Section 3: Video 3: Rotating Objects using Quaternions:

<https://www.gamedeveloper.com/latest-news>

Section 3: Video 4: Maths - Conversion Quaternion to Euler

<https://www.euclideanspace.com/maths/geometry/rotations/conversions/quaternionToEuler/>

Section 3: Video 4: Quaternion to Euler angles algorithm

<https://stackoverflow.com/questions/11492299/quaternion-to-euler-angles-algorithm-how-to-convert-to-y-up-and-between-ha/11505219>

Section 3: Video 5: Input.GetMouseButtonUp

<https://docs.unity3d.com/ScriptReference/Input.GetMouseButtonUp.html>

Section 3: Video 9: Mixamo:

<https://www.mixamo.com/#/>

Section 3: Video 9: Holistic 3D

<https://www.youtube.com/c/holistic3d>