



## Human Melee Animations 2.1

### **Total animation files: 310**

1. Human@HandsClosed01
2. Human@ObjectGripHands01
3. HumanF@Attack1H01\_L
4. HumanF@Attack1H01\_R
5. HumanF@Attack1H02\_L
6. HumanF@Attack1H02\_R
7. HumanF@Attack1H03\_L
8. HumanF@Attack1H03\_R
9. HumanF@Attack1H04\_L
10. HumanF@Attack1H04\_R
11. HumanF@Attack1H05\_L
12. HumanF@Attack1H05\_R
13. HumanF@Attack2H01
14. HumanF@Attack2H02
15. HumanF@Attack2H03
16. HumanF@Attack2H04
17. HumanF@AttackDW01
18. HumanF@AttackDW02
19. HumanF@AttackKick01\_L
20. HumanF@AttackKick01\_R
21. HumanF@AttackKick02\_L
22. HumanF@AttackKick02\_R
23. HumanF@AttackPolearm01
24. HumanF@AttackPolearm02
25. HumanF@AttackPolearm03
26. HumanF@AttackPolearm04
27. HumanF@AttackPunch01\_L

28. HumanF@AttackPunch01\_R  
29. HumanF@AttackPunch02\_L  
30. HumanF@AttackPunch02\_R  
31. HumanF@AttackPunch03\_L  
32. HumanF@AttackPunch03\_R  
33. HumanF@AttackShield01  
34. HumanF@AttackShield02  
35. HumanF@BlockShield01 - Hit  
36. HumanF@BlockShield01 - Loop  
37. HumanF@CombatDamage01  
38. HumanF@CombatDamage02  
39. HumanF@CombatDeath01  
40. HumanF@CombatDeath02  
41. HumanF@CombatDeath03  
42. HumanF@CombatDeath04  
43. HumanF@CombatEnter1H01  
44. HumanF@CombatEnter2H01  
45. HumanF@CombatEnterPolearm01  
46. HumanF@CombatExit1H01  
47. HumanF@CombatExit2H01  
48. HumanF@CombatExitPolearm01  
49. HumanF@CombatIdle01  
50. HumanF@CombatIdle1H01  
51. HumanF@CombatIdle2H01  
52. HumanF@CombatIdlePolearm01  
53. HumanF@Death01  
54. HumanF@Death02  
55. HumanF@Dodge01  
56. HumanF@Idle01  
57. HumanF@IdleWounded01  
58. HumanF@ObjectGripShoulder01\_L  
59. HumanF@ObjectGripShoulder01\_R  
60. HumanF@ObjectGripShoulder02\_L  
61. HumanF@ObjectGripShoulder02\_R  
62. HumanF@Parry1H01\_L - Hit

63. HumanF@Parry1H01\_L - Loop
64. HumanF@Parry1H01\_R - Hit
65. HumanF@Parry1H01\_R - Loop
66. HumanF@Parry2H01 - Hit
67. HumanF@Parry2H01 - Loop
68. HumanF@ParryDW01 - Hit
69. HumanF@ParryDW01 - Loop
70. HumanF@ParryPolearm01 - Hit
71. HumanF@ParryPolearm01 - Loop
72. HumanF@Run01\_Backward
73. HumanF@Run01\_Backward [RM]
74. HumanF@Run01\_BackwardLeft
75. HumanF@Run01\_BackwardLeft [RM]
76. HumanF@Run01\_BackwardRight
77. HumanF@Run01\_BackwardRight [RM]
78. HumanF@Run01\_Forward
79. HumanF@Run01\_Forward [RM]
80. HumanF@Run01\_ForwardLeft
81. HumanF@Run01\_ForwardLeft [RM]
82. HumanF@Run01\_ForwardRight
83. HumanF@Run01\_ForwardRight [RM]
84. HumanF@Run01\_Left
85. HumanF@Run01\_Left [RM]
86. HumanF@Run01\_Right
87. HumanF@Run01\_Right [RM]
88. HumanF@SheatheBack01\_Both
89. HumanF@SheatheBack01\_L
90. HumanF@SheatheBack01\_R
91. HumanF@SheatheHips01\_Both
92. HumanF@SheatheHips01\_L
93. HumanF@SheatheHips01\_R
94. HumanF@Sprint01\_Forward
95. HumanF@Sprint01\_Forward [RM]
96. HumanF@Sprint01\_ForwardLeft
97. HumanF@Sprint01\_ForwardLeft [RM]

