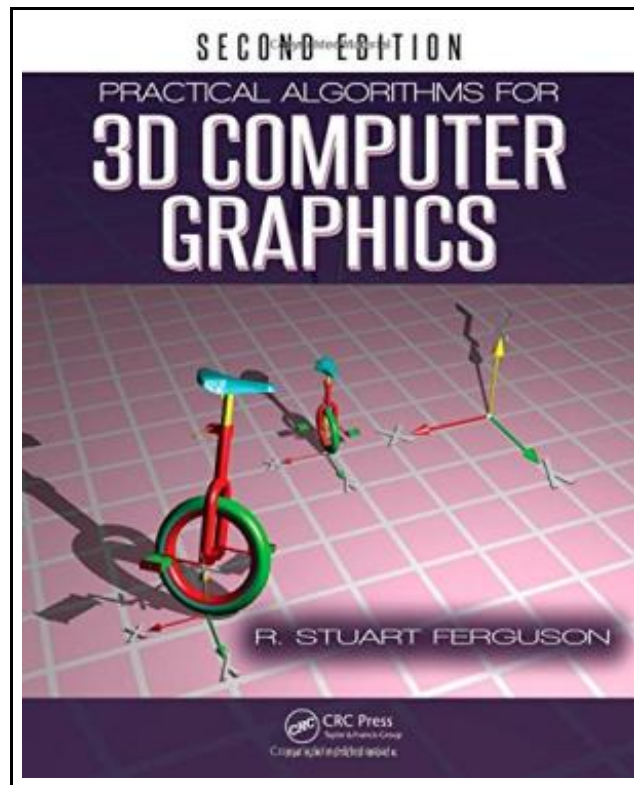# Practical Algorithms for 3D Computer Graphics (2nd Revised edition)

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