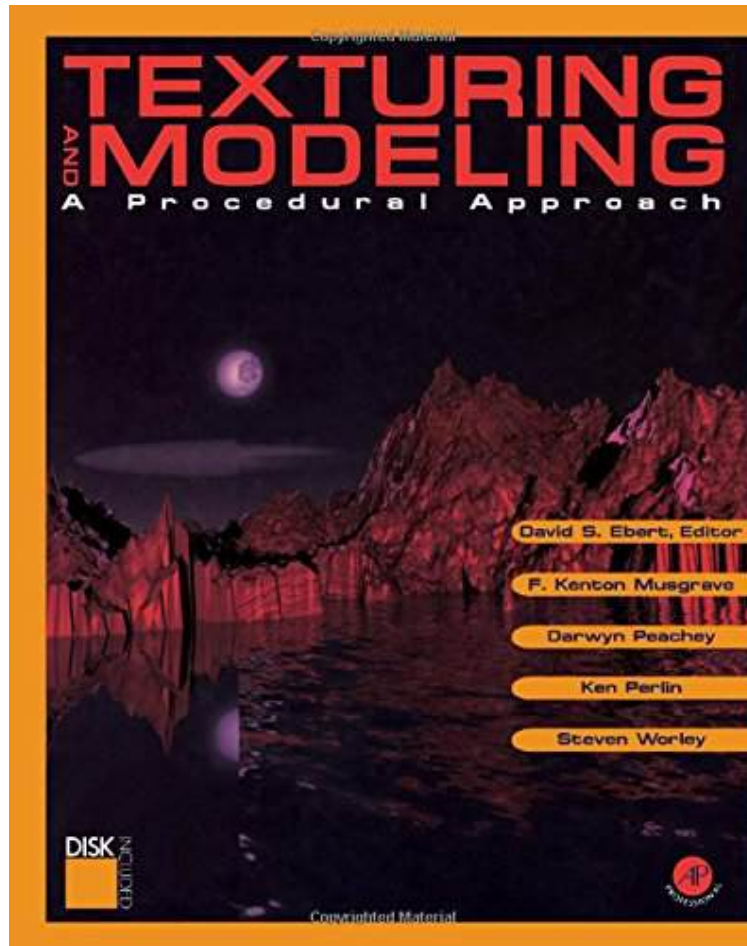


Texturing and Modeling: A Procedural Approach (The Morgan Kaufmann Series in Computer Graphics)

# Texturing and Modeling: A Procedural Approach (The Morgan Kaufmann Series in Computer Graphics)

*By Author Unknown*



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