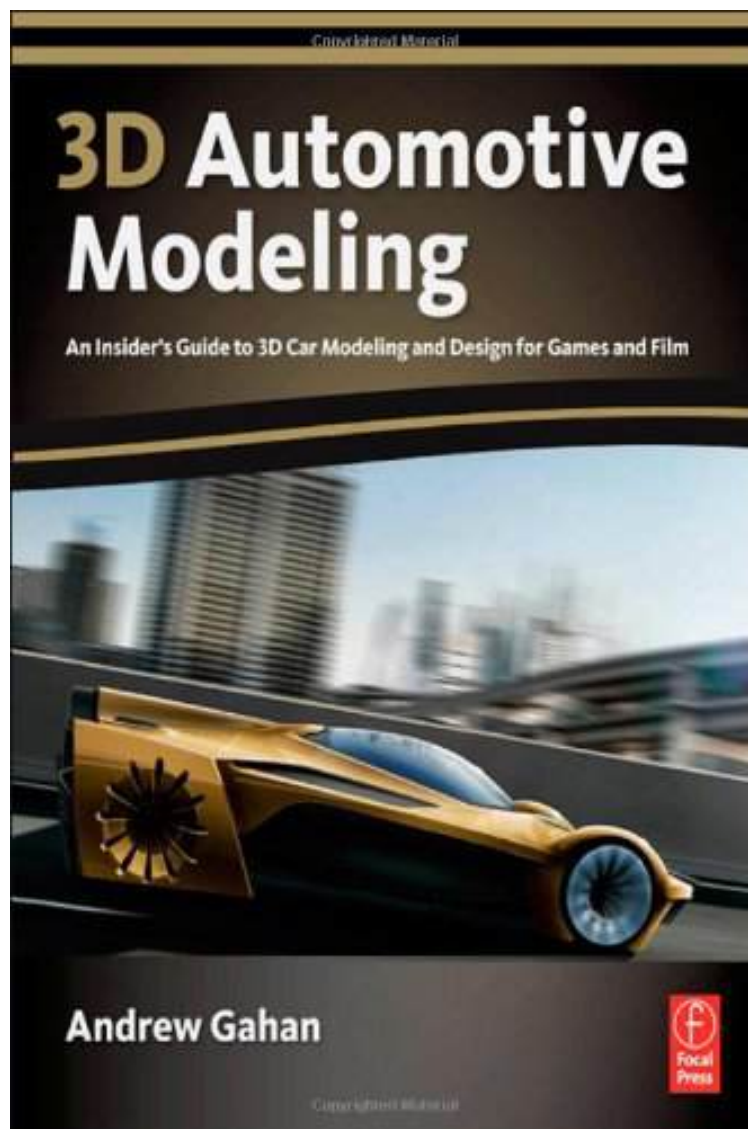


# 3D Automotive Modeling: An Insider's Guide to 3D Car Modeling and Design for Games and Film

*By Andrew Gahan*



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