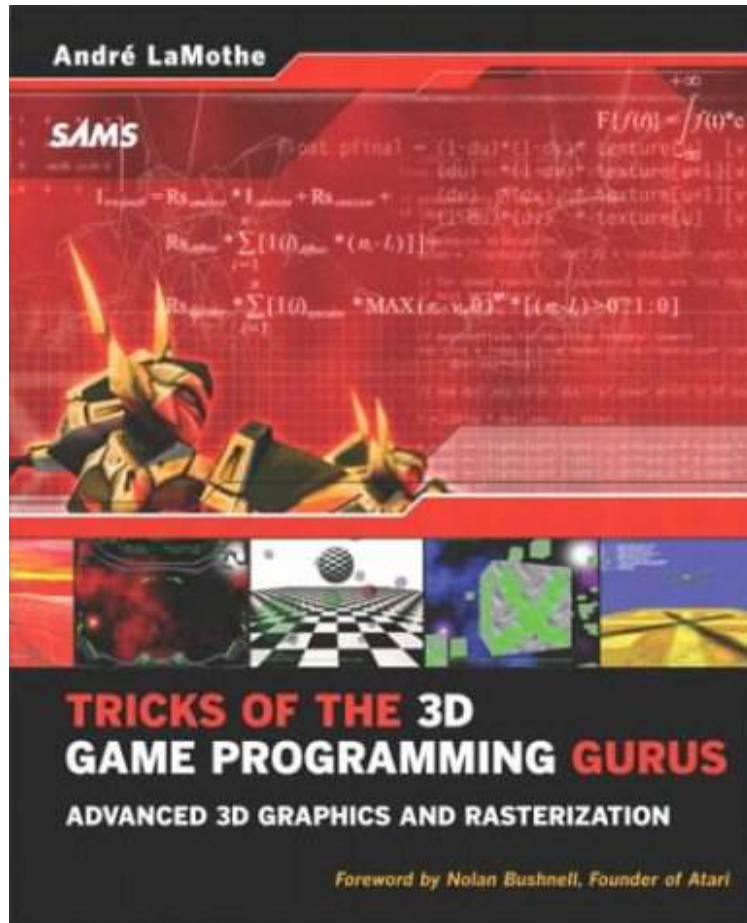


Tricks of the 3D Game Programming Gurus-Advanced 3D Graphics and Rasterization (Other Sams)

By Andre LaMothe



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