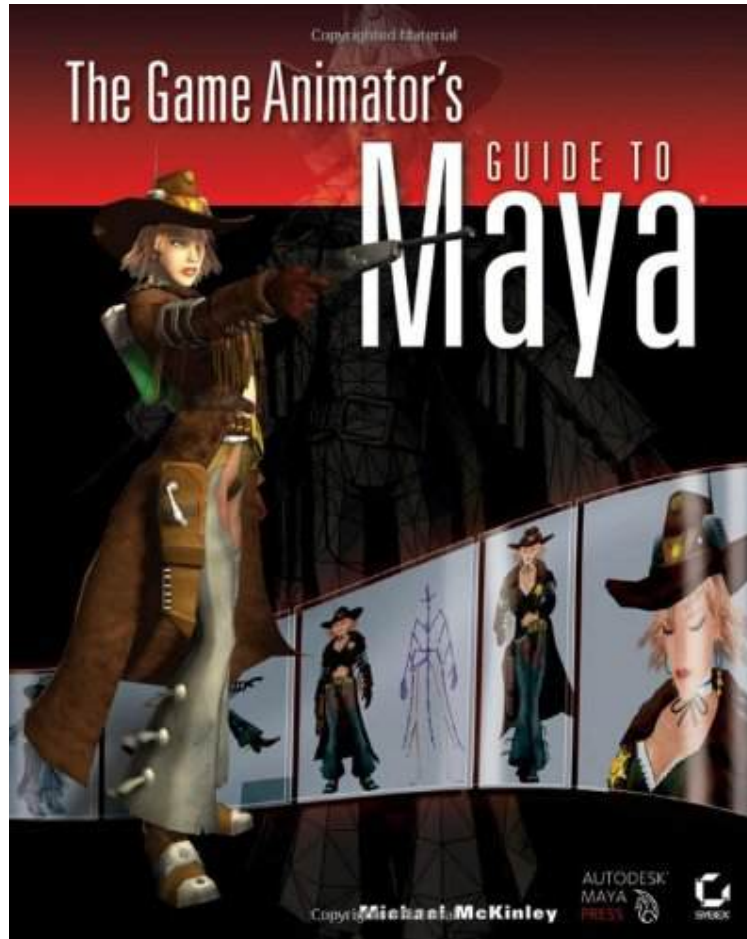


The Game Animator's Guide to Maya

By Michael McKinley



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