# Suggested Resources Page

<https://marmoset.co/posts/basic-theory-of-physically-based-rendering/>

<https://blog.teamtreehouse.com/beginners-guide-physically-based-rendering-unity>

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

#### **Book of the dead**

<https://www.youtube.com/watch?time_continue=1&v=DDsRfbfnC_A>

#### **Adam**

<https://www.youtube.com/watch?time_continue=1&v=GXI0l3yqBrA>