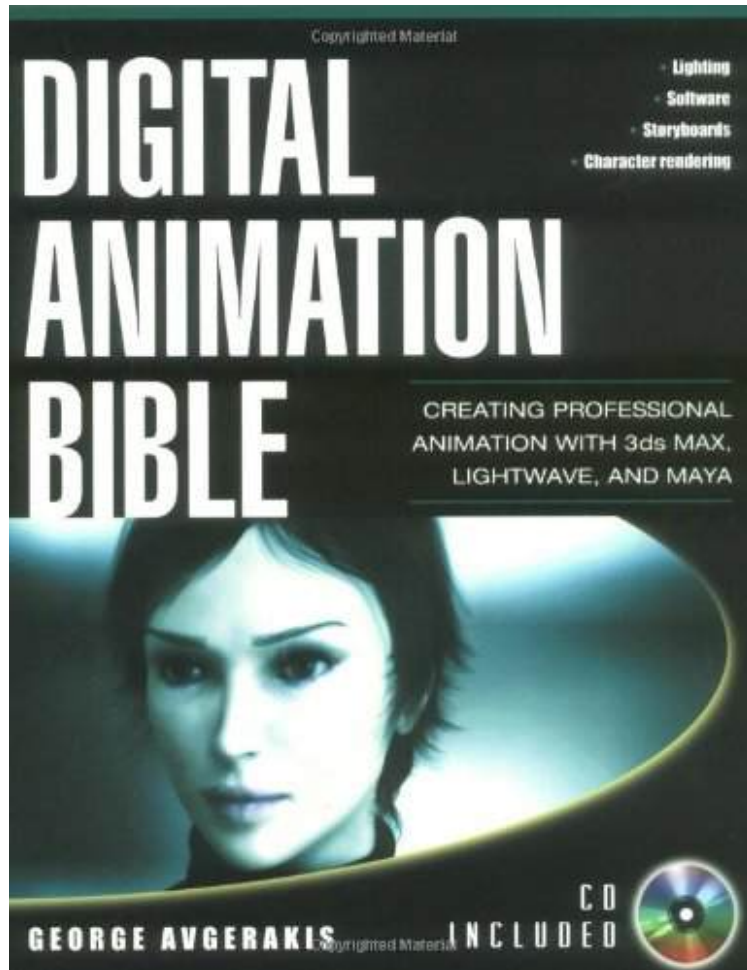


# Digital Animation Bible: Creating Professional Animation with 3ds Max, Lightwave, and Maya

*By George Avgerakis*



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