Section 9: Video 1: Lighting:

<https://docs.unity3d.com/Manual/LightingOverview.html>

Section 9: Video 3: Unity Particle Systems:

<https://docs.unity3d.com/Manual/class-ParticleSystem.html>

Section 9: Video 3: Brackeys – Particle Systems

<https://youtu.be/FEA1wTMJAR0?si=jdOnmkHLXYgL3ike>

Section 9: Video 8: FreeSound:

<https://freesound.org/>

Section 9: Video 8: Using Sound in Video Games:

<https://www.gamesindustry.biz/eight-ways-to-use-sound-in-video-games>

Section 9: Video 11: Post-processing Overview:

<https://docs.unity3d.com/2019.3/Documentation/Manual/PostProcessingOverview.html>

Section 9: Video 11: Ambient Occlusion:

<https://docs.unity3d.com/Packages/com.unity.postprocessing@2.3/manual/Ambient-Occlusion.html>

Section 9: Video 13: dafont.com

<https://www.dafont.com/>