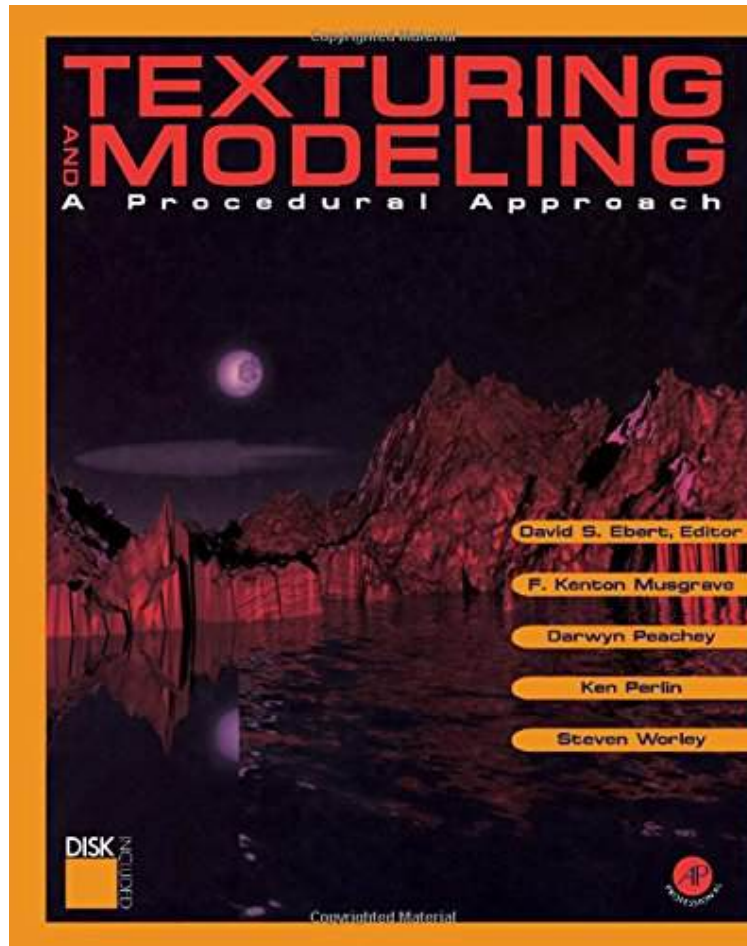


Texturing and Modeling: A Procedural Approach (The Morgan Kaufmann Series in Computer Graphics)

By Author Unknown



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