Sources

VRTK: <https://github.com/ExtendRealityLtd/VRTK>

Steam Audio: <https://valvesoftware.github.io/steam-audio/downloads.html>

Kenney Nature Kit: <https://www.kenney.nl/assets/nature-kit>

Kenney Particle Effects: <https://www.kenney.nl/assets/particle-pack>

Fire SFX: <https://opengameart.org/content/items-door-fire-weapon-hits>

River SFX: <https://opengameart.org/content/stream-sounds>

Crickets SFX: <https://opengameart.org/content/cricket-sounds>

Leaves SFX: <https://freesound.org/people/o_ciz/sounds/475448/>

Owl Sounds: <https://freesound.org/people/tim.kahn/sounds/338908/>