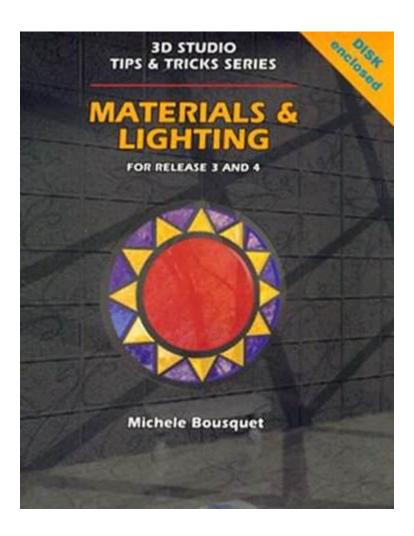# Materials & Lighting: Release 3 and 4 (3d Studio Tips & Tricks Series)

By Michele Bousquet

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