

**Tutorials related to film development in Unity**

Unity for Artists: <https://unity3d.com/learn/tutorials/s/unity-artists>

**Additional Tools**

Cinemachine - <https://www.assetstore.unity3d.com/en/#!/content/79898>

New Post Processing - <https://github.com/Unity-Technologies/PostProcessing>

Oculus Utilites -<https://developer.oculus.com/documentation/unity/latest/concepts/unity-utilities-overview/#unity-utilities-overview>

**Performance Guidelines**

Oculus best practices - <https://developer.oculus.com/documentation/unity/latest/concepts/unity-best-practices-intro/>

Best practices content - <https://unity3d.com/learn/tutorials/topics/unity-artists/best-practices?playlist=48370>

Diagnosing problems and using profiling tools - <https://unity3d.com/learn/tutorials/topics/performance-optimization>

**Additional Unity Tutorials**

Animation - <https://unity3d.com/learn/tutorials/s/animation>

Writing Shaders - <https://unity3d.com/learn/tutorials/topics/graphics/session-introduction?playlist=17102>

Audio - <https://unity3d.com/learn/tutorials/s/audio>

<http://blog.theknightsofunity.com/wrong-import-settings-killing-unity-game-part-2/>

**Source Control**

Git lab- <https://about.gitlab.com>

Git hub - <https://github.com>

Subversion - <https://tortoisesvn.net>