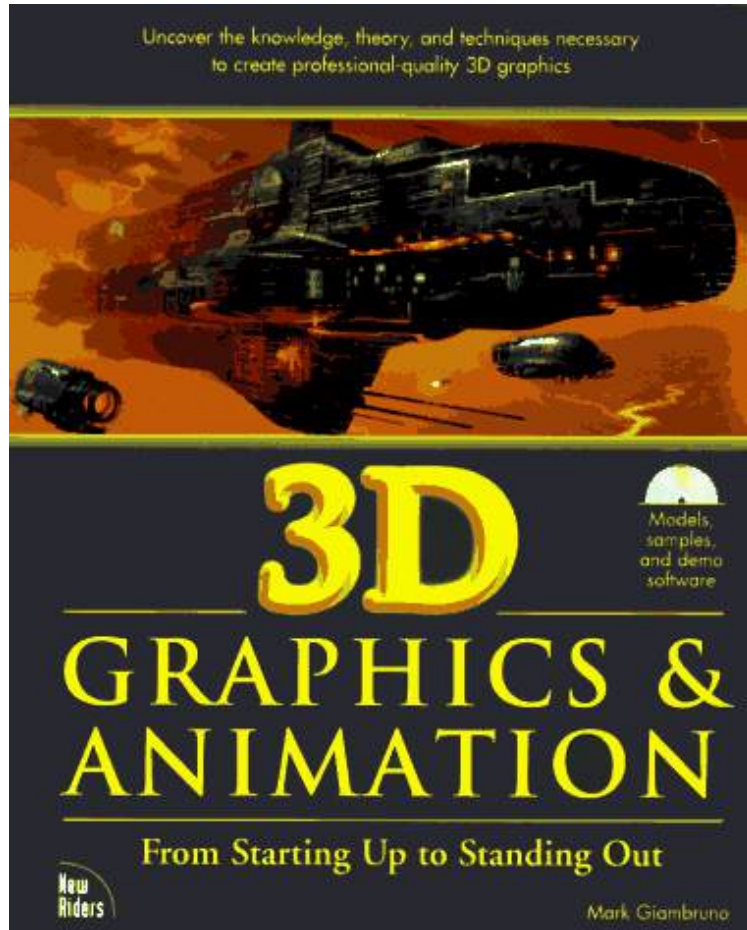


3D Graphics and Animation: From Starting Up to Standing Out

By Mark Giambruno



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