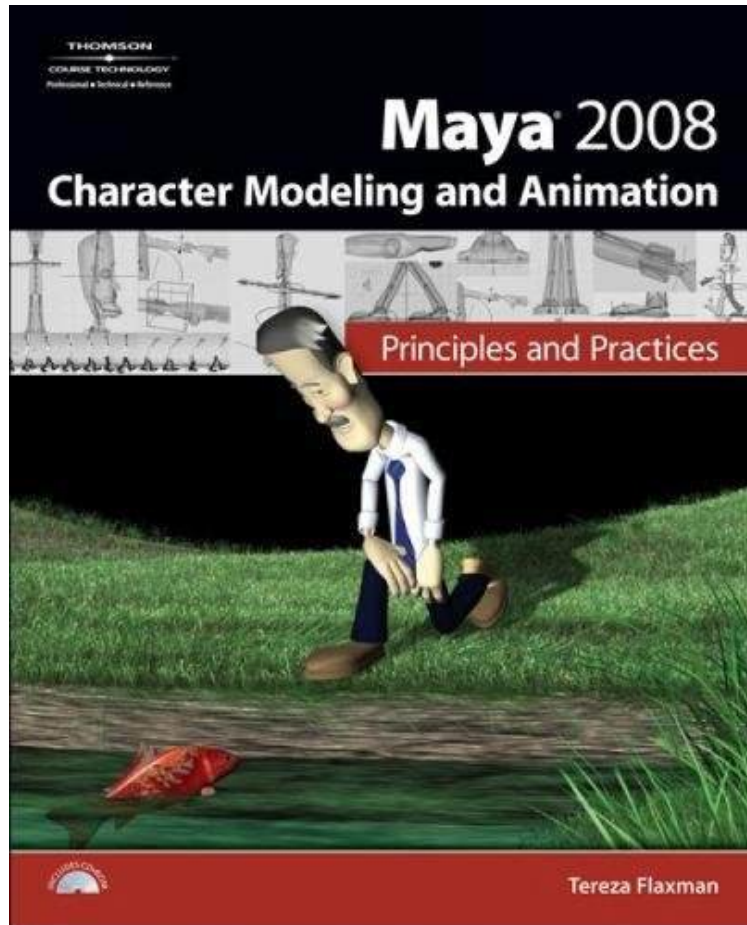


# Maya 2008 Character Modeling & Animation: Principles and Practices

*By Tereza Flaxman*



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