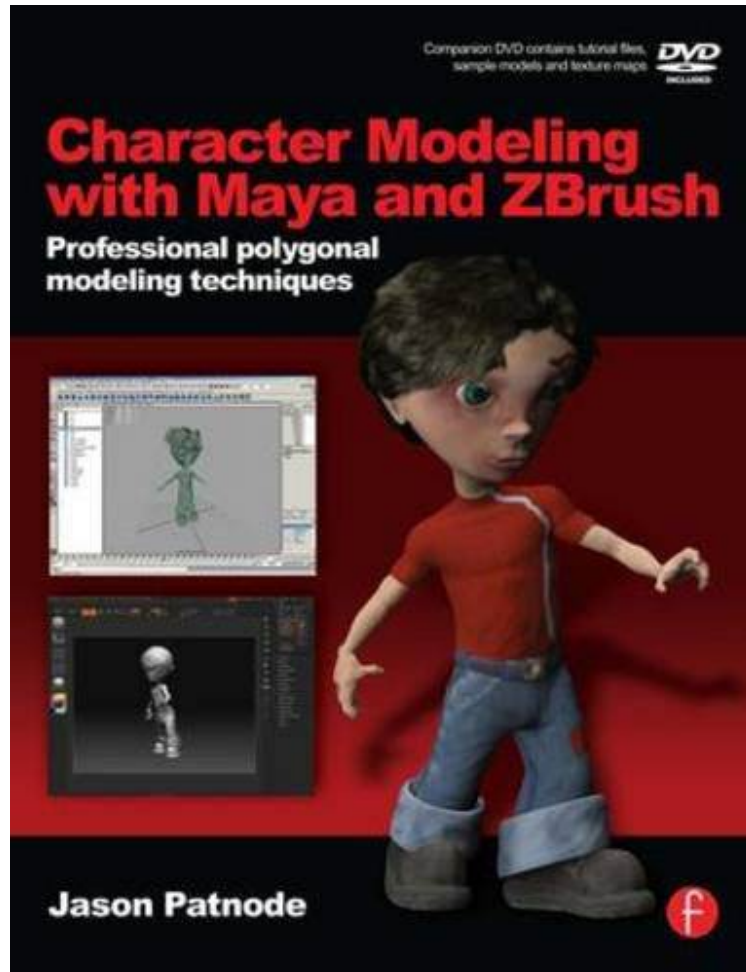


Character Modeling with Maya and ZBrush: Professional polygonal modeling techniques

By Jason Patnode



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