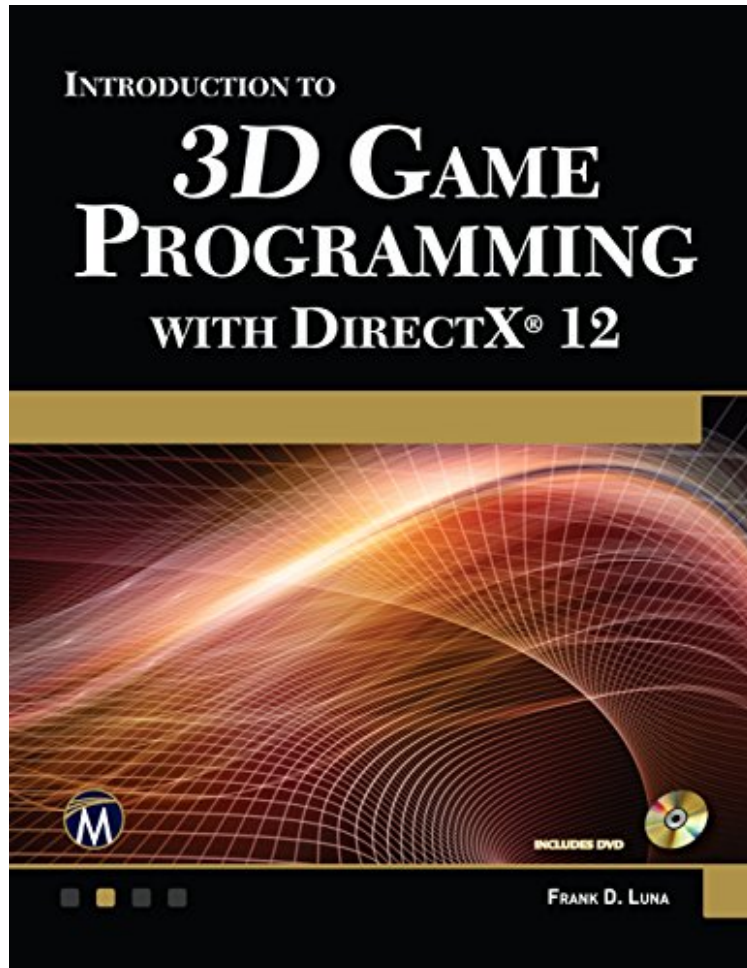


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## Introduction to 3D Game Programming with DirectX 12 (Computer Science)

Frank Luna

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