



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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