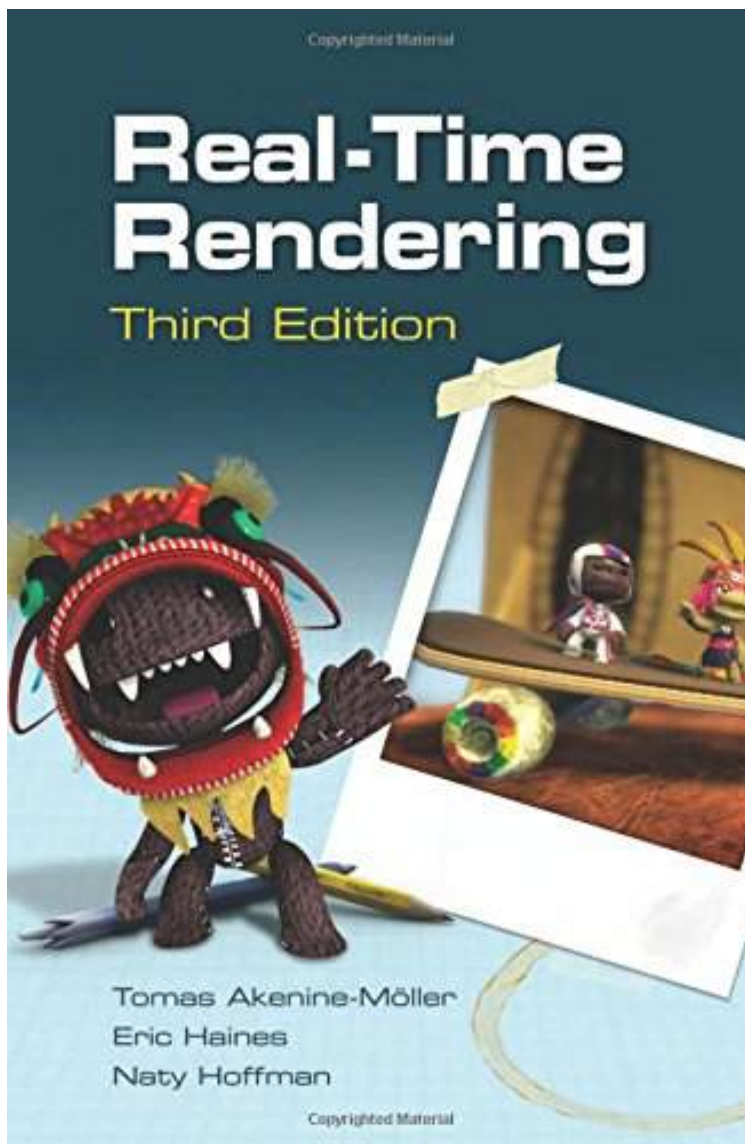


Real-Time Rendering, Third Edition

By Tomas Akenine-Moller, Eric Haines, Naty Hoffman



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