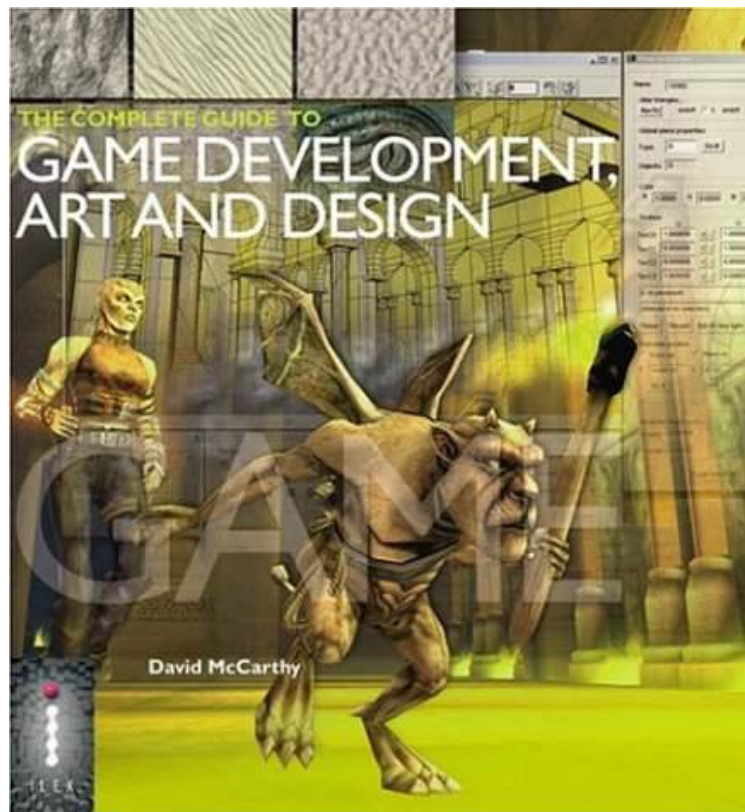


The Complete Guide to Game Development Art & Design

By Steve Curran, David McCarthy



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