KEVIN IGLESIAS

Human Soldier Animations 2.0

Total animation files: 538

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@AssaultRifle_Aim01
4. HumanF@AssaultRifle_Aim01_Shoot01
5. HumanF@AssaultRifle_Aim01_Shoot02
6. HumanF@AssaultRifle_Aim01_Shoot03
7. HumanF@AssaultRifle_AimPrecise01
8. HumanF@AssaultRifle_AimPrecise01_Shoot01
9. HumanF@AssaultRifle_AimPrecise01_Shoot02
10. HumanF@AssaultRifle_AimPrecise01_Shoot03
11. HumanF@AssaultRifle_Reload01
12. HumanF@Bazooka_Aim01
13. HumanF@Bazooka_Aim01_Shoot01
14. HumanF@Bazooka_Aim01_Shoot02
15. HumanF@Bazooka_Aim01_Shoot03
16. HumanF@Bazooka_AimPrecise01
17. HumanF@Bazooka_AimPrecise01_Shoot01
18. HumanF@Bazooka_AimPrecise01_Shoot02
19. HumanF@Bazooka_AimPrecise01_Shoot03
20. HumanF@Bazooka_Reload01
21. HumanF@Crouch01_Idle
22. HumanF@Crouch01_Walk_Backward
23. HumanF@Crouch01_Walk_Backward [RM]
24. HumanF@Crouch01_Walk_BackwardLeft
25. HumanF@Crouch01_Walk_BackwardLeft [RM]
26. HumanF@Crouch01_Walk_BackwardRight
27. HumanF@Crouch01_Walk_BackwardRight [RM]

28. HumanF@Crouch01_Walk_Forward
29. HumanF@Crouch01_Walk_Forward [RM]
30. HumanF@Crouch01_Walk_ForwardLeft
31. HumanF@Crouch01_Walk_ForwardLeft [RM]
32. HumanF@Crouch01_Walk_ForwardRight
33. HumanF@Crouch01_Walk_ForwardRight [RM]
34. HumanF@Crouch01_Walk_Left
35. HumanF@Crouch01_Walk_Left [RM]
36. HumanF@Crouch01_Walk_Right
37. HumanF@Crouch01_Walk_Right [RM]
38. HumanF@CrouchStrafe01_BackwardLeft
39. HumanF@CrouchStrafe01_BackwardLeft [RM]
40. HumanF@CrouchStrafe01_BackwardRight
41. HumanF@CrouchStrafe01_BackwardRight [RM]
42. HumanF@CrouchStrafe01_ForwardLeft
43. HumanF@CrouchStrafe01_ForwardLeft [RM]
44. HumanF@CrouchStrafe01_ForwardRight
45. HumanF@CrouchStrafe01_ForwardRight [RM]
46. HumanF@CrouchStrafe01_Left
47. HumanF@CrouchStrafe01_Left [RM]
48. HumanF@CrouchStrafe01_Right
49. HumanF@CrouchStrafe01_Right [RM]
50. HumanF@Damage01
51. HumanF@Damage02
52. HumanF@Damage03
53. HumanF@Damage04
54. HumanF@Damage05
55. HumanF@Death01
56. HumanF@Death02
57. HumanF@Death03
58. HumanF@Death04
59. HumanF@Death05
60. HumanF@DualGun_Aim01
61. HumanF@DualGun_Aim01_Shoot01
62. HumanF@DualGun_Aim01_Shoot02

