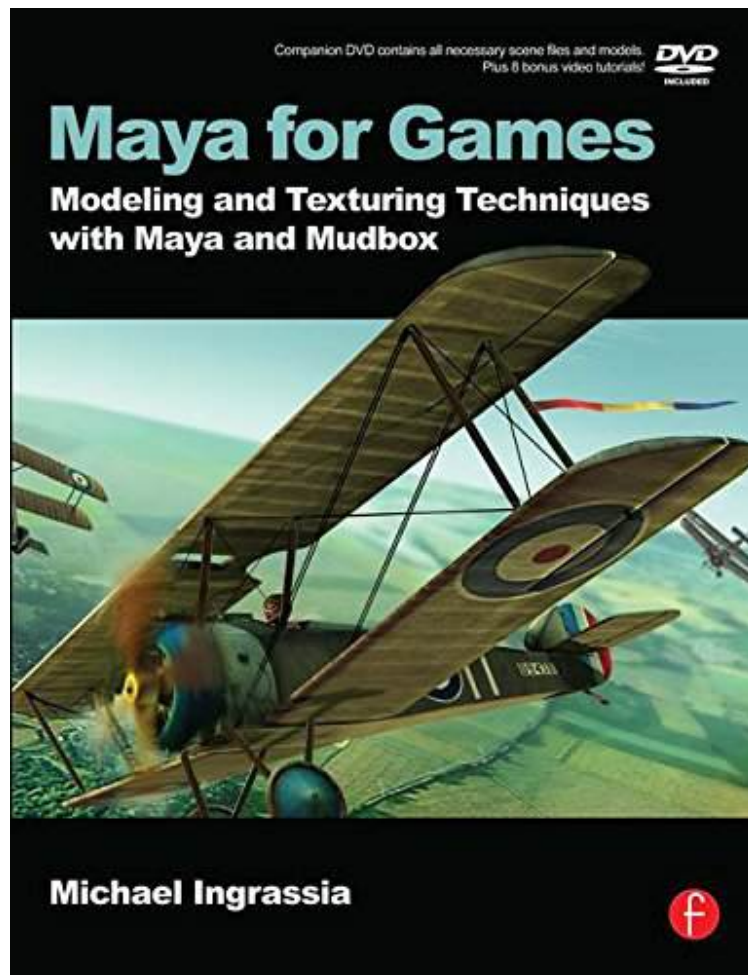


Maya for Games: Modeling and Texturing Techniques with Maya and Mudbox

By Michael Ingrassia



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