



## Human Crafting Animations 2.2

### **Total animation files: 322**

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@Carry01\_Drop01
4. HumanF@Carry01\_Idle01
5. HumanF@Carry01\_PickUp01
6. HumanF@CombatDeath01
7. HumanF@CombatDeath02
8. HumanF@CombatDeath03
9. HumanF@CombatDeath04
10. HumanF@Death01
11. HumanF@Death02
12. HumanF@DropObject01\_L
13. HumanF@DropObject01\_R
14. HumanF@Fall01
15. HumanF@FarmingWithPlow01\_R - Begin
16. HumanF@FarmingWithPlow01\_R - Loop
17. HumanF@FarmingWithPlow01\_R - Stop
18. HumanF@Fishing01 - Begin
19. HumanF@Fishing01 - Loop
20. HumanF@Fishing01 - Stop
21. HumanF@FishingFighting01
22. HumanF@FishingPullOut01
23. HumanF@FishingPullOut02 - Begin
24. HumanF@FishingPullOut02 - Loop
25. HumanF@FishingPullOut02 - Stop
26. HumanF@FishingThrow01
27. HumanF@Gathering01

28. HumanF@Gathering02  
29. HumanF@Gathering03  
30. HumanF@HammeringAnvil01\_L - Begin  
31. HumanF@HammeringAnvil01\_L - Loop  
32. HumanF@HammeringAnvil01\_L - Stop  
33. HumanF@HammeringAnvil01\_R - Begin  
34. HumanF@HammeringAnvil01\_R - Loop  
35. HumanF@HammeringAnvil01\_R - Stop  
36. HumanF@HammeringGround01\_L - Begin  
37. HumanF@HammeringGround01\_L - Loop  
38. HumanF@HammeringGround01\_L - Stop  
39. HumanF@HammeringGround01\_R - Begin  
40. HumanF@HammeringGround01\_R - Loop  
41. HumanF@HammeringGround01\_R - Stop  
42. HumanF@HammeringTable01\_L - Begin  
43. HumanF@HammeringTable01\_L - Loop  
44. HumanF@HammeringTable01\_L - Stop  
45. HumanF@HammeringTable01\_R - Begin  
46. HumanF@HammeringTable01\_R - Loop  
47. HumanF@HammeringTable01\_R - Stop  
48. HumanF@HammeringWall01\_L - Begin  
49. HumanF@HammeringWall01\_L - Loop  
50. HumanF@HammeringWall01\_L - Stop  
51. HumanF@HammeringWall01\_R - Begin  
52. HumanF@HammeringWall01\_R - Loop  
53. HumanF@HammeringWall01\_R - Stop  
54. HumanF@Idle01  
55. HumanF@Idle01\_Break01  
56. HumanF@Idle01-Idle02  
57. HumanF@Idle02  
58. HumanF@Idle02-Idle01  
59. HumanF@IdleDamage01  
60. HumanF@IdleWounded01  
61. HumanF@Jump01  
62. HumanF@Jump01 - Begin

63. HumanF@Jump01 - Land  
64. HumanF@Jump01 [RM]  
65. HumanF@Jump01 [RM] - Begin  
66. HumanF@Jump01 [RM] - Land  
67. HumanF@Loot01 - Begin  
68. HumanF@Loot01 - Loop  
69. HumanF@Loot01 - Stop  
70. HumanF@Mining - Begin  
71. HumanF@Mining - Stop  
72. HumanF@Mining01 - Loop Ground  
73. HumanF@Mining01 - Loop Wall  
74. HumanF@MiningOneHand01\_L - Ground  
75. HumanF@MiningOneHand01\_L - Wall  
76. HumanF@MiningOneHand01\_R - Ground  
77. HumanF@MiningOneHand01\_R - Wall  
78. HumanF@ObjectGripShoulder01\_L  
79. HumanF@ObjectGripShoulder01\_R  
80. HumanF@ObjectGripShoulder02\_L  
81. HumanF@ObjectGripShoulder02\_R  
82. HumanF@Opening01 - Begin  
83. HumanF@Opening01 - Loop  
84. HumanF@Opening01 - Stop  
85. HumanF@PickUpObject01\_L  
86. HumanF@PickUpObject01\_R  
87. HumanF@Run01\_Backward  
88. HumanF@Run01\_Backward [RM]  
89. HumanF@Run01\_BackwardLeft  
90. HumanF@Run01\_BackwardLeft [RM]  
91. HumanF@Run01\_BackwardRight  
92. HumanF@Run01\_BackwardRight [RM]  
93. HumanF@Run01\_Forward  
94. HumanF@Run01\_Forward [RM]  
95. HumanF@Run01\_ForwardLeft  
96. HumanF@Run01\_ForwardLeft [RM]  
97. HumanF@Run01\_ForwardRight