98. HumanF@Sprint01\_ForwardRight
99. HumanF@Sprint01\_ForwardRight [RM]
100. HumanF@Sprint01\_Left
101. HumanF@Sprint01\_Left [RM]
102. HumanF@Sprint01\_Right
103. HumanF@Sprint01\_Right [RM]
104. HumanF@StrafeRun01\_BackwardLeft
105. HumanF@StrafeRun01\_BackwardLeft [RM]
106. HumanF@StrafeRun01\_BackwardRight
107. HumanF@StrafeRun01\_BackwardRight [RM]
108. HumanF@StrafeRun01\_ForwardLeft
109. HumanF@StrafeRun01\_ForwardLeft [RM]
110. HumanF@StrafeRun01\_ForwardRight
111. HumanF@StrafeRun01\_ForwardRight [RM]
112. HumanF@StrafeRun01\_Left
113. HumanF@StrafeRun01\_Left [RM]
114. HumanF@StrafeRun01\_Right
115. HumanF@StrafeRun01\_Right [RM]
116. HumanF@StrafeWalk01\_BackwardLeft
117. HumanF@StrafeWalk01\_BackwardLeft [RM]
118. HumanF@StrafeWalk01\_BackwardRight
119. HumanF@StrafeWalk01\_BackwardRight [RM]
120. HumanF@StrafeWalk01\_ForwardLeft
121. HumanF@StrafeWalk01\_ForwardLeft [RM]
122. HumanF@StrafeWalk01\_ForwardRight
123. HumanF@StrafeWalk01\_ForwardRight [RM]
124. HumanF@StrafeWalk01\_Left
125. HumanF@StrafeWalk01\_Left [RM]
126. HumanF@StrafeWalk01\_Right
127. HumanF@StrafeWalk01\_Right [RM]
128. HumanF@Stun01
129. HumanF@Turn01\_Left
130. HumanF@Turn01\_Left [RM]
131. HumanF@Turn01\_Right
132. HumanF@Turn01\_Right [RM]

133. HumanF@UnsheatheBack01\_Both
134. HumanF@UnsheatheBack01\_L
135. HumanF@UnsheatheBack01\_R
136. HumanF@UnsheatheHips01\_Both
137. HumanF@UnsheatheHips01\_L
138. HumanF@UnsheatheHips01\_R
139. HumanF@Walk01\_Backward
140. HumanF@Walk01\_Backward [RM]
141. HumanF@Walk01\_BackwardLeft
142. HumanF@Walk01\_BackwardLeft [RM]
143. HumanF@Walk01\_BackwardRight
144. HumanF@Walk01\_BackwardRight [RM]
145. HumanF@Walk01\_Forward
146. HumanF@Walk01\_Forward [RM]
147. HumanF@Walk01\_ForwardLeft
148. HumanF@Walk01\_ForwardLeft [RM]
149. HumanF@Walk01\_ForwardRight
150. HumanF@Walk01\_ForwardRight [RM]
151. HumanF@Walk01\_Left
152. HumanF@Walk01\_Left [RM]
153. HumanF@Walk01\_Right
154. HumanF@Walk01\_Right [RM]
155. HumanF@WeaponHold2H01
156. HumanF@WeaponHoldPolearm01
157. HumanM@Attack1H01\_L
158. HumanM@Attack1H01\_R
159. HumanM@Attack1H02\_L
160. HumanM@Attack1H02\_R
161. HumanM@Attack1H03\_L
162. HumanM@Attack1H03\_R
163. HumanM@Attack1H04\_L
164. HumanM@Attack1H04\_R
165. HumanM@Attack1H05\_L
166. HumanM@Attack1H05\_R
167. HumanM@Attack2H01