63. HumanF@DualGun_Aim01_Shoot03
64. HumanF@DualGun_AimPrecise02
65. HumanF@DualGun_AimPrecise02_Shoot01
66. HumanF@DualGun_AimPrecise02_Shoot02
67. HumanF@DualGun_AimPrecise02_Shoot03
68. HumanF@DualGun_Reload01
69. HumanF@Fall01
70. HumanF@Gun_Aim01
71. HumanF@Gun_Aim01_Shoot01
72. HumanF@Gun_Aim01_Shoot02
73. HumanF@Gun_Aim01_Shoot03
74. HumanF@Gun_Aim02
75. HumanF@Gun_Aim02_Shoot01
76. HumanF@Gun_Aim02_Shoot02
77. HumanF@Gun_Aim02_Shoot03
78. HumanF@Gun_AimPrecise01
79. HumanF@Gun_AimPrecise01_Shoot01
80. HumanF@Gun_AimPrecise01_Shoot02
81. HumanF@Gun_AimPrecise01_Shoot03
82. HumanF@Gun_AimPrecise02
83. HumanF@Gun_AimPrecise02_Shoot01
84. HumanF@Gun_AimPrecise02_Shoot02
85. HumanF@Gun_AimPrecise02_Shoot03
86. HumanF@Gun_Reload01
87. HumanF@Gun_Reload02
88. HumanF@Idle01
89. HumanF@Idle01_Break01
90. HumanF@Idle01-MilitaryIdle01
91. HumanF@IdleWounded01
92. HumanF@Jump01
93. HumanF@Jump01 - Begin
94. HumanF@Jump01 - Land
95. HumanF@Jump01 [RM]
96. HumanF@Jump01 [RM] - Begin
97. HumanF@Jump01 [RM] - Land

98. HumanF@MilitaryIdle01
99. HumanF@MilitaryIdle01-Idle01
100. HumanF@MilitarySalute01
101. HumanF@MilitarySalute01_AssaultRifle
102. HumanF@MilitarySalute01_Bazooka
103. HumanF@MilitarySalute01_Rifle
104. HumanF@Prone01_AssaultRifle_Aim01
105. HumanF@Prone01_AssaultRifle_Aim01_Shoot01
106. HumanF@Prone01_AssaultRifle_Aim01_Shoot02
107. HumanF@Prone01_AssaultRifle_Aim01_Shoot03
108. HumanF@Prone01_AssaultRifle_Crawling01_Backward01
109. HumanF@Prone01_AssaultRifle_Crawling01_Backward01 [RM]
110. HumanF@Prone01_AssaultRifle_Crawling01_Forward01
111. HumanF@Prone01_AssaultRifle_Crawling01_Forward01 [RM]
112. HumanF@Prone01_AssaultRifle_Idle01
113. HumanF@Prone01_AssaultRifle_Reload01
114. HumanF@Prone01_AssaultRifle_ThrowGrenade01_L
115. HumanF@Prone01_Bazooka_Aim01
116. HumanF@Prone01_Bazooka_Aim01_Shoot01
117. HumanF@Prone01_Bazooka_Aim01_Shoot02
118. HumanF@Prone01_Bazooka_Aim01_Shoot03
119. HumanF@Prone01_Bazooka_Crawling01_Backward01
120. HumanF@Prone01_Bazooka_Crawling01_Backward01 [RM]
121. HumanF@Prone01_Bazooka_Crawling01_Forward01
122. HumanF@Prone01_Bazooka_Crawling01_Forward01 [RM]
123. HumanF@Prone01_Bazooka_Idle01
124. HumanF@Prone01_Bazooka_Reload01
125. HumanF@Prone01_Bazooka_ThrowGrenade01_L
126. HumanF@Prone01_Crawling01_Backward01
127. HumanF@Prone01_Crawling01_Backward01 [RM]
128. HumanF@Prone01_Crawling01_Forward01
129. HumanF@Prone01_Crawling01_Forward01 [RM]
130. HumanF@Prone01_Damage01
131. HumanF@Prone01_Death01
132. HumanF@Prone01_DualGun_Aim01

