Documentation

**Models**

<https://www.creativebloq.com/advice/sculpt-in-blender#:~:text=How%20to%20speed%20sculpt%20in%20Blender%202.80%201,blocky%20in%20most%20areas.%20...%20Meer%20items...%20>

Sculpting tutorial, website on which tools are available and how to use them.

<https://www.bing.com/videos/search?q=how+to+animate+in+blender&docid=608019085691521544&mid=85A4782788269273C0F085A4782788269273C0F0&view=detail&FORM=VIRE>

Extended blender animation tutoriall (examples moving block/moving character)

<https://www.youtube.com/watch?v=QMrqtgZRWco>

Blender tutorial on how to create animation loops (example helicopter rotors)

<https://www.bing.com/videos/search?q=how+to+add+bones+to+a+model+blender&docid=608007880154613384&mid=557726322C68D6C907A0557726322C68D6C907A0&view=detail&FORM=VIRE>

How to add an armature to your model

<https://www.bing.com/videos/search?q=how+to+make+a+character+in+blender&docid=607997920154289364&mid=00E712E7C9A1DAB2F80800E712E7C9A1DAB2F808&view=detail&FORM=VIRE>

How to create a character (via blender)

**Unity (physics)**

Constant speed.zip: <https://www.youtube.com/watch?v=D0lx90n0s-4>

<https://answers.unity.com/questions/7555/how-do-i-call-a-function-in-another-gameobjects-sc.html>

Unity roll-a-ball tutorial: <https://learn.unity.com/project/roll-a-ball?uv=2019.4>

Platformer tutorial: <https://www.youtube.com/watch?v=h2d9Wc3Hhi0&list=PLiyfvmtjWC_V_H-VMGGAZi7n5E0gyhc37>

Shooting projectiles: <https://www.youtube.com/watch?v=DEtZUeVY9qk&t=3s>

**Miscellaneous**