



## 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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