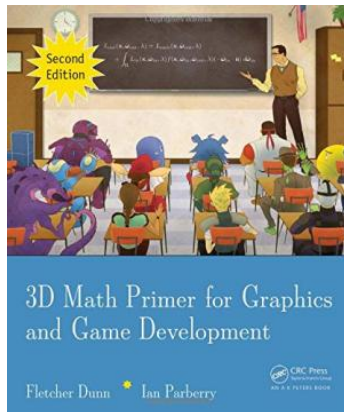


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# 3D MATH PRIMER FOR GRAPHICS AND GAME DEVELOPMENT, 2ND EDITION



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- Authored by Dunn, Fletcher; Parberry, Ian
- Released at 2011



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