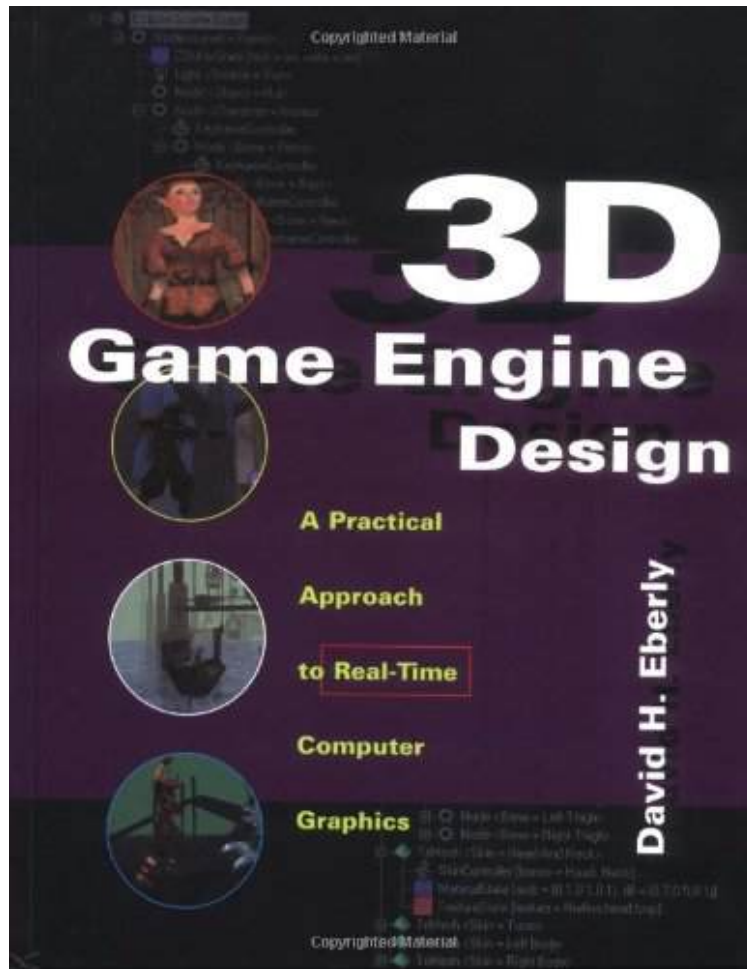


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3D Game Engine Design: A Practical Approach to Real-Time Computer Graphics (The Morgan Kaufmann Series in Interactive 3D Technology)

By David H. Eberly



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