168. HumanM@Attack2H02
169. HumanM@Attack2H03
170. HumanM@Attack2H04
171. HumanM@AttackDW01
172. HumanM@AttackDW02
173. HumanM@AttackKick01\_L
174. HumanM@AttackKick01\_R
175. HumanM@AttackKick02\_L
176. HumanM@AttackKick02\_R
177. HumanM@AttackPolearm01
178. HumanM@AttackPolearm02
179. HumanM@AttackPolearm03
180. HumanM@AttackPolearm04
181. HumanM@AttackPunch01\_L
182. HumanM@AttackPunch01\_R
183. HumanM@AttackPunch02\_L
184. HumanM@AttackPunch02\_R
185. HumanM@AttackPunch03\_L
186. HumanM@AttackPunch03\_R
187. HumanM@AttackShield01
188. HumanM@AttackShield02
189. HumanM@BlockShield01 - Hit
190. HumanM@BlockShield01 - Loop
191. HumanM@CombatDamage01
192. HumanM@CombatDamage02
193. HumanM@CombatDeath01
194. HumanM@CombatDeath02
195. HumanM@CombatDeath03
196. HumanM@CombatDeath04
197. HumanM@CombatEnter1H01
198. HumanM@CombatEnter2H01
199. HumanM@CombatEnterPolearm01
200. HumanM@CombatExit1H01
201. HumanM@CombatExit2H01
202. HumanM@CombatExitPolearm01

203. HumanM@CombatIdle01
204. HumanM@CombatIdle1H01
205. HumanM@CombatIdle2H01
206. HumanM@CombatIdlePolearm01
207. HumanM@Death01
208. HumanM@Death02
209. HumanM@Dodge01
210. HumanM@Idle01
211. HumanM@IdleWounded01
212. HumanM@ObjectGripShoulder01\_L
213. HumanM@ObjectGripShoulder01\_R
214. HumanM@ObjectGripShoulder02\_L
215. HumanM@ObjectGripShoulder02\_R
216. HumanM@Parry1H01\_L - Hit
217. HumanM@Parry1H01\_L - Loop
218. HumanM@Parry1H01\_R - Hit
219. HumanM@Parry1H01\_R - Loop
220. HumanM@Parry2H01 - Hit
221. HumanM@Parry2H01 - Loop
222. HumanM@ParryDW01 - Hit
223. HumanM@ParryDW01 - Loop
224. HumanM@ParryPolearm01 - Hit
225. HumanM@ParryPolearm01 - Loop
226. HumanM@Run01\_Backward
227. HumanM@Run01\_Backward [RM]
228. HumanM@Run01\_BackwardLeft
229. HumanM@Run01\_BackwardLeft [RM]
230. HumanM@Run01\_BackwardRight
231. HumanM@Run01\_BackwardRight [RM]
232. HumanM@Run01\_Forward
233. HumanM@Run01\_Forward [RM]
234. HumanM@Run01\_ForwardLeft
235. HumanM@Run01\_ForwardLeft [RM]
236. HumanM@Run01\_ForwardRight
237. HumanM@Run01\_ForwardRight [RM]

