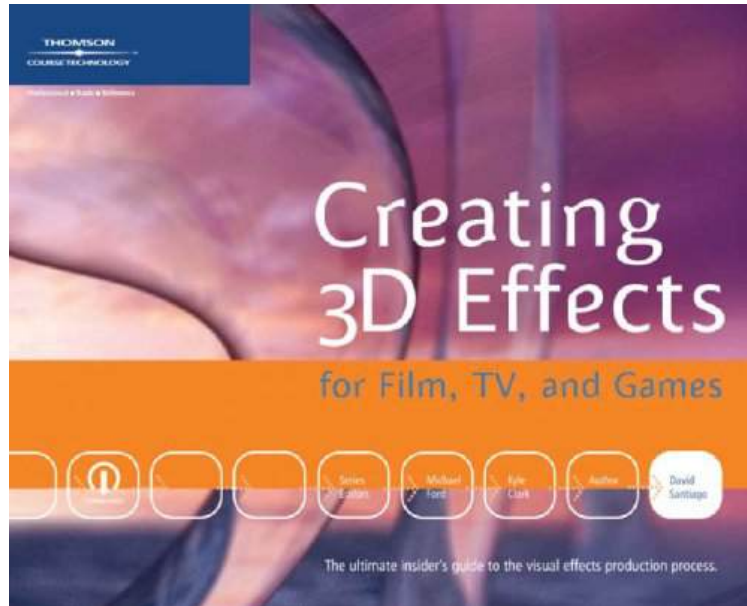


Creating 3D Effects for Film, TV, and Games

By David Santiago



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