

THOMSON
COURSE TECHNOLOGY

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3D GAME ENGINE PROGRAMMING

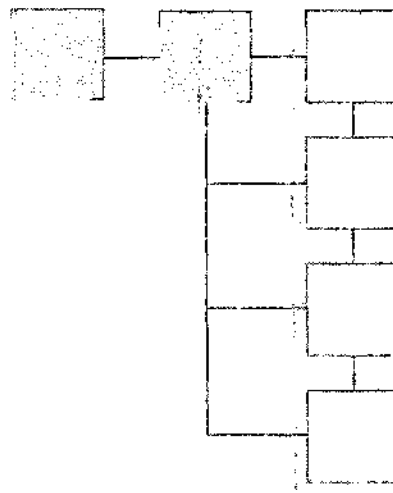
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