133. HumanF@Prone01_DualGun_Aim01_Shoot01
134. HumanF@Prone01_DualGun_Aim01_Shoot02
135. HumanF@Prone01_DualGun_Aim01_Shoot03
136. HumanF@Prone01_DualGun_Reload01
137. HumanF@Prone01_Gun_Aim01
138. HumanF@Prone01_Gun_Aim01_Shoot01
139. HumanF@Prone01_Gun_Aim01_Shoot02
140. HumanF@Prone01_Gun_Aim01_Shoot03
141. HumanF@Prone01_Gun_Aim02
142. HumanF@Prone01_Gun_Aim02_Shoot01
143. HumanF@Prone01_Gun_Aim02_Shoot02
144. HumanF@Prone01_Gun_Aim02_Shoot03
145. HumanF@Prone01_Gun_Reload01
146. HumanF@Prone01_Gun_Reload02
147. HumanF@Prone01_Idle01
148. HumanF@Prone01_Rifle_Aim01
149. HumanF@Prone01_Rifle_Aim01_Shoot01
150. HumanF@Prone01_Rifle_Aim01_Shoot02
151. HumanF@Prone01_Rifle_Aim01_Shoot03
152. HumanF@Prone01_Rifle_Crawling01_Backward01
153. HumanF@Prone01_Rifle_Crawling01_Backward01 [RM]
154. HumanF@Prone01_Rifle_Crawling01_Forward01
155. HumanF@Prone01_Rifle_Crawling01_Forward01 [RM]
156. HumanF@Prone01_Rifle_Idle01
157. HumanF@Prone01_Rifle_Reload01
158. HumanF@Prone01_Rifle_ThrowGrenade01_L
159. HumanF@Prone01_ThrowGrenade01_L
160. HumanF@Prone01_ThrowGrenade01_R
161. HumanF@Prone01_UnsheatheGeneral01_Dual
162. HumanF@Prone01_UnsheatheGeneral01_L
163. HumanF@Prone01_UnsheatheGeneral01_R
164. HumanF@Prone01-Begin
165. HumanF@Prone01-End
166. HumanF@Rifle_Aim01
167. HumanF@Rifle_Aim01_Shoot01

168. HumanF@Rifle_Aim01_Shoot02
169. HumanF@Rifle_Aim01_Shoot03
170. HumanF@Rifle_AimPrecise01
171. HumanF@Rifle_AimPrecise01_Shoot01
172. HumanF@Rifle_AimPrecise01_Shoot02
173. HumanF@Rifle_AimPrecise01_Shoot03
174. HumanF@Rifle_Reload01
175. HumanF@Roll01
176. HumanF@Roll01 [RM]
177. HumanF@Run01_Backward
178. HumanF@Run01_Backward [RM]
179. HumanF@Run01_BackwardLeft
180. HumanF@Run01_BackwardLeft [RM]
181. HumanF@Run01_BackwardRight
182. HumanF@Run01_BackwardRight [RM]
183. HumanF@Run01_Forward
184. HumanF@Run01_Forward [RM]
185. HumanF@Run01_ForwardLeft
186. HumanF@Run01_ForwardLeft [RM]
187. HumanF@Run01_ForwardRight
188. HumanF@Run01_ForwardRight [RM]
189. HumanF@Run01_Left
190. HumanF@Run01_Left [RM]
191. HumanF@Run01_Right
192. HumanF@Run01_Right [RM]
193. HumanF@RunSlide01
194. HumanF@RunSlide01 [RM]
195. HumanF@SheatheBack01_Both
196. HumanF@SheatheBack01_L
197. HumanF@SheatheBack01_R
198. HumanF@SheatheHips01_Both
199. HumanF@SheatheHips01_L
200. HumanF@SheatheHips01_R
201. HumanF@Sprint01_Forward
202. HumanF@Sprint01_Forward [RM]

203. HumanF@Sprint01_ForwardLeft
204. HumanF@Sprint01_ForwardLeft [RM]
205. HumanF@Sprint01_ForwardRight
206. HumanF@Sprint01_ForwardRight [RM]
207. HumanF@Sprint01_Left
208. HumanF@Sprint01_Left [RM]
209. HumanF@Sprint01_Right
210. HumanF@Sprint01_Right [RM]
211. HumanF@StrafeRun01_BackwardLeft
212. HumanF@StrafeRun01_BackwardLeft [RM]
213. HumanF@StrafeRun01_BackwardRight
214. HumanF@StrafeRun01_BackwardRight [RM]
215. HumanF@StrafeRun01_ForwardLeft
216. HumanF@StrafeRun01_ForwardLeft [RM]
217. HumanF@StrafeRun01_ForwardRight
218. HumanF@StrafeRun01_ForwardRight [RM]
219. HumanF@StrafeRun01_Left
220. HumanF@StrafeRun01_Left [RM]
221. HumanF@StrafeRun01_Right
222. HumanF@StrafeRun01_Right [RM]
223. HumanF@StrafeWalk01_BackwardLeft
224. HumanF@StrafeWalk01_BackwardLeft [RM]
225. HumanF@StrafeWalk01_BackwardRight
226. HumanF@StrafeWalk01_BackwardRight [RM]
227. HumanF@StrafeWalk01_ForwardLeft
228. HumanF@StrafeWalk01_ForwardLeft [RM]
229. HumanF@StrafeWalk01_ForwardRight
230. HumanF@StrafeWalk01_ForwardRight [RM]
231. HumanF@StrafeWalk01_Left
232. HumanF@StrafeWalk01_Left [RM]
233. HumanF@StrafeWalk01_Right
234. HumanF@StrafeWalk01_Right [RM]
235. HumanF@ThrowGrenade01_L
236. HumanF@ThrowGrenade01_R
237. HumanF@ThrowGrenade02_L

