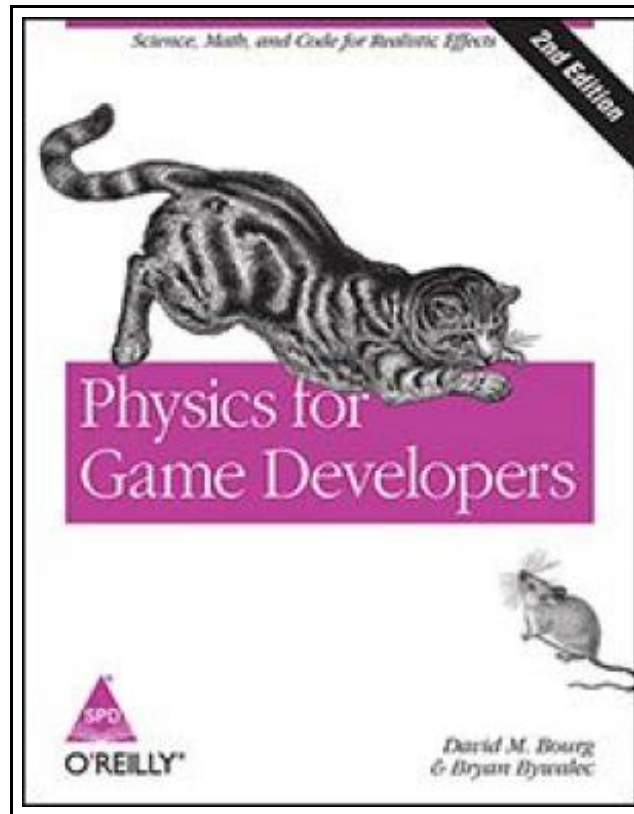# Physics for Game Developers: Science, math, and code for realistic effects (Second Edition)

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