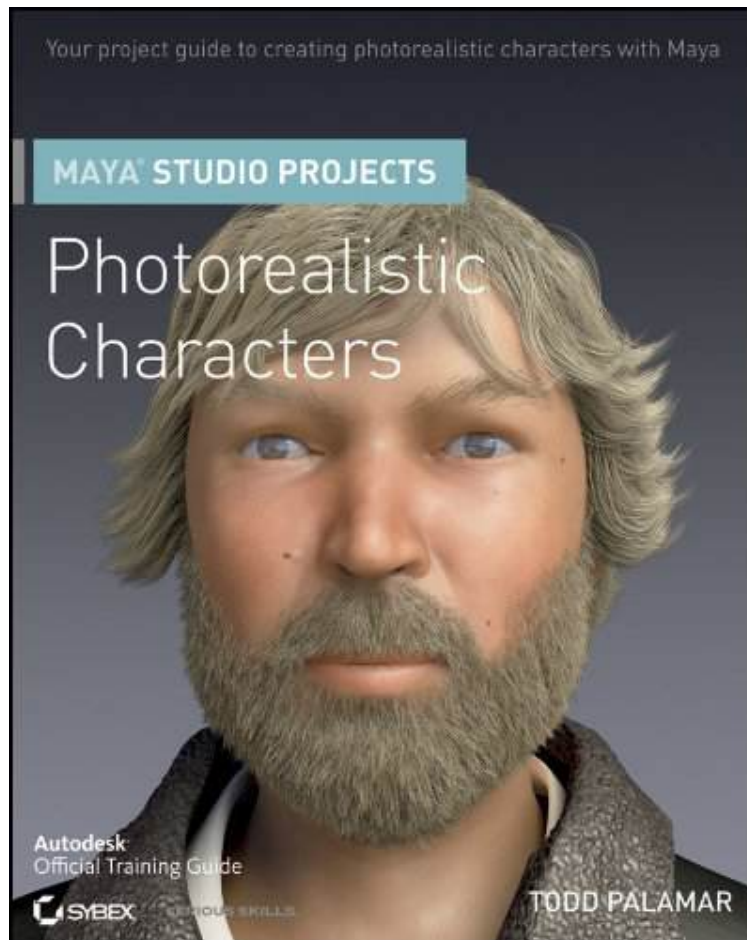


Maya Studio Projects Photorealistic Characters

By Todd Palamar



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