 75. HumanF@Run01\_ForwardLeft
- 76. HumanF@Run01\_ForwardLeft [RM]
- 77. HumanF@Run01\_ForwardRight
- 78. HumanF@Run01\_ForwardRight [RM]
- 79. HumanF@Run01\_Left
- 80. HumanF@Run01\_Left [RM]
- 81. HumanF@Run01\_Right
- 82. HumanF@Run01\_Right [RM]
- 83. HumanF@SpecialMagicAttack01
- 84. HumanF@SpecialMagicAttack01 - Cast
- 85. HumanF@SpecialMagicAttack01 - Load
- 86. HumanF@Sprint01\_Forward
- 87. HumanF@Sprint01\_Forward [RM]
- 88. HumanF@Sprint01\_ForwardLeft
- 89. HumanF@Sprint01\_ForwardLeft [RM]
- 90. HumanF@Sprint01\_ForwardRight
- 91. HumanF@Sprint01\_ForwardRight [RM]
- 92. HumanF@Sprint01\_Left
- 93. HumanF@Sprint01\_Left [RM]
- 94. HumanF@Sprint01\_Right
- 95. HumanF@Sprint01\_Right [RM]
- 96. HumanF@StrafeRun01\_BackwardLeft
- 97. HumanF@StrafeRun01\_BackwardLeft [RM]

98. HumanF@StrafeRun01\_BackwardRight
99. HumanF@StrafeRun01\_BackwardRight [RM]
100. HumanF@StrafeRun01\_ForwardLeft
101. HumanF@StrafeRun01\_ForwardLeft [RM]
102. HumanF@StrafeRun01\_ForwardRight
103. HumanF@StrafeRun01\_ForwardRight [RM]
104. HumanF@StrafeRun01\_Left
105. HumanF@StrafeRun01\_Left [RM]
106. HumanF@StrafeRun01\_Right
107. HumanF@StrafeRun01\_Right [RM]
108. HumanF@StrafeWalk01\_BackwardLeft
109. HumanF@StrafeWalk01\_BackwardLeft [RM]
110. HumanF@StrafeWalk01\_BackwardRight
111. HumanF@StrafeWalk01\_BackwardRight [RM]
112. HumanF@StrafeWalk01\_ForwardLeft
113. HumanF@StrafeWalk01\_ForwardLeft [RM]
114. HumanF@StrafeWalk01\_ForwardRight
115. HumanF@StrafeWalk01\_ForwardRight [RM]
116. HumanF@StrafeWalk01\_Left
117. HumanF@StrafeWalk01\_Left [RM]
118. HumanF@StrafeWalk01\_Right
119. HumanF@StrafeWalk01\_Right [RM]
120. HumanF@Turn01\_Left
121. HumanF@Turn01\_Left [RM]
122. HumanF@Turn01\_Right
123. HumanF@Turn01\_Right [RM]
124. HumanF@Walk01\_Backward
125. HumanF@Walk01\_Backward [RM]
126. HumanF@Walk01\_BackwardLeft
127. HumanF@Walk01\_BackwardLeft [RM]
128. HumanF@Walk01\_BackwardRight
129. HumanF@Walk01\_BackwardRight [RM]
130. HumanF@Walk01\_Forward
131. HumanF@Walk01\_Forward [RM]
132. HumanF@Walk01\_ForwardLeft

133. HumanF@Walk01\_ForwardLeft [RM]
134. HumanF@Walk01\_ForwardRight
135. HumanF@Walk01\_ForwardRight [RM]
136. HumanF@Walk01\_Left
137. HumanF@Walk01\_Left [RM]
138. HumanF@Walk01\_Right
139. HumanF@Walk01\_Right [RM]
140. HumanM@CastingBlock01\_L - Hit
141. HumanM@CastingBlock01\_L - Loop
142. HumanM@CastingBlock01\_R - Hit
143. HumanM@CastingBlock01\_R - Loop
144. HumanM@CastingDamage01
145. HumanM@CastingDamage02
146. HumanM@CastingDeath01
147. HumanM@CastingDeath02
148. HumanM@CastingDodge01
149. HumanM@CastingEnter01
150. HumanM@CastingExit01
151. HumanM@CastingIdle01
152. HumanM@Fall01
153. HumanM@Idle01
154. HumanM@Idle01-Idle02
155. HumanM@Idle01-Idle03
156. HumanM@Idle02
157. HumanM@Idle02-Idle01
158. HumanM@Idle03
159. HumanM@Idle03-Idle01
160. HumanM@Jump01
161. HumanM@Jump01 - Begin
162. HumanM@Jump01 - Land
163. HumanM@Jump01 [RM]
164. HumanM@Jump01 [RM] - Begin
165. HumanM@Jump01 [RM] - Land
166. HumanM@MagicAttackCall1H01\_L
167. HumanM@MagicAttackCall1H01\_L - Cast