- 98. HumanF@Run01\_ForwardRight [RM]
- 99. HumanF@Run01\_Left
- 100. HumanF@Run01\_Left [RM]
- 101. HumanF@Run01\_Right
- 102. HumanF@Run01\_Right [RM]
- 103. HumanF@Seeding01\_L
- 104. HumanF@Seeding01\_R
- 105. HumanF@Seeding02\_L
- 106. HumanF@Seeding02\_R
- 107. HumanF@SheatheBack01\_Both
- 108. HumanF@SheatheBack01\_L
- 109. HumanF@SheatheBack01\_R
- 110. HumanF@SheatheHips01\_Both
- 111. HumanF@SheatheHips01\_L
- 112. HumanF@SheatheHips01\_R
- 113. HumanF@SkinningGround01\_L - Begin
- 114. HumanF@SkinningGround01\_L - Loop
- 115. HumanF@SkinningGround01\_L - Stop
- 116. HumanF@SkinningGround01\_R - Begin
- 117. HumanF@SkinningGround01\_R - Loop
- 118. HumanF@SkinningGround01\_R - Stop
- 119. HumanF@SkinningTable01\_L - Begin
- 120. HumanF@SkinningTable01\_L - Loop
- 121. HumanF@SkinningTable01\_L - Stop
- 122. HumanF@SkinningTable01\_R - Begin
- 123. HumanF@SkinningTable01\_R - Loop
- 124. HumanF@SkinningTable01\_R - Stop
- 125. HumanF@Sprint01\_Forward
- 126. HumanF@Sprint01\_Forward [RM]
- 127. HumanF@Sprint01\_ForwardLeft
- 128. HumanF@Sprint01\_ForwardLeft [RM]
- 129. HumanF@Sprint01\_ForwardRight
- 130. HumanF@Sprint01\_ForwardRight [RM]
- 131. HumanF@Sprint01\_Left
- 132. HumanF@Sprint01\_Left [RM]

133. HumanF@Sprint01\_Right
134. HumanF@Sprint01\_Right [RM]
135. HumanF@TreeChopping - Begin
136. HumanF@TreeChopping - Stop
137. HumanF@TreeChopping01 - Loop
138. HumanF@TreeChopping02 - Loop
139. HumanF@UnsheatheBack01\_Both
140. HumanF@UnsheatheBack01\_L
141. HumanF@UnsheatheBack01\_R
142. HumanF@UnsheatheHips01\_Both
143. HumanF@UnsheatheHips01\_L
144. HumanF@UnsheatheHips01\_R
145. HumanF@Walk01\_Backward
146. HumanF@Walk01\_Backward [RM]
147. HumanF@Walk01\_BackwardLeft
148. HumanF@Walk01\_BackwardLeft [RM]
149. HumanF@Walk01\_BackwardRight
150. HumanF@Walk01\_BackwardRight [RM]
151. HumanF@Walk01\_Forward
152. HumanF@Walk01\_Forward [RM]
153. HumanF@Walk01\_ForwardLeft
154. HumanF@Walk01\_ForwardLeft [RM]
155. HumanF@Walk01\_ForwardRight
156. HumanF@Walk01\_ForwardRight [RM]
157. HumanF@Walk01\_Left
158. HumanF@Walk01\_Left [RM]
159. HumanF@Walk01\_Right
160. HumanF@Walk01\_Right [RM]
161. HumanF@Watering01\_L
162. HumanF@Watering01\_R
163. HumanM@Carry01\_Drop01
164. HumanM@Carry01\_Idle01
165. HumanM@Carry01\_PickUp01
166. HumanM@CombatDeath01
167. HumanM@CombatDeath02