238. HumanM@Run01\_Left
239. HumanM@Run01\_Left [RM]
240. HumanM@Run01\_Right
241. HumanM@Run01\_Right [RM]
242. HumanM@SheatheBack01\_Both
243. HumanM@SheatheBack01\_L
244. HumanM@SheatheBack01\_R
245. HumanM@SheatheHips01\_Both
246. HumanM@SheatheHips01\_L
247. HumanM@SheatheHips01\_R
248. HumanM@Sprint01\_Forward
249. HumanM@Sprint01\_Forward [RM]
250. HumanM@Sprint01\_ForwardLeft
251. HumanM@Sprint01\_ForwardLeft [RM]
252. HumanM@Sprint01\_ForwardRight
253. HumanM@Sprint01\_ForwardRight [RM]
254. HumanM@Sprint01\_Left
255. HumanM@Sprint01\_Left [RM]
256. HumanM@Sprint01\_Right
257. HumanM@Sprint01\_Right [RM]
258. HumanM@StrafeRun01\_BackwardLeft
259. HumanM@StrafeRun01\_BackwardLeft [RM]
260. HumanM@StrafeRun01\_BackwardRight
261. HumanM@StrafeRun01\_BackwardRight [RM]
262. HumanM@StrafeRun01\_ForwardLeft
263. HumanM@StrafeRun01\_ForwardLeft [RM]
264. HumanM@StrafeRun01\_ForwardRight
265. HumanM@StrafeRun01\_ForwardRight [RM]
266. HumanM@StrafeRun01\_Left
267. HumanM@StrafeRun01\_Left [RM]
268. HumanM@StrafeRun01\_Right
269. HumanM@StrafeRun01\_Right [RM]
270. HumanM@StrafeWalk01\_BackwardLeft
271. HumanM@StrafeWalk01\_BackwardLeft [RM]
272. HumanM@StrafeWalk01\_BackwardRight

273. HumanM@StrafeWalk01\_BackwardRight [RM]
274. HumanM@StrafeWalk01\_ForwardLeft
275. HumanM@StrafeWalk01\_ForwardLeft [RM]
276. HumanM@StrafeWalk01\_ForwardRight
277. HumanM@StrafeWalk01\_ForwardRight [RM]
278. HumanM@StrafeWalk01\_Left
279. HumanM@StrafeWalk01\_Left [RM]
280. HumanM@StrafeWalk01\_Right
281. HumanM@StrafeWalk01\_Right [RM]
282. HumanM@Stun01
283. HumanM@Turn01\_Left
284. HumanM@Turn01\_Left [RM]
285. HumanM@Turn01\_Right
286. HumanM@Turn01\_Right [RM]
287. HumanM@UnsheatheBack01\_Both
288. HumanM@UnsheatheBack01\_L
289. HumanM@UnsheatheBack01\_R
290. HumanM@UnsheatheHips01\_Both
291. HumanM@UnsheatheHips01\_L
292. HumanM@UnsheatheHips01\_R
293. HumanM@Walk01\_Backward
294. HumanM@Walk01\_Backward [RM]
295. HumanM@Walk01\_BackwardLeft
296. HumanM@Walk01\_BackwardLeft [RM]
297. HumanM@Walk01\_BackwardRight
298. HumanM@Walk01\_BackwardRight [RM]
299. HumanM@Walk01\_Forward
300. HumanM@Walk01\_Forward [RM]
301. HumanM@Walk01\_ForwardLeft
302. HumanM@Walk01\_ForwardLeft [RM]
303. HumanM@Walk01\_ForwardRight
304. HumanM@Walk01\_ForwardRight [RM]
305. HumanM@Walk01\_Left
306. HumanM@Walk01\_Left [RM]
307. HumanM@Walk01\_Right

- 308. HumanM@Walk01\_Right [RM]
- 309. HumanM@WeaponHold2H01
- 310. HumanM@WeaponHoldPolearm01

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.

### **1H Animations (1 Handed)**

Examples:

- HumanF@Attack1H01\_R
- HumanF@CombatIdle1H

Animations using one hand weapon. For dual wield, one handed only or one handed with shield.

### **DW Animations (Dual Wield)**

Examples:

- HumanM@AttackDW01
- HumanF@ParryDW01 - Loop

Animations using one hand weapon in each hand at the same time. For dual wield only.

### **2H Animations (2 Handed)**

Examples:

- HumanF@Attack2H01
- HumanM@CombatEnter2H01

Animations using two-handed weapons like greatswords, big axes or big hammers or clubs. Some of them can be combined with Masked Poses to make the character hold the weapon on shoulder for example.

### **Polearm Animations**

Examples:

- HumanF@AttackPolearm01
- HumanM@ParryPolearm01 - Loop

Animations using long two-handed weapons like polearms, spears or staves. Some of them can be combined with Masked Poses to make the character hold the weapon on shoulder for example.

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