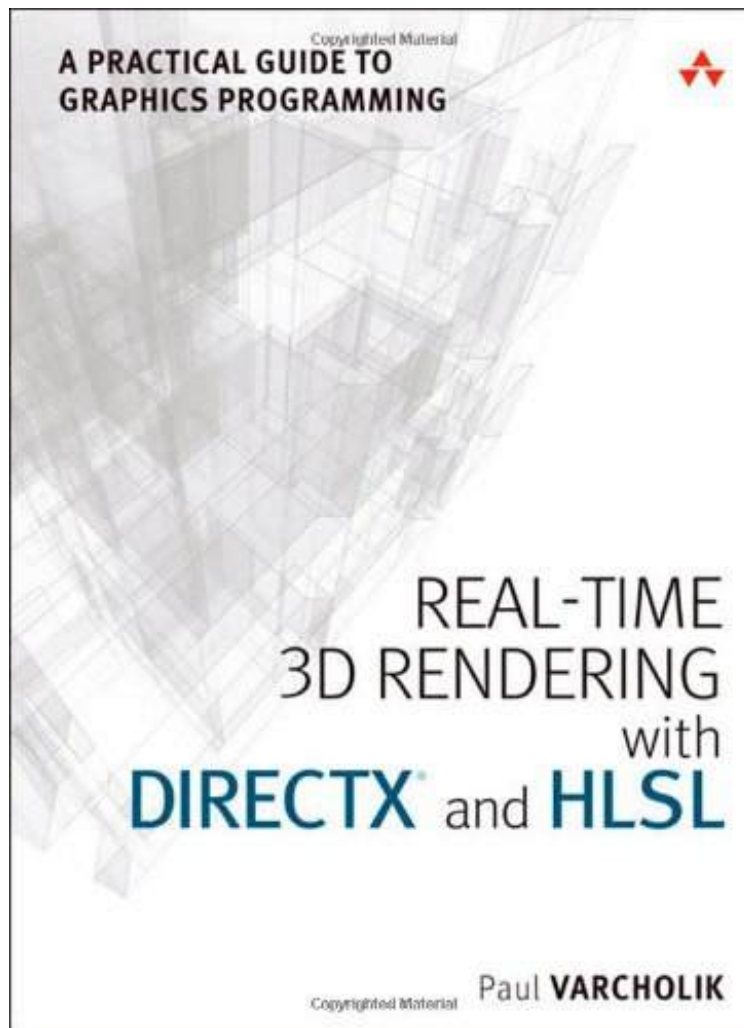


Real-Time 3D Rendering with DirectX and HLSL: A Practical Guide to Graphics Programming (Game Design)

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By Paul Varcholik



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