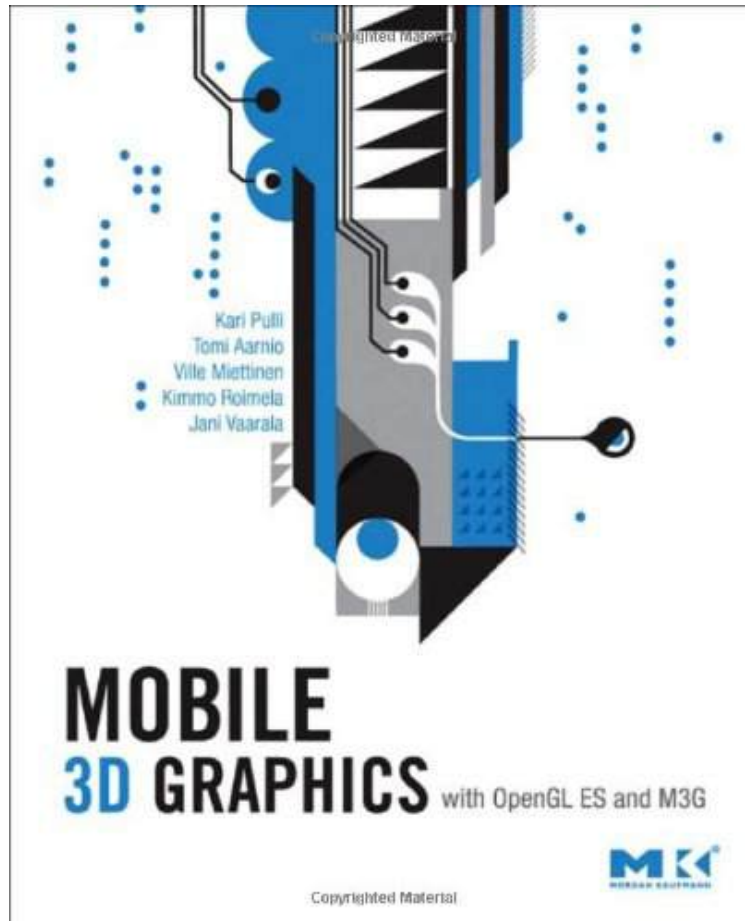


Mobile 3D Graphics: with OpenGL ES and M3G (The Morgan Kaufmann Series in Computer Graphics)

## Mobile 3D Graphics: with OpenGL ES and M3G (The Morgan Kaufmann Series in Computer Graphics)

*By Kari Pulli, Tomi Aarnio, Ville Miettinen, Kimmo Roimela, Jani Vaarala*



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