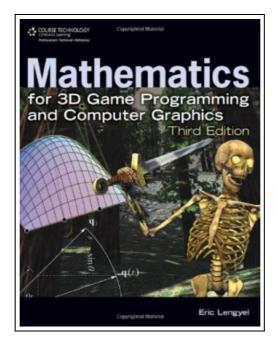
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MATHEMATICS FOR 3D GAME PROGRAMMING AND COMPUTER GRAPHICS (3RD REVISED EDITION)



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