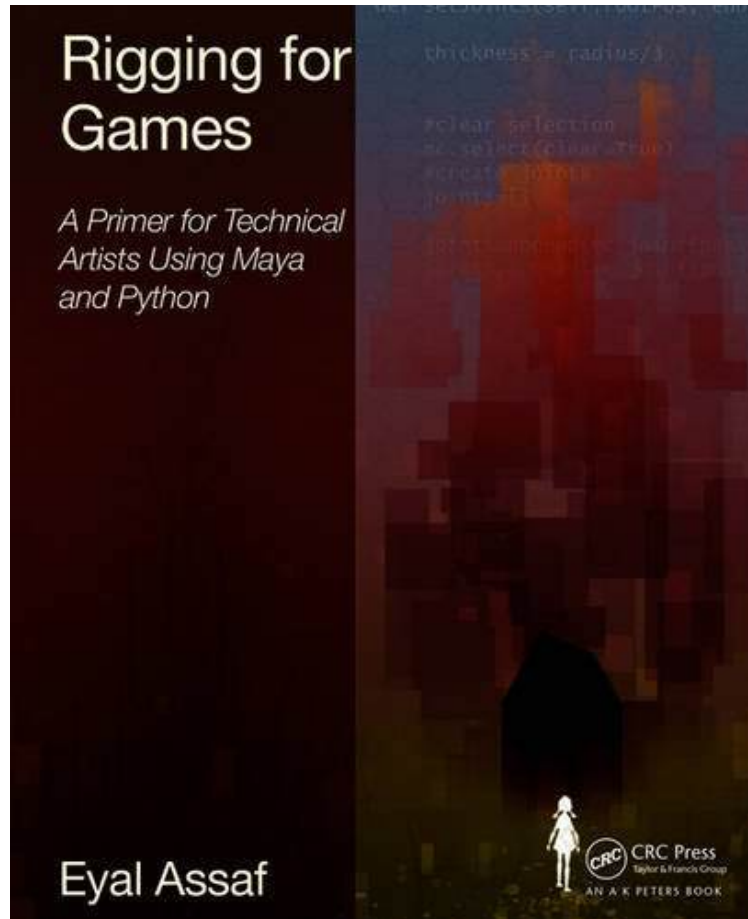


# Rigging for Games: A Primer for Technical Artists Using Maya and Python

By Eyal Assaf



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