

DAFTAR PUSTAKA

Blackman. (2011). *Beginning 3D Game Development with Unity. Apres.*

Ardaiz, Oscar, et al. "Interactions with Digital Mountains: Tangible, Immersive and Touch Interactive Virtual Reality." *Companion Proceedings of the 2020 Conference on Interactive Surfaces and Spaces*. 2020.

Ardaiz, Oscar, Asier Marzo, Ruben Baztan, and Iñigo Ezcurdia. "Interactions with Digital Mountains: Tangible, Immersive and Touch Interactive Virtual Reality." In *Companion Proceedings of the 2020 Conference on Interactive Surfaces and Spaces*, pp. 19-21. 2020.

Ardaiz Villanueva, Óscar, et al. "Interactions with digital mountains: tangible, immersive and touch interactive virtual reality." *ISS'20: Companion Proceedings of the 2020 Conference on Interactive Surfaces and Spaces, 19-21*. Association for Computing Machinery (ACM), 2020.

Ardaiz Villanueva, Ó., Marzo Pérez, A., Baztán Larrea, R., & Ezcurdia Aguirre, Í. F. (2020). Interactions with digital mountains: tangible, immersive and touch interactive virtual reality. In *ISS'20: Companion Proceedings of the 2020 Conference on Interactive Surfaces and Spaces, 19-21*. Association for Computing Machinery (ACM).

Ardaiz Villanueva, Ó., Marzo Pérez, A., Baztán Larrea, R. and Ezcurdia Aguirre, Í.F., 2020. Interactions with digital mountains: tangible, immersive and touch interactive virtual reality. In *ISS'20: Companion Proceedings of the 2020 Conference on Interactive Surfaces and Spaces, 19-21*. Association for Computing Machinery (ACM).

Ardaiz Villanueva Ó, Marzo Pérez A, Baztán Larrea R, Ezcurdia Aguirre ÍF. Interactions with digital mountains: tangible, immersive and touch interactive virtual reality. In *ISS'20: Companion Proceedings of the 2020 Conference on Interactive Surfaces and Spaces, 19-21* 2020. Association for Computing Machinery (ACM).