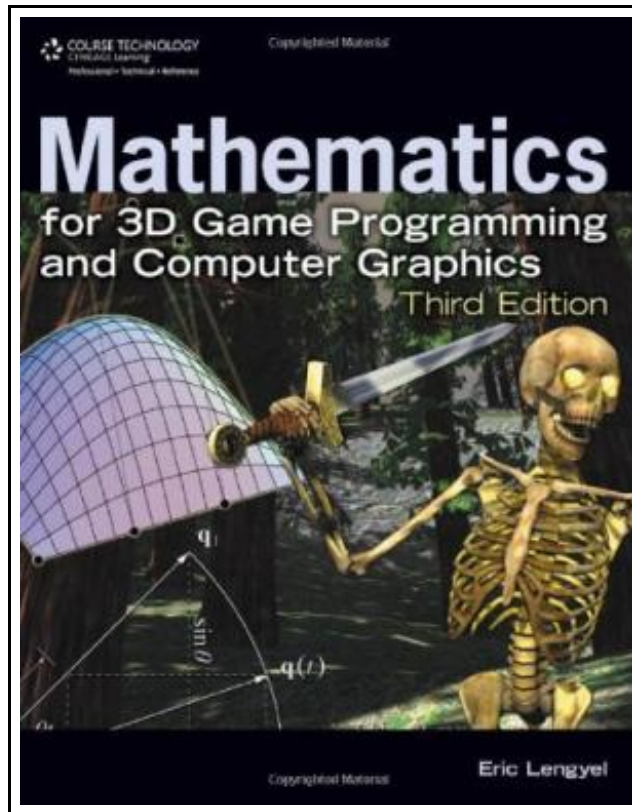# Mathematics for 3D Game Programming and Computer Graphics (3rd Revised edition)

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