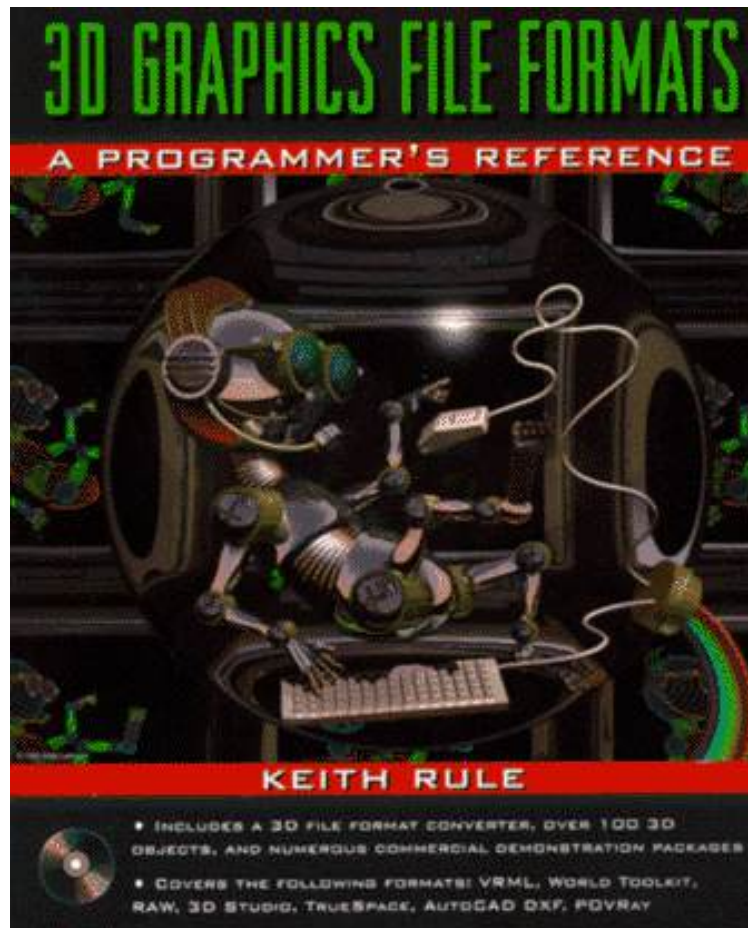


3D Graphics File Formats: A Programmer's Reference

By Keith Rule



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