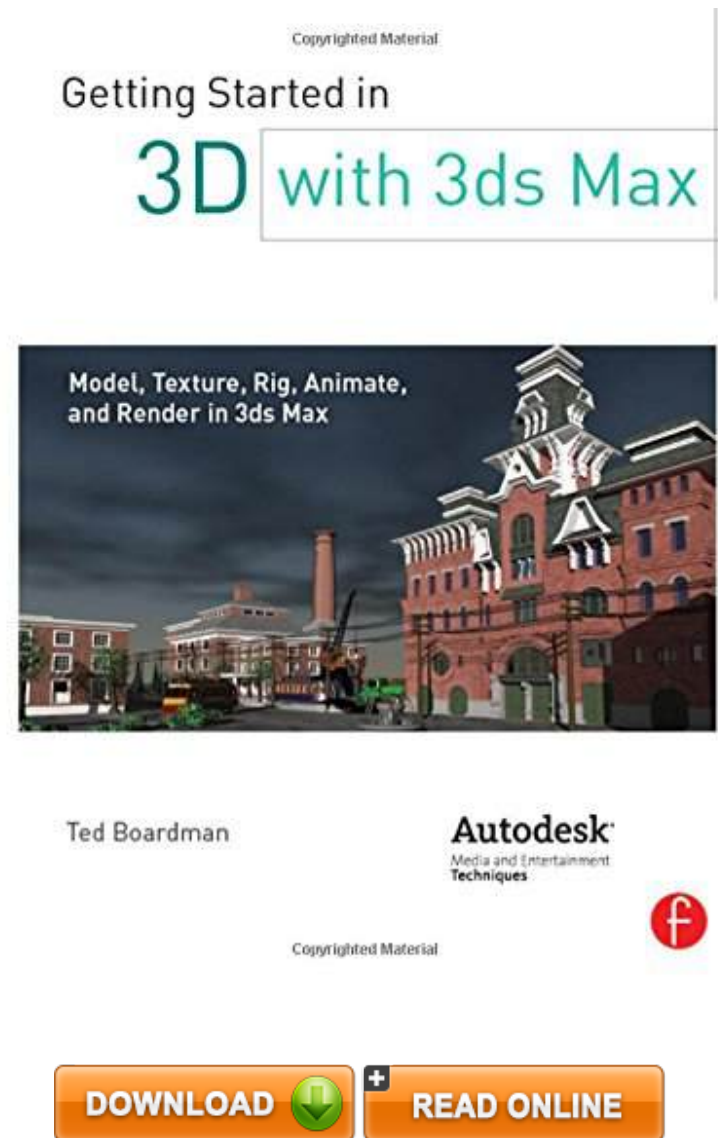


Getting Started in 3D with 3ds Max: Model, Texture, Rig, Animate, and Render in 3ds Max

By Ted Boardman



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