"Breathing, Tremolo, A.wav" by InspectorJ ([www.jshaw.co.uk](http://www.jshaw.co.uk/)) of [Freesound.org](http://freesound.org/) :

<https://freesound.org/people/InspectorJ/sounds/416076/>

\*\*I did some pitch/speed changes to make it sound like a deep breath in before a loud roar

"Footsteps, Stones, A.wav" by InspectorJ ([www.jshaw.co.uk](http://www.jshaw.co.uk/)) of [Freesound.org](http://freesound.org/) :

<https://freesound.org/people/InspectorJ/sounds/345560/>

\*\*I isolated a single step, used it for running/walking loop sound

“Cloverfield Roar.wav” by icyjim :

<https://freesound.org/people/icyjim/sounds/476083/>

\*\*I did some pitch/speed changes to make it fit the minotaur better, I also reduced the volume…a lot

“Heavy Breathing.wav” by Under7dude :

<https://freesound.org/people/Under7dude/sounds/163383/>

\*\*I did some changes to make the sample loop-able

Bird Up Sound Effects by TerminalMontage and/or Eric Andre Show :

“Rigged and Animated Minotaur” by MariyaM15 :

<https://www.turbosquid.com/FullPreview/Index.cfm/ID/1044341>

“Hands Model” by Bobeer01 :

<https://www.turbosquid.com/FullPreview/Index.cfm/ID/1230153>

\*\*I did all of the animations for the hands model