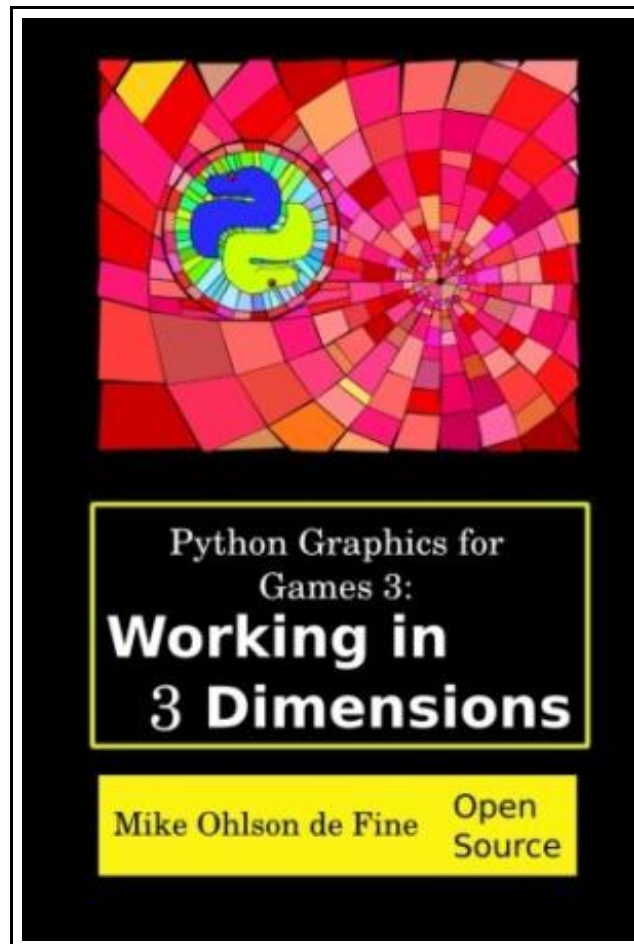# Python Graphics for Games 3: Working in 3 Dimensions: Object Creation and Animation with OpenGL and Blender (Paperback)

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