Master List of all relevant links that have been shared

**Animation**

* [The Animator’s Survival Kit](https://archive.org/details/TheAnimatorsSurvivalKitRichardWilliams)

**Game Development**

* [How to publish to Microsoft store](https://www.youtube.com/watch?v=TbUs_ruEQ7A)

# [Order of execution for event functions](https://docs.unity3d.com/Manual/ExecutionOrder.html)

* [Monobehaviour](https://docs.unity3d.com/ScriptReference/MonoBehaviour.html)

**Git**

* [GIT Downloads](https://git-scm.com/download/)
* [GIT LFS](https://git-lfs.com/)

**Houdini**

* [Houdini Isn’t Scary (Nine Between)](https://www.youtube.com/watch?v=Tsv8UGqDibc&list=PLhyeWJ40aDkUDHDOhZQ2UkCfNiQj7hS5W)

**Maya**

* [Maya Python Commands reference](https://help.autodesk.com/view/MAYAUL/2024/ENU/?guid=__CommandsPython_index_html)
* [Loading Substance Materials Into Maya](https://helpx.adobe.com/substance-3d-integrations/3d-applications/maya/substance-in-maya-overview.html)
* [How To Remove Noise From Renders In Arnold](https://www.youtube.com/watch?v=Bf1ay7evekY)
* [IES Library (Lighting)](https://ieslibrary.com/)

**Topology**

* [5 Topology Tips (JL Mussi)](https://www.youtube.com/watch?v=zV3mhvWpppM)
* [Face Topology](http://wiki.polycount.com/wiki/FaceTopology)

**Rigging**

* [Set Keyframes every 30 Seconds Script](https://github.com/LordTelum/Rigging_Tools/blob/main/Maya/Set%20keyframes.py)

**Substance**

* [**Adobe Substance assets (Paid and Free)**](https://substance3d.adobe.com/assets/allassets?assetType=substanceMaterial&assetType=substanceAtlas&assetType=substanceDecal)
* [**Adobe Substance Community Assets (Free)**](https://substance3d.adobe.com/community-assets?assetType=substanceMaterial)
* [**Polyhaven (HDRIs, Textures, Models)**](https://polyhaven.com/)

**Unity**

* [Anthony’s Tools](https://github.com/anthonyromrell/ArtisanDream.Tools)
* [Pirate Software’s Website](https://develop.games/)

**Unreal**

* [Unreal Engine for Unity Developers](https://dev.epicgames.com/documentation/en-us/unreal-engine/unreal-engine-for-unity-developers?application_version=5.3)

**ZBrush**

* [Animal References](https://x6ud.github.io/#/)
* [MorphoSource](https://www.morphosource.org/)
* [Posing Characters in ZBrush (FlippedNormals)](https://www.youtube.com/watch?v=oJKIOWMjB20)
* [Character References](https://characterdesignreferences.com/visual-library-2/)
* [Essential Shortcuts for Working In ZBrush](https://www.domestika.org/en/blog/4911-essential-shortcuts-for-working-in-zbrush)

**Other Links:**

* [Bryce’s shared books](https://drive.google.com/drive/folders/1x69QWXqznjSZlB-bNujJD6BXYxfH3dWZ)

Contributors: Brandon, Bryce, Craig, Kaitlyn, Lore, Spencer, Theta