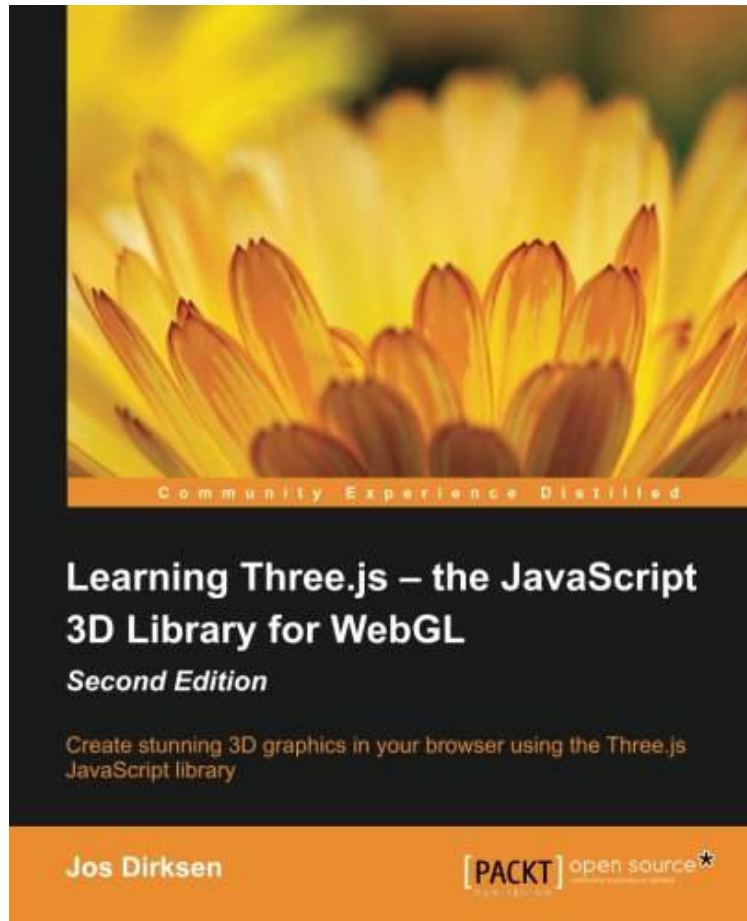


# Learning Three.js: The JavaScript 3D Library for WebGL - Second Edition

*By Jos Dirksen*



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