238. HumanF@ThrowGrenade02_R
239. HumanF@Turn01_Left
240. HumanF@Turn01_Left [RM]
241. HumanF@Turn01_Right
242. HumanF@Turn01_Right [RM]
243. HumanF@UnsheatheBack01_Both
244. HumanF@UnsheatheBack01_L
245. HumanF@UnsheatheBack01_R
246. HumanF@UnsheatheGeneral01_Dual
247. HumanF@UnsheatheGeneral01_L
248. HumanF@UnsheatheGeneral01_R
249. HumanF@UnsheatheHips01_Both
250. HumanF@UnsheatheHips01_L
251. HumanF@UnsheatheHips01_R
252. HumanF@Walk01_Backward
253. HumanF@Walk01_Backward [RM]
254. HumanF@Walk01_BackwardLeft
255. HumanF@Walk01_BackwardLeft [RM]
256. HumanF@Walk01_BackwardRight
257. HumanF@Walk01_BackwardRight [RM]
258. HumanF@Walk01_Forward
259. HumanF@Walk01_Forward [RM]
260. HumanF@Walk01_ForwardLeft
261. HumanF@Walk01_ForwardLeft [RM]
262. HumanF@Walk01_ForwardRight
263. HumanF@Walk01_ForwardRight [RM]
264. HumanF@Walk01_Left
265. HumanF@Walk01_Left [RM]
266. HumanF@Walk01_Right
267. HumanF@Walk01_Right [RM]
268. HumanF@WeaponHold_AssaultRifle01
269. HumanF@WeaponHold_Bazooka01
270. HumanF@WeaponHold_Rifle01
271. HumanM@AssaultRifle_Aim01
272. HumanM@AssaultRifle_Aim01_Shoot01

273. HumanM@AssaultRifle_Aim01_Shoot02
274. HumanM@AssaultRifle_Aim01_Shoot03
275. HumanM@AssaultRifle_AimPrecise01
276. HumanM@AssaultRifle_AimPrecise01_Shoot01
277. HumanM@AssaultRifle_AimPrecise01_Shoot02
278. HumanM@AssaultRifle_AimPrecise01_Shoot03
279. HumanM@AssaultRifle_Reload01
280. HumanM@Bazooka_Aim01
281. HumanM@Bazooka_Aim01_Shoot01
282. HumanM@Bazooka_Aim01_Shoot02
283. HumanM@Bazooka_Aim01_Shoot03
284. HumanM@Bazooka_AimPrecise01
285. HumanM@Bazooka_AimPrecise01_Shoot01
286. HumanM@Bazooka_AimPrecise01_Shoot02
287. HumanM@Bazooka_AimPrecise01_Shoot03
288. HumanM@Bazooka_Reload01
289. HumanM@Crouch01_Idle
290. HumanM@Crouch01_Walk_Backward
291. HumanM@Crouch01_Walk_Backward [RM]
292. HumanM@Crouch01_Walk_BackwardLeft
293. HumanM@Crouch01_Walk_BackwardLeft [RM]
294. HumanM@Crouch01_Walk_BackwardRight
295. HumanM@Crouch01_Walk_BackwardRight [RM]
296. HumanM@Crouch01_Walk_Forward
297. HumanM@Crouch01_Walk_Forward [RM]
298. HumanM@Crouch01_Walk_ForwardLeft
299. HumanM@Crouch01_Walk_ForwardLeft [RM]
300. HumanM@Crouch01_Walk_ForwardRight
301. HumanM@Crouch01_Walk_ForwardRight [RM]
302. HumanM@Crouch01_Walk_Left
303. HumanM@Crouch01_Walk_Left [RM]
304. HumanM@Crouch01_Walk_Right
305. HumanM@Crouch01_Walk_Right [RM]
306. HumanM@CrouchStrafe01_BackwardLeft
307. HumanM@CrouchStrafe01_BackwardLeft [RM]

