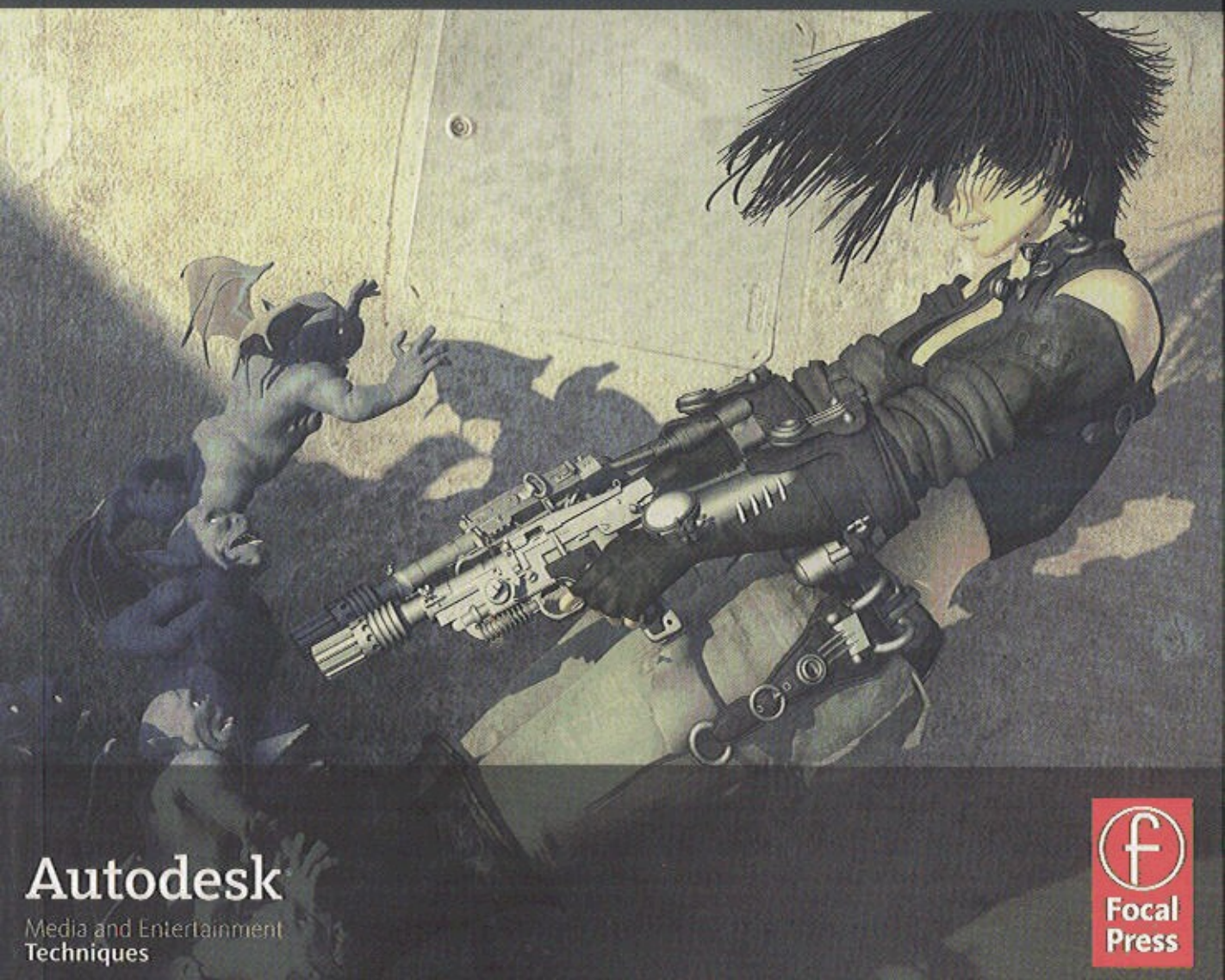


Darren Brooker



Essential CG Lighting Techniques with 3ds Max



Autodesk

Media and Entertainment
Techniques



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