

VIII. MESOGRAFÍA

<http://es.wikipedia.org/wiki/Multimedia>

<http://www.hack4fun.org/h4f/blog>

http://es.wikipedia.org/wiki/Portable_Network_Graphics

<http://es.wikipedia.org/wiki/Png>

<http://forums.stickpage.com/showthread.php?33221-Steel-s-Stick-Animation-Guide>

<http://illogictree.com/blog/2009/02/walking-animation/>

http://www.3dmax-tutorials.com/Animation_Concepts.html

www.KieronDwyer.com

<http://wibi.in/foro/advsearch?q=casi>

<http://ngopedia.com/directx>

http://www.taringa.net/posts/downloads/991511/Apple-Quick-Time-Pro-7_2_0_240-_-Serial.html

Multimedia.<http://electronics.howstuffworks.com/gadgets/other-gadgets/virtual-reality.htm>

http://www.citris-uc.org/research/projects/collaborative_virtual_environments_portray_virtual_heritage

<http://www.switched.com/2009/08/15/virtual-reality-exhibit-gives-you-animal-senses/>

<http://gear.ign.com/articles/778/778513p1.html>

<http://www.installationart.net/Chapter2Immersion/immersion06.html>

<http://www.revogamers.net/noticias/e3-2010-zelda-skyward-sword-impresiones-5227.html>

<http://www.scienceclarified.com/Ti-Vi/Virtual-Reality.html>

<http://projectumbrella.net/forum/Resident-Evil-4-Modding>

<http://www.kinopolis.com/es/index.cfm?PageID=108230#>

<http://teechouna.blogspot.com/2009/11/call-od-duty-modern-warfare-2.html>

<http://www.tecnun.es/not2008/020408.htm>

<http://babyroller.blogspot.com/2008/08/estereoscopa-foto-3d.html>

<http://www.republicadegamers.com/2010/10/17/%C2%BF-que-necesito-para-jugar-y-ver-peliculas-en-3d/>

<http://sistemasderealidadvirtual.blogspot.com/2008/10/hardware-de-un-sistema-de-realidad.html>

<http://3dvrm.com/hardware.html>

<http://www.sacarfan.co.za/tag/ford/page/2/>

<http://www.vrealities.com/z800pro.html>

http://ven.nvidia.com/object/product_geforce_3D_VisionKit_la.html

<http://medicablogs.diariomedico.com/samfrado/category/realidad-virtual/page/4/>

<http://scout.cs.wisc.edu/Reports/NSDL/MET/2005/met-050422-topicindepth.php>

<http://www.timesonline.co.uk/tol/news/uk/article378077.ece>

http://en.wikipedia.org/wiki/Virtual_reality

http://en.wikipedia.org/wiki/Virtual_tour

<http://www.splashnology.com/blog/3d/508.html>

http://es.wikipedia.org/wiki/Mod_%28videojuegos%29

<http://ankhsethamon.net/>

<http://www.wallpapergate.com/wallpaper93.html>

http://en.wikipedia.org/wiki/Mod_%28computer_gaming%29

<http://www.caballerosdeeuropa.net/videojuegos-f13/warcraft-iii-t2857.htm>

http://en.wikipedia.org/wiki/The_Elder_Scrolls_IV:_Oblivion

<http://www.pctestrenos.com/juegos-games/windows/702/the-elder-scrolls-iv-oblivion-gold-edition-juego-2-expansiones.html>

Bethesda Softworks (2006). *Elder Scrolls IV: Oblivion Official Game Guide*. Prima Games.

Howard, Todd. "The RPG for the Next Generation". Bethesda Softworks.

http://elderscrolls.com/codex/team_rpgnextgen.htm. Retrieved 2007-03-26.

Varney, Allen (2006-05-23). "Oblivion's Ken Rolston Speaks". HardOCP.
<http://consumer.hardocp.com/article.html?art=MTA2NCwxLCxoY29uc3VtZXI=>.

De la Fuente, Derek (2005-07-20). "Elder Scrolls IV: Oblivion – Q&A".

"The Elder Scrolls IV: Oblivion Interview with Gavin Carter". RPGamer.
<http://www.rpgamer.com/games/elderscrolls/elder4/elder4interview.html>.

<http://ps3.ign.com/dor/objects/857879/the-elder-scrolls-iv-oblivion/images/the-elder-scrolls-iv-oblivion-20061010103348026.html?page=mediaFull>

Berry, Noah. "A Brief History of Cyrodill". Bethesda Softworks.
http://elderscrolls.com/codex/team_teamprof_nberry.htm.

Martin, Chris. "The Elder Scrolls IV: Oblivion – An Interview with Bethesda Softworks". GamesFirst!. <http://www.gamesfirst.com/index.php?id=113>.

Chihdo, Danny. "Reinventing Oblivion". Microsoft. <http://www.xbox.com/en-US/games/t/theelderscrollsIVoblivion/20051110-fe.htm>.

<http://www.rpginformer.com/elder-scrolls-iv-oblivion-for-ps3/>

<http://www.downloadsource.net/15390/The-Elder-Scrolls-IV-Oblivion-Construction-Set/>

http://cs.elderscrolls.com/constwiki/index.php/Main_Page

http://www.gamespot.com/pages/forums/show_msgs.php?topic_id=18573408&page=1

What is a Game Engine? from GameCareerGuide.com

http://en.wikipedia.org/wiki/Havok_%28software%29

<http://www.havok.com/>

<http://usa.autodesk.com/adsk/servlet/pc/index?siteID=123112&id=13567410>

http://student.vfs.com/~felipev/tutoriales/Manuales_PDF/Leccion_03_Nurbs.pdf.

http://www.loop.la/2003/docs/lo_ultimo_en_animacion_de_personajes.pdf

<http://www.suite101.com/content/what-is-3d-spline-modeling-and-patch-modeling-a108228>

<http://www.jpatch.com/tutorials/intro/>

http://www.3dlinks.com/oldsite/tutorials/GENERAL/Face_Modeling_1.cfm

<http://graphics.stanford.edu/projects/texture>

<http://niftools.sourceforge.net/wiki/NifSkope>