308. HumanM@CrouchStrafe01_BackwardRight
309. HumanM@CrouchStrafe01_BackwardRight [RM]
310. HumanM@CrouchStrafe01_ForwardLeft
311. HumanM@CrouchStrafe01_ForwardLeft [RM]
312. HumanM@CrouchStrafe01_ForwardRight
313. HumanM@CrouchStrafe01_ForwardRight [RM]
314. HumanM@CrouchStrafe01_Left
315. HumanM@CrouchStrafe01_Left [RM]
316. HumanM@CrouchStrafe01_Right
317. HumanM@CrouchStrafe01_Right [RM]
318. HumanM@Damage01
319. HumanM@Damage02
320. HumanM@Damage03
321. HumanM@Damage04
322. HumanM@Damage05
323. HumanM@Death01
324. HumanM@Death02
325. HumanM@Death03
326. HumanM@Death04
327. HumanM@Death05
328. HumanM@DualGun_Aim01
329. HumanM@DualGun_Aim01_Shoot01
330. HumanM@DualGun_Aim01_Shoot02
331. HumanM@DualGun_Aim01_Shoot03
332. HumanM@DualGun_AimPrecise02
333. HumanM@DualGun_AimPrecise02_Shoot01
334. HumanM@DualGun_AimPrecise02_Shoot02
335. HumanM@DualGun_AimPrecise02_Shoot03
336. HumanM@DualGun_Reload01
337. HumanM@Fall01
338. HumanM@Gun_Aim01
339. HumanM@Gun_Aim01_Shoot01
340. HumanM@Gun_Aim01_Shoot02
341. HumanM@Gun_Aim01_Shoot03
342. HumanM@Gun_Aim02

343. HumanM@Gun_Aim02_Shoot01
344. HumanM@Gun_Aim02_Shoot02
345. HumanM@Gun_Aim02_Shoot03
346. HumanM@Gun_AimPrecise01
347. HumanM@Gun_AimPrecise01_Shoot01
348. HumanM@Gun_AimPrecise01_Shoot02
349. HumanM@Gun_AimPrecise01_Shoot03
350. HumanM@Gun_AimPrecise02
351. HumanM@Gun_AimPrecise02_Shoot01
352. HumanM@Gun_AimPrecise02_Shoot02
353. HumanM@Gun_AimPrecise02_Shoot03
354. HumanM@Gun_Reload01
355. HumanM@Gun_Reload02
356. HumanM@Idle01
357. HumanM@Idle01_Break01
358. HumanM@Idle01-MilitaryIdle01
359. HumanM@IdleWounded01
360. HumanM@Jump01
361. HumanM@Jump01 - Begin
362. HumanM@Jump01 - Land
363. HumanM@Jump01 [RM]
364. HumanM@Jump01 [RM] - Begin
365. HumanM@Jump01 [RM] - Land
366. HumanM@MilitaryIdle01
367. HumanM@MilitaryIdle01-Idle01
368. HumanM@MilitarySalute01
369. HumanM@MilitarySalute01_AssaultRifle
370. HumanM@MilitarySalute01_Bazooka
371. HumanM@MilitarySalute01_Rifle
372. HumanM@Prone01_AssaultRifle_Aim01
373. HumanM@Prone01_AssaultRifle_Aim01_Shoot01
374. HumanM@Prone01_AssaultRifle_Aim01_Shoot02
375. HumanM@Prone01_AssaultRifle_Aim01_Shoot03
376. HumanM@Prone01_AssaultRifle_Crawling01_Backward01
377. HumanM@Prone01_AssaultRifle_Crawling01_Backward01 [RM]

