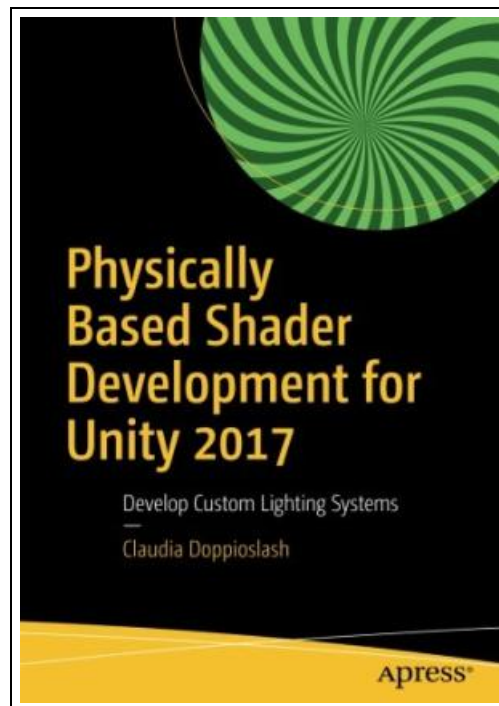# Physically Based Shader Development for Unity 2017: Develop Custom Lighting Systems (Paperback)

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