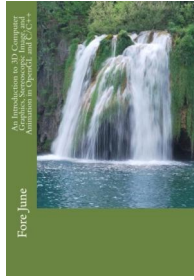


## An Introduction to 3D Computer Graphics, Stereoscopic Image, and Animation in OpenGL and CC



### Book Review

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(Markus Osinski)

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