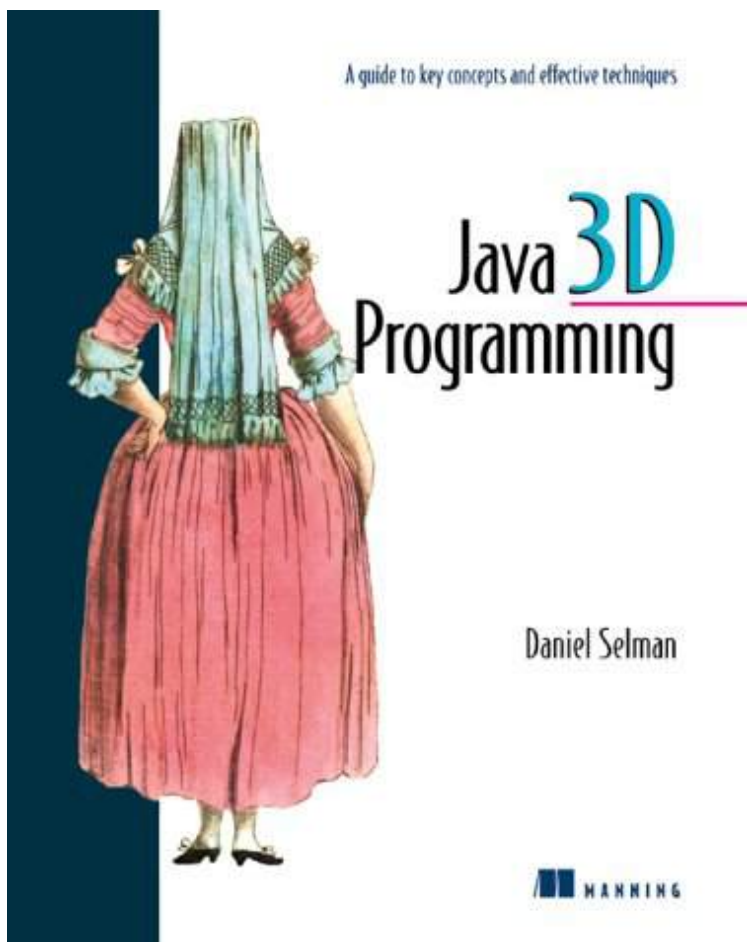


Java 3D Programming: A Guide to Key Concepts and Effective Techniques

By Daniel Selman



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