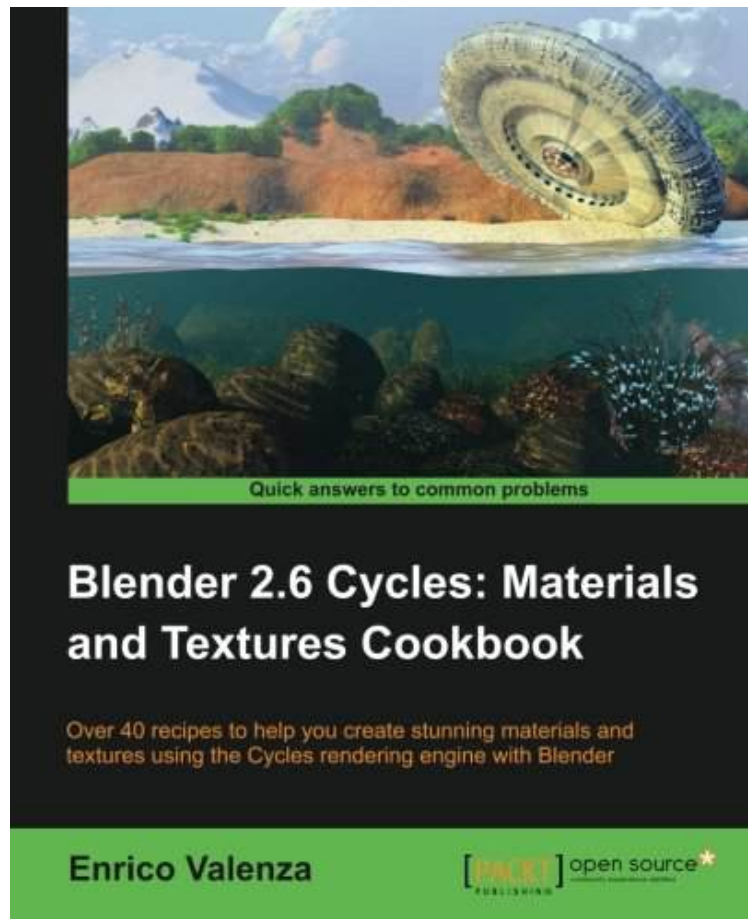


# Blender 2.6 Cycles:Materials and Textures Cookbook

*By Enrico Valenza*



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