378. HumanM@Prone01_AssaultRifle_Crawling01_Forward01
379. HumanM@Prone01_AssaultRifle_Crawling01_Forward01 [RM]
380. HumanM@Prone01_AssaultRifle_Idle01
381. HumanM@Prone01_AssaultRifle_Reload01
382. HumanM@Prone01_AssaultRifle_ThrowGrenade01_L
383. HumanM@Prone01_Bazooka_Aim01
384. HumanM@Prone01_Bazooka_Aim01_Shoot01
385. HumanM@Prone01_Bazooka_Aim01_Shoot02
386. HumanM@Prone01_Bazooka_Aim01_Shoot03
387. HumanM@Prone01_Bazooka_Crawling01_Backward01
388. HumanM@Prone01_Bazooka_Crawling01_Backward01 [RM]
389. HumanM@Prone01_Bazooka_Crawling01_Forward01
390. HumanM@Prone01_Bazooka_Crawling01_Forward01 [RM]
391. HumanM@Prone01_Bazooka_Idle01
392. HumanM@Prone01_Bazooka_Reload01
393. HumanM@Prone01_Bazooka_ThrowGrenade01_L
394. HumanM@Prone01_Crawling01_Backward01
395. HumanM@Prone01_Crawling01_Backward01 [RM]
396. HumanM@Prone01_Crawling01_Forward01
397. HumanM@Prone01_Crawling01_Forward01 [RM]
398. HumanM@Prone01_Damage01
399. HumanM@Prone01_Death01
400. HumanM@Prone01_DualGun_Aim01
401. HumanM@Prone01_DualGun_Aim01_Shoot01
402. HumanM@Prone01_DualGun_Aim01_Shoot02
403. HumanM@Prone01_DualGun_Aim01_Shoot03
404. HumanM@Prone01_DualGun_Reload01
405. HumanM@Prone01_Gun_Aim01
406. HumanM@Prone01_Gun_Aim01_Shoot01
407. HumanM@Prone01_Gun_Aim01_Shoot02
408. HumanM@Prone01_Gun_Aim01_Shoot03
409. HumanM@Prone01_Gun_Aim02
410. HumanM@Prone01_Gun_Aim02_Shoot01
411. HumanM@Prone01_Gun_Aim02_Shoot02
412. HumanM@Prone01_Gun_Aim02_Shoot03

413. HumanM@Prone01_Gun_Reload01
414. HumanM@Prone01_Gun_Reload02
415. HumanM@Prone01_Idle01
416. HumanM@Prone01_Rifle_Aim01
417. HumanM@Prone01_Rifle_Aim01_Shoot01
418. HumanM@Prone01_Rifle_Aim01_Shoot02
419. HumanM@Prone01_Rifle_Aim01_Shoot03
420. HumanM@Prone01_Rifle_Crawling01_Backward01
421. HumanM@Prone01_Rifle_Crawling01_Backward01 [RM]
422. HumanM@Prone01_Rifle_Crawling01_Forward01
423. HumanM@Prone01_Rifle_Crawling01_Forward01 [RM]
424. HumanM@Prone01_Rifle_Idle01
425. HumanM@Prone01_Rifle_Reload01
426. HumanM@Prone01_Rifle_ThrowGrenade01_L
427. HumanM@Prone01_ThrowGrenade01_L
428. HumanM@Prone01_ThrowGrenade01_R
429. HumanM@Prone01_UnsheatheGeneral01_Dual
430. HumanM@Prone01_UnsheatheGeneral01_L
431. HumanM@Prone01_UnsheatheGeneral01_R
432. HumanM@Prone01-Begin
433. HumanM@Prone01-End
434. HumanM@Rifle_Aim01
435. HumanM@Rifle_Aim01_Shoot01
436. HumanM@Rifle_Aim01_Shoot02
437. HumanM@Rifle_Aim01_Shoot03
438. HumanM@Rifle_AimPrecise01
439. HumanM@Rifle_AimPrecise01_Shoot01
440. HumanM@Rifle_AimPrecise01_Shoot02
441. HumanM@Rifle_AimPrecise01_Shoot03
442. HumanM@Rifle_Reload01
443. HumanM@Roll01
444. HumanM@Roll01 [RM]
445. HumanM@Run01_Backward
446. HumanM@Run01_Backward [RM]
447. HumanM@Run01_BackwardLeft

