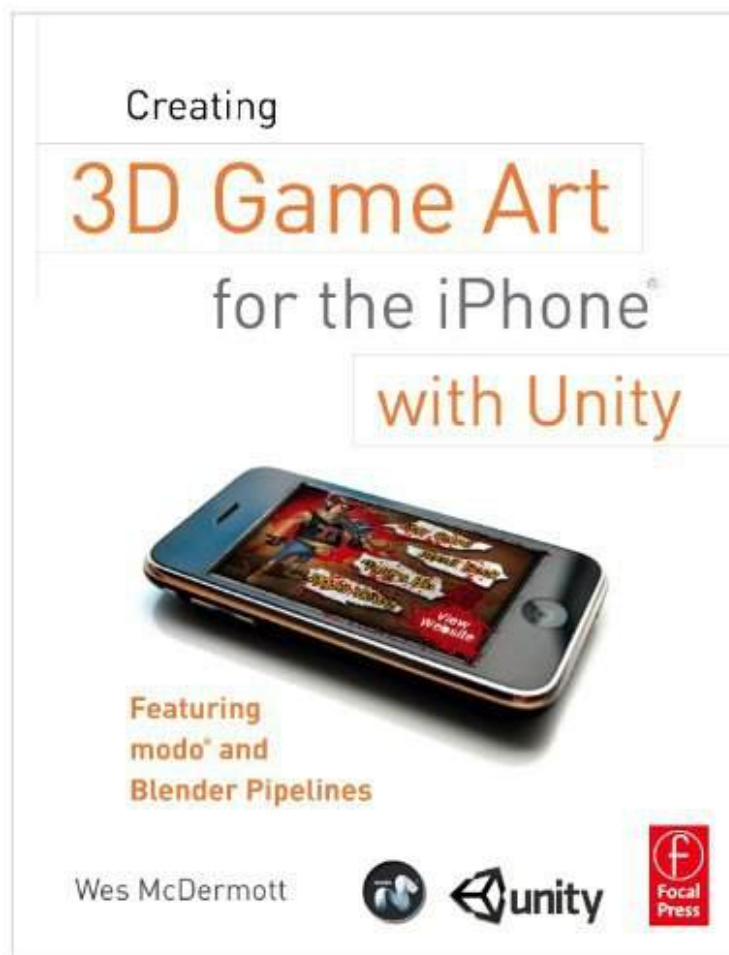


Creating 3D Game Art for the iPhone with Unity: Featuring modo and Blender pipelines (Portuguese and English Edition)

## Creating 3D Game Art for the iPhone with Unity: Featuring modo and Blender pipelines (Portuguese and English Edition)

*By Wes McDermott*



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