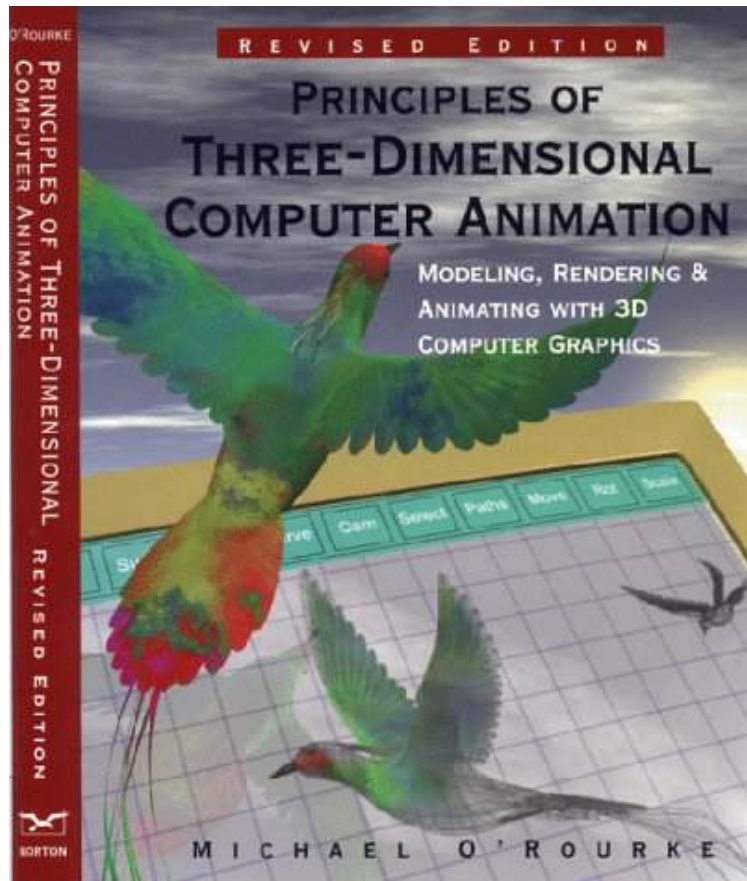


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Principles of Three-Dimensional Computer Animation: Modeling, Rendering, and Animating With 3d Computer Graphics (Norton Books for Architects & Designers)

By Michael O'Rourke



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