168. HumanM@CombatDeath03
169. HumanM@CombatDeath04
170. HumanM@Death01
171. HumanM@Death02
172. HumanM@DropObject01\_L
173. HumanM@DropObject01\_R
174. HumanM@Fall01
175. HumanM@FarmingWithPlow01\_R - Begin
176. HumanM@FarmingWithPlow01\_R - Loop
177. HumanM@FarmingWithPlow01\_R - Stop
178. HumanM@Fishing01 - Begin
179. HumanM@Fishing01 - Loop
180. HumanM@Fishing01 - Stop
181. HumanM@FishingFighting01
182. HumanM@FishingPullOut01
183. HumanM@FishingPullOut02 - Begin
184. HumanM@FishingPullOut02 - Loop
185. HumanM@FishingPullOut02 - Stop
186. HumanM@FishingThrow01
187. HumanM@Gathering01
188. HumanM@Gathering02
189. HumanM@Gathering03
190. HumanM@HammeringAnvil01\_L - Begin
191. HumanM@HammeringAnvil01\_L - Loop
192. HumanM@HammeringAnvil01\_L - Stop
193. HumanM@HammeringAnvil01\_R - Begin
194. HumanM@HammeringAnvil01\_R - Loop
195. HumanM@HammeringAnvil01\_R - Stop
196. HumanM@HammeringGround01\_L - Begin
197. HumanM@HammeringGround01\_L - Loop
198. HumanM@HammeringGround01\_L - Stop
199. HumanM@HammeringGround01\_R - Begin
200. HumanM@HammeringGround01\_R - Loop
201. HumanM@HammeringGround01\_R - Stop
202. HumanM@HammeringTable01\_L - Begin

- 203. HumanM@HammeringTable01\_L - Loop
- 204. HumanM@HammeringTable01\_L - Stop
- 205. HumanM@HammeringTable01\_R - Begin
- 206. HumanM@HammeringTable01\_R - Loop
- 207. HumanM@HammeringTable01\_R - Stop
- 208. HumanM@HammeringWall01\_L - Begin
- 209. HumanM@HammeringWall01\_L - Loop
- 210. HumanM@HammeringWall01\_L - Stop
- 211. HumanM@HammeringWall01\_R - Begin
- 212. HumanM@HammeringWall01\_R - Loop
- 213. HumanM@HammeringWall01\_R - Stop
- 214. HumanM@Idle01
- 215. HumanM@Idle01\_Break01
- 216. HumanM@Idle01-Idle02
- 217. HumanM@Idle02
- 218. HumanM@Idle02-Idle01
- 219. HumanM@IdleDamage01
- 220. HumanM@IdleWounded01
- 221. HumanM@Jump01
- 222. HumanM@Jump01 - Begin
- 223. HumanM@Jump01 - Land
- 224. HumanM@Jump01 [RM]
- 225. HumanM@Jump01 [RM] - Begin
- 226. HumanM@Jump01 [RM] - Land
- 227. HumanM@Loot01 - Begin
- 228. HumanM@Loot01 - Loop
- 229. HumanM@Loot01 - Stop
- 230. HumanM@Mining - Begin
- 231. HumanM@Mining - Stop
- 232. HumanM@Mining01 - Loop Ground
- 233. HumanM@Mining01 - Loop Wall
- 234. HumanM@MiningOneHand01\_L - Ground
- 235. HumanM@MiningOneHand01\_L - Wall
- 236. HumanM@MiningOneHand01\_R - Ground
- 237. HumanM@MiningOneHand01\_R - Wall