168. HumanM@MagicAttackCall1H01\_L - Load
169. HumanM@MagicAttackCall1H01\_R
170. HumanM@MagicAttackCall1H01\_R - Cast
171. HumanM@MagicAttackCall1H01\_R - Load
172. HumanM@MagicAttackCall1H02\_L
173. HumanM@MagicAttackCall1H02\_L - Cast
174. HumanM@MagicAttackCall1H02\_L - Load
175. HumanM@MagicAttackCall1H02\_R
176. HumanM@MagicAttackCall1H02\_R - Cast
177. HumanM@MagicAttackCall1H02\_R - Load
178. HumanM@MagicAttackDirect1H01\_L
179. HumanM@MagicAttackDirect1H01\_L - Cast
180. HumanM@MagicAttackDirect1H01\_L - Load
181. HumanM@MagicAttackDirect1H01\_R
182. HumanM@MagicAttackDirect1H01\_R - Cast
183. HumanM@MagicAttackDirect1H01\_R - Load
184. HumanM@MagicAttackDirect2H01
185. HumanM@MagicAttackDirect2H01 - Cast
186. HumanM@MagicAttackDirect2H01 - Load
187. HumanM@MagicAttackDirect2H02
188. HumanM@MagicAttackDirect2H02 - Cast
189. HumanM@MagicAttackDirect2H02 - Load
190. HumanM@MagicAttackGround01\_L
191. HumanM@MagicAttackGround01\_L - Cast
192. HumanM@MagicAttackGround01\_L - Load
193. HumanM@MagicAttackGround01\_R
194. HumanM@MagicAttackGround01\_R - Cast
195. HumanM@MagicAttackGround01\_R - Load
196. HumanM@MagicAttackOmni01
197. HumanM@MagicAttackOmni01 - Cast
198. HumanM@MagicAttackOmni01 - Load
199. HumanM@MagicAttackOmni02
200. HumanM@MagicAttackOmni02 - Cast
201. HumanM@MagicAttackOmni02 - Load
202. HumanM@ObjectBook01\_L

- 203. HumanM@ObjectBook01\_R
- 204. HumanM@Run01\_Backward
- 205. HumanM@Run01\_Backward [RM]
- 206. HumanM@Run01\_BackwardLeft
- 207. HumanM@Run01\_BackwardLeft [RM]
- 208. HumanM@Run01\_BackwardRight
- 209. HumanM@Run01\_BackwardRight [RM]
- 210. HumanM@Run01\_Forward
- 211. HumanM@Run01\_Forward [RM]
- 212. HumanM@Run01\_ForwardLeft
- 213. HumanM@Run01\_ForwardLeft [RM]
- 214. HumanM@Run01\_ForwardRight
- 215. HumanM@Run01\_ForwardRight [RM]
- 216. HumanM@Run01\_Left
- 217. HumanM@Run01\_Left [RM]
- 218. HumanM@Run01\_Right
- 219. HumanM@Run01\_Right [RM]
- 220. HumanM@SpecialMagicAttack01
- 221. HumanM@SpecialMagicAttack01 - Cast
- 222. HumanM@SpecialMagicAttack01 - Load
- 223. HumanM@Sprint01\_Forward
- 224. HumanM@Sprint01\_Forward [RM]
- 225. HumanM@Sprint01\_ForwardLeft
- 226. HumanM@Sprint01\_ForwardLeft [RM]
- 227. HumanM@Sprint01\_ForwardRight
- 228. HumanM@Sprint01\_ForwardRight [RM]
- 229. HumanM@Sprint01\_Left
- 230. HumanM@Sprint01\_Left [RM]
- 231. HumanM@Sprint01\_Right
- 232. HumanM@Sprint01\_Right [RM]
- 233. HumanM@StrafeRun01\_BackwardLeft
- 234. HumanM@StrafeRun01\_BackwardLeft [RM]
- 235. HumanM@StrafeRun01\_BackwardRight
- 236. HumanM@StrafeRun01\_BackwardRight [RM]
- 237. HumanM@StrafeRun01\_ForwardLeft

238. HumanM@StrafeRun01\_ForwardLeft [RM]
239. HumanM@StrafeRun01\_ForwardRight
240. HumanM@StrafeRun01\_ForwardRight [RM]
241. HumanM@StrafeRun01\_Left
242. HumanM@StrafeRun01\_Left [RM]
243. HumanM@StrafeRun01\_Right
244. HumanM@StrafeRun01\_Right [RM]
245. HumanM@StrafeWalk01\_BackwardLeft
246. HumanM@StrafeWalk01\_BackwardLeft [RM]
247. HumanM@StrafeWalk01\_BackwardRight
248. HumanM@StrafeWalk01\_BackwardRight [RM]
249. HumanM@StrafeWalk01\_ForwardLeft
250. HumanM@StrafeWalk01\_ForwardLeft [RM]
251. HumanM@StrafeWalk01\_ForwardRight
252. HumanM@StrafeWalk01\_ForwardRight [RM]
253. HumanM@StrafeWalk01\_Left
254. HumanM@StrafeWalk01\_Left [RM]
255. HumanM@StrafeWalk01\_Right
256. HumanM@StrafeWalk01\_Right [RM]
257. HumanM@Turn01\_Left
258. HumanM@Turn01\_Left [RM]
259. HumanM@Turn01\_Right
260. HumanM@Turn01\_Right [RM]
261. HumanM@Walk01\_Backward
262. HumanM@Walk01\_Backward [RM]
263. HumanM@Walk01\_BackwardLeft
264. HumanM@Walk01\_BackwardLeft [RM]
265. HumanM@Walk01\_BackwardRight
266. HumanM@Walk01\_BackwardRight [RM]
267. HumanM@Walk01\_Forward
268. HumanM@Walk01\_Forward [RM]
269. HumanM@Walk01\_ForwardLeft
270. HumanM@Walk01\_ForwardLeft [RM]
271. HumanM@Walk01\_ForwardRight
272. HumanM@Walk01\_ForwardRight [RM]

273. HumanM@Walk01\_Left
274. HumanM@Walk01\_Left [RM]
275. HumanM@Walk01\_Right
276. 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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