

## Bibliography and Recommended Further Reading

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## Internet Based Sources

**123DCatch1:** <http://www.123dapp.com/about>

**ADC2010:** Archaeological Database of Czech Republic; [www.arup.cas.cz](http://www.arup.cas.cz)

**Arc3D1:** <http://www.arc3d.be/>

**Autodesk1:** <http://www.autodesk.com/education/free-software/maya>

**Autodesk2:** [http://download.autodesk.com/global/docs/maya2014/en\\_us/index.html?url=files/Edit\\_UVsUnitize.htm,topicNumber=d30e229197](http://download.autodesk.com/global/docs/maya2014/en_us/index.html?url=files/Edit_UVsUnitize.htm,topicNumber=d30e229197)

**Autodesk3:** [http://download.autodesk.com/global/docs/maya2014/en\\_us/index.html?url=files/Edit\\_UVsUnitize.htm,topicNumber=d30e229197](http://download.autodesk.com/global/docs/maya2014/en_us/index.html?url=files/Edit_UVsUnitize.htm,topicNumber=d30e229197)

**Gabii1:** <http://gabiiserver.adsroot.itcs.umich.edu/gabiigoesdigital/>

**Heath1:** <http://paperlessarchaeology.com/author/sfsheath/> HoF1: <https://sites.google.com/site/ad79eruption/pompeii/regio-vi/reg-vi-ins-12/house-of-the-faun>

**ICE1:** <http://research.microsoft.com/en-us/um/redmond/projects/ice/>

**Meshlab1:** [meshlab.sourceforge.net](http://meshlab.sourceforge.net)

**NVIDIA1:** <http://www.nvidia.co.uk/object/nvidia-mental-ray-uk.html>

**Photoscan1:** <http://www.agisoft.com/downloads/request-trial/>

**Photoscan2:** <http://www.agisoft.com/downloads/system-requirements/>

**ReCap1:** <https://recap.autodesk.com>

**RomArch1:** [http://www.romarch.cz/01\\_CZ/01\\_katalog\\_CR/texty/Parizov.htm](http://www.romarch.cz/01_CZ/01_katalog_CR/texty/Parizov.htm)

**RomArch2:** [http://www.romarch.cz/01\\_CZ/01\\_katalog\\_CR/texty/Vysoky\\_Ujezd\\_nad\\_Dedinou.htm](http://www.romarch.cz/01_CZ/01_katalog_CR/texty/Vysoky_Ujezd_nad_Dedinou.htm)

**Textures1:** <http://www.cgtextures.com/>

**VSfm1:** <http://ccwu.me/vsfm/>

**VSfm2:** <http://francemapping.free.fr/Portfolio/Prog3D/CMVS.html>