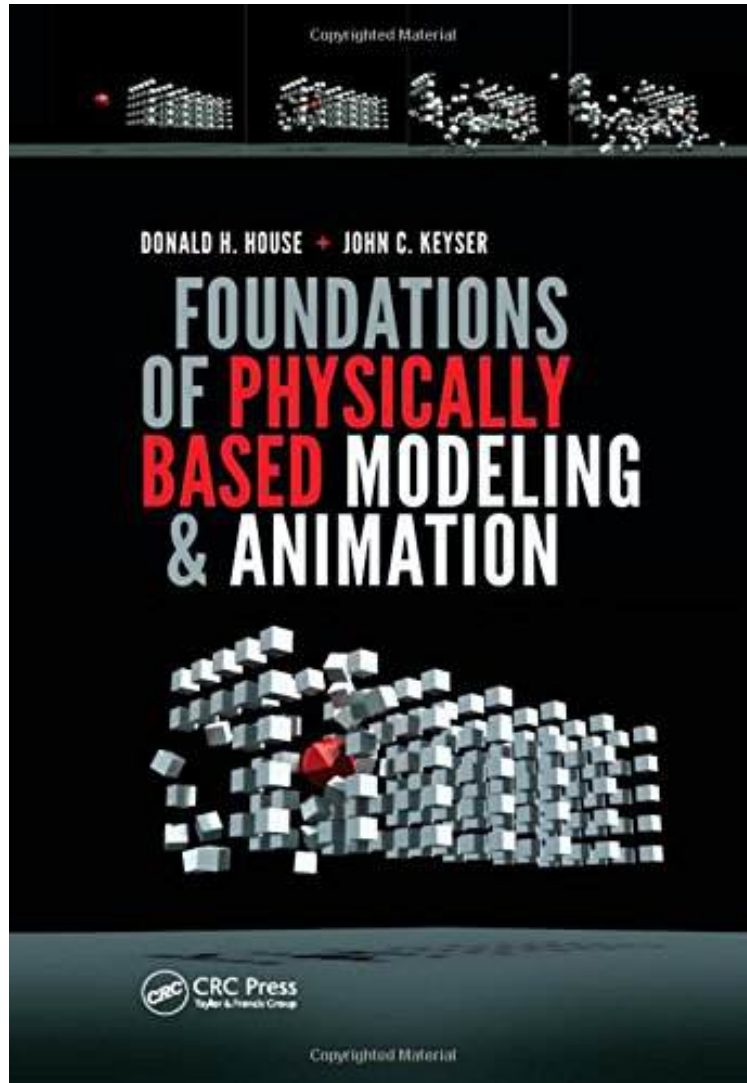


# Foundations of Physically Based Modeling and Animation

*By Donald House, John C. Keyser*



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