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## Publication details

Game Engine Support for Terrain Rendering in Architectural Design (2004)

Kelly Yang, Burkhard C. Wuensche and Richard J. Lobb

Game Engine Support for Terrain Rendering in Architectural Design, Kelly Yang, Burkhard C. Wuensche and Richard J. Lobb, Proceedings of IVCNZ '04, Akaroa, New Zealand, 21-23 November 2004, pp. 321-326. Download:

http://www.cs.auckland.ac.nz/~burkhard/Publications/IVCNZ04\_YangWuenscheLobb.pdf

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Submitted by Burkhard Claus Wuensche: Other Publications | Profile

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