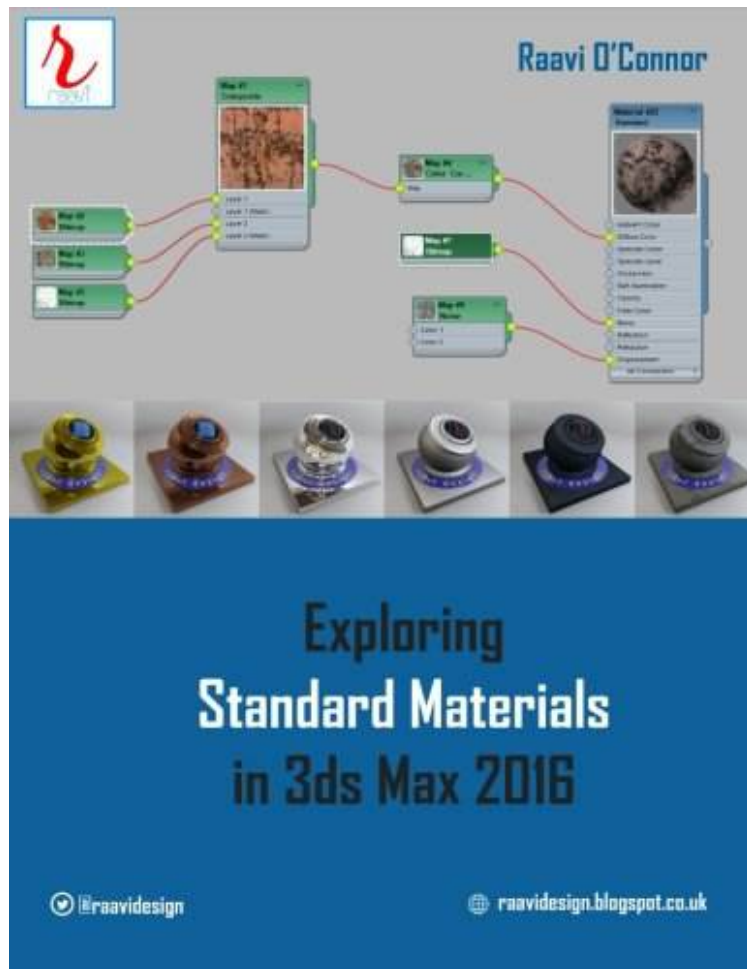


Exploring Standard Materials in 3ds Max 2016

By Raavi O'Connor



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