Help from:   
VRoid Studio (anime character creator did not download any models used base without clothes)

<https://vroid.pixiv.help/hc/en-us/articles/900005965706-How-to-edit-hair-color-and-texture-material> for hair.

ReForge Mode (youtube) for his tutorial on plugins/importing

Mixamo animations for most of this

Blender for adding thumbs to ADS/HipFire to fix hands

Unity

Sound:

* <https://www.youtube.com/shorts/ZvZmiCG_Ql0/>
* <https://drive.google.com/file/d/1Tm7oFrICnoZPj225xu8il9tyP9q-FrHy/view/>

Ignore Blender Help that was for a previous anime girl (head went terribly wrong)

The image in question:

A computer screen shot of a cartoon head

AI-generated content may be incorrect.  
Ctrl+shift+T drags in all materials from adobe substance painter

Shift+N flips face.

More to be added…