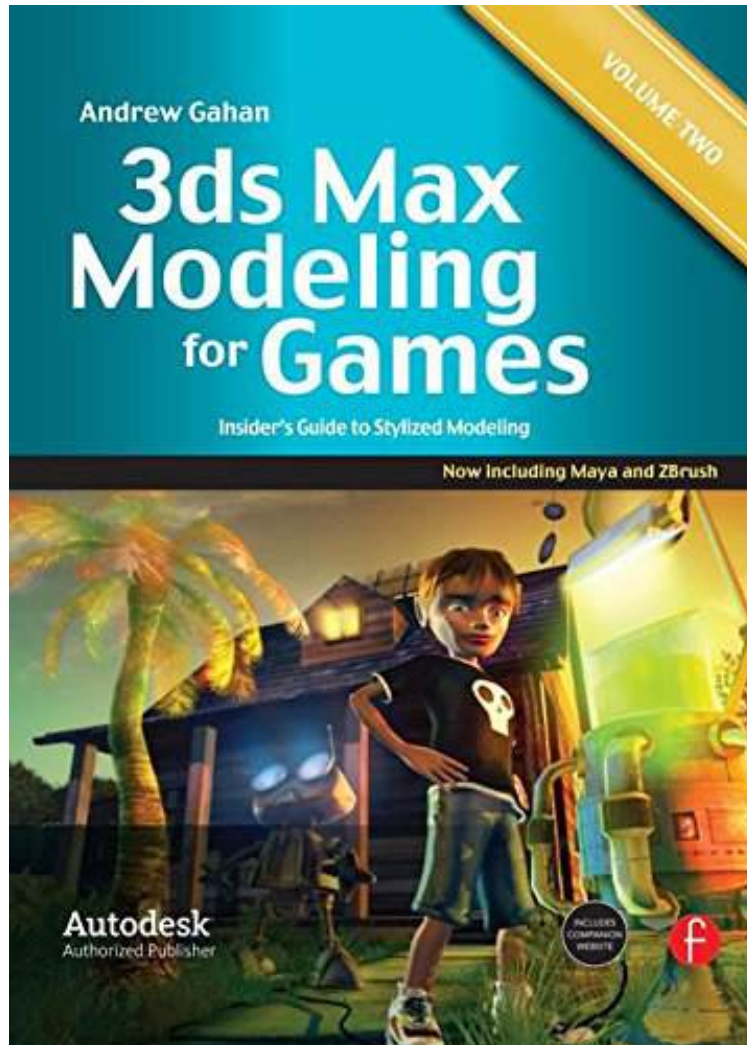


3ds Max Modeling for Games: Volume II: Insider's Guide to Stylized Modeling

By Andrew Gahan



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