- 238. HumanM@ObjectGripShoulder01\_L
- 239. HumanM@ObjectGripShoulder01\_R
- 240. HumanM@ObjectGripShoulder02\_L
- 241. HumanM@ObjectGripShoulder02\_R
- 242. HumanM@Opening01 - Begin
- 243. HumanM@Opening01 - Loop
- 244. HumanM@Opening01 - Stop
- 245. HumanM@PickUpObject01\_L
- 246. HumanM@PickUpObject01\_R
- 247. HumanM@Run01\_Backward
- 248. HumanM@Run01\_Backward [RM]
- 249. HumanM@Run01\_BackwardLeft
- 250. HumanM@Run01\_BackwardLeft [RM]
- 251. HumanM@Run01\_BackwardRight
- 252. HumanM@Run01\_BackwardRight [RM]
- 253. HumanM@Run01\_Forward
- 254. HumanM@Run01\_Forward [RM]
- 255. HumanM@Run01\_ForwardLeft
- 256. HumanM@Run01\_ForwardLeft [RM]
- 257. HumanM@Run01\_ForwardRight
- 258. HumanM@Run01\_ForwardRight [RM]
- 259. HumanM@Run01\_Left
- 260. HumanM@Run01\_Left [RM]
- 261. HumanM@Run01\_Right
- 262. HumanM@Run01\_Right [RM]
- 263. HumanM@Seeding01\_L
- 264. HumanM@Seeding01\_R
- 265. HumanM@Seeding02\_L
- 266. HumanM@Seeding02\_R
- 267. HumanM@SheatheBack01\_Both
- 268. HumanM@SheatheBack01\_L
- 269. HumanM@SheatheBack01\_R
- 270. HumanM@SheatheHips01\_Both
- 271. HumanM@SheatheHips01\_L
- 272. HumanM@SheatheHips01\_R



- 273. HumanM@SkinningGround01\_L - Begin
- 274. HumanM@SkinningGround01\_L - Loop
- 275. HumanM@SkinningGround01\_L - Stop
- 276. HumanM@SkinningGround01\_R - Begin
- 277. HumanM@SkinningGround01\_R - Loop
- 278. HumanM@SkinningGround01\_R - Stop
- 279. HumanM@SkinningTable01\_L - Begin
- 280. HumanM@SkinningTable01\_L - Loop
- 281. HumanM@SkinningTable01\_L - Stop
- 282. HumanM@SkinningTable01\_R - Begin
- 283. HumanM@SkinningTable01\_R - Loop
- 284. HumanM@SkinningTable01\_R - Stop
- 285. HumanM@Sprint01\_Forward
- 286. HumanM@Sprint01\_Forward [RM]
- 287. HumanM@Sprint01\_ForwardLeft
- 288. HumanM@Sprint01\_ForwardLeft [RM]
- 289. HumanM@Sprint01\_ForwardRight
- 290. HumanM@Sprint01\_ForwardRight [RM]
- 291. HumanM@Sprint01\_Left
- 292. HumanM@Sprint01\_Left [RM]
- 293. HumanM@Sprint01\_Right
- 294. HumanM@Sprint01\_Right [RM]
- 295. HumanM@TreeChopping - Begin
- 296. HumanM@TreeChopping - Stop
- 297. HumanM@TreeChopping01 - Loop
- 298. HumanM@TreeChopping02 - Loop
- 299. HumanM@UnsheatheBack01\_Both
- 300. HumanM@UnsheatheBack01\_L
- 301. HumanM@UnsheatheBack01\_R
- 302. HumanM@UnsheatheHips01\_Both
- 303. HumanM@UnsheatheHips01\_L
- 304. HumanM@UnsheatheHips01\_R
- 305. HumanM@Walk01\_Backward
- 306. HumanM@Walk01\_Backward [RM]
- 307. HumanM@Walk01\_BackwardLeft

- 308. HumanM@Walk01\_BackwardLeft [RM]
- 309. HumanM@Walk01\_BackwardRight
- 310. HumanM@Walk01\_BackwardRight [RM]
- 311. HumanM@Walk01\_Forward
- 312. HumanM@Walk01\_Forward [RM]
- 313. HumanM@Walk01\_ForwardLeft
- 314. HumanM@Walk01\_ForwardLeft [RM]
- 315. HumanM@Walk01\_ForwardRight
- 316. HumanM@Walk01\_ForwardRight [RM]
- 317. HumanM@Walk01\_Left
- 318. HumanM@Walk01\_Left [RM]
- 319. HumanM@Walk01\_Right
- 320. HumanM@Walk01\_Right [RM]
- 321. HumanM@Watering01\_L
- 322. HumanM@Watering01\_R

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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