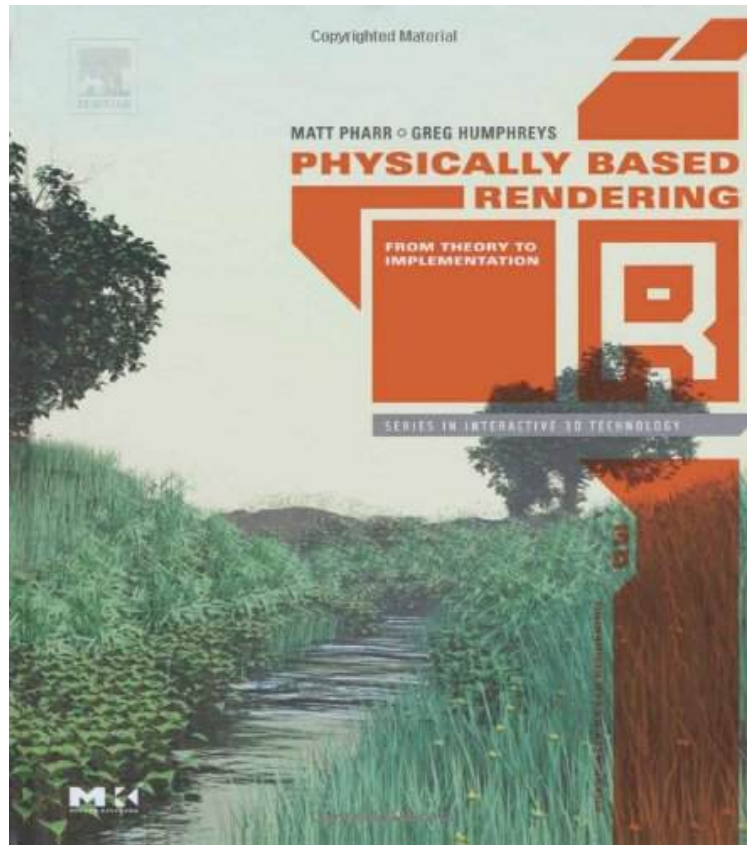# Physically Based Rendering: From Theory to Implementation (The Interactive 3d Technology Series)

By Matt Pharr, Greg Humphreys

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