

COMPUTER SCIENCE

VR Technologies in Cultural Heritage

<https://doi.org/10.1007/978-3-030-05819-7>

Authour : Mihai Duguleană, Marcello Carrozzino, Matjaž Gams, Iulian Tanea
Publisher : Springer Cham
Year : 2018
ISBN : 978-3-030-05819-7