448. HumanM@Run01_BackwardLeft [RM]
449. HumanM@Run01_BackwardRight
450. HumanM@Run01_BackwardRight [RM]
451. HumanM@Run01_Forward
452. HumanM@Run01_Forward [RM]
453. HumanM@Run01_ForwardLeft
454. HumanM@Run01_ForwardLeft [RM]
455. HumanM@Run01_ForwardRight
456. HumanM@Run01_ForwardRight [RM]
457. HumanM@Run01_Left
458. HumanM@Run01_Left [RM]
459. HumanM@Run01_Right
460. HumanM@Run01_Right [RM]
461. HumanM@RunSlide01
462. HumanM@RunSlide01 [RM]
463. HumanM@SheatheBack01_Both
464. HumanM@SheatheBack01_L
465. HumanM@SheatheBack01_R
466. HumanM@SheatheHips01_Both
467. HumanM@SheatheHips01_L
468. HumanM@SheatheHips01_R
469. HumanM@Sprint01_Forward
470. HumanM@Sprint01_Forward [RM]
471. HumanM@Sprint01_ForwardLeft
472. HumanM@Sprint01_ForwardLeft [RM]
473. HumanM@Sprint01_ForwardRight
474. HumanM@Sprint01_ForwardRight [RM]
475. HumanM@Sprint01_Left
476. HumanM@Sprint01_Left [RM]
477. HumanM@Sprint01_Right
478. HumanM@Sprint01_Right [RM]
479. HumanM@StrafeRun01_BackwardLeft
480. HumanM@StrafeRun01_BackwardLeft [RM]
481. HumanM@StrafeRun01_BackwardRight
482. HumanM@StrafeRun01_BackwardRight [RM]

483. HumanM@StrafeRun01_ForwardLeft
484. HumanM@StrafeRun01_ForwardLeft [RM]
485. HumanM@StrafeRun01_ForwardRight
486. HumanM@StrafeRun01_ForwardRight [RM]
487. HumanM@StrafeRun01_Left
488. HumanM@StrafeRun01_Left [RM]
489. HumanM@StrafeRun01_Right
490. HumanM@StrafeRun01_Right [RM]
491. HumanM@StrafeWalk01_BackwardLeft
492. HumanM@StrafeWalk01_BackwardLeft [RM]
493. HumanM@StrafeWalk01_BackwardRight
494. HumanM@StrafeWalk01_BackwardRight [RM]
495. HumanM@StrafeWalk01_ForwardLeft
496. HumanM@StrafeWalk01_ForwardLeft [RM]
497. HumanM@StrafeWalk01_ForwardRight
498. HumanM@StrafeWalk01_ForwardRight [RM]
499. HumanM@StrafeWalk01_Left
500. HumanM@StrafeWalk01_Left [RM]
501. HumanM@StrafeWalk01_Right
502. HumanM@StrafeWalk01_Right [RM]
503. HumanM@ThrowGrenade01_L
504. HumanM@ThrowGrenade01_R
505. HumanM@ThrowGrenade02_L
506. HumanM@ThrowGrenade02_R
507. HumanM@Turn01_Left
508. HumanM@Turn01_Left [RM]
509. HumanM@Turn01_Right
510. HumanM@Turn01_Right [RM]
511. HumanM@UnsheatheBack01_Both
512. HumanM@UnsheatheBack01_L
513. HumanM@UnsheatheBack01_R
514. HumanM@UnsheatheGeneral01_Dual
515. HumanM@UnsheatheGeneral01_L
516. HumanM@UnsheatheGeneral01_R
517. HumanM@UnsheatheHips01_Both

518. HumanM@UnsheatheHips01_L
519. HumanM@UnsheatheHips01_R
520. HumanM@Walk01_Backward
521. HumanM@Walk01_Backward [RM]
522. HumanM@Walk01_BackwardLeft
523. HumanM@Walk01_BackwardLeft [RM]
524. HumanM@Walk01_BackwardRight
525. HumanM@Walk01_BackwardRight [RM]
526. HumanM@Walk01_Forward
527. HumanM@Walk01_Forward [RM]
528. HumanM@Walk01_ForwardLeft
529. HumanM@Walk01_ForwardLeft [RM]
530. HumanM@Walk01_ForwardRight
531. HumanM@Walk01_ForwardRight [RM]
532. HumanM@Walk01_Left
533. HumanM@Walk01_Left [RM]
534. HumanM@Walk01_Right
535. HumanM@Walk01_Right [RM]
536. HumanM@WeaponHold_AssaultRifle01
537. HumanM@WeaponHold_Bazooka01
538. HumanM@WeaponHold_Rifle01

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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