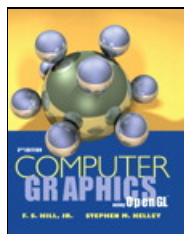


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Computer Graphics Using OpenGL, 3/E

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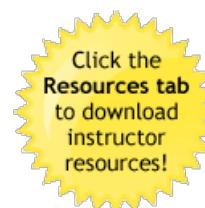
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