

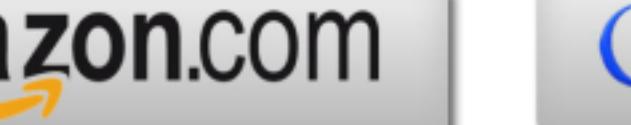
Kelly L. Murdock's Autodesk®

3ds Max® 2016

COMPLETE REFERENCE GUIDE



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