

Low Poly

Bing Zeng, Qingming Huang, Abdulmotaleb El Saddik, Hongliang Li, Shuqiang Jiang, Xiaopeng Fan

Low Poly 3D Modeling in Blender Samuel Sullins, 2024-02-02 Master the art of modeling, shading, and rendering low poly 3D creations to transform into the 3D artist you've aspired to become Key Features Create minimalistic low poly 3D models based on reference images Breathe life into your creations by adding vibrant colors and appealing textures using materials Arrange your low poly models in a 3D environment, set up lighting to achieve the desired ambiance, and render the final scene Purchase of the print or Kindle book includes a free PDF eBook Book Description Step into the world of low poly 3D art with *Low Poly 3D Modeling in Blender*—your entry point into Blender and mastering the fundamentals of 3D art. This beginner-friendly guide ensures that you're fully prepared for the creative adventure that follows. Through a step-by-step learning process starting with the principles of low poly art, this book gradually immerses you in the intricacies of modeling. As you progress, you'll gain hands-on experience creating diverse projects ranging from designing a simple 3D crate to rendering complete low poly scenes. The book covers a wide spectrum of topics as you navigate Blender's interface, mastering essential modeling tools and exploring both basic and advanced modeling techniques. Advancing to the final chapters, you'll find ways to breathe life into your models with material creation and gain practical insights into modeling a variety of low poly objects. From end-to-end scene construction to configuring Blender for rendering high-quality images, you'll be equipped with the foundational skills to propel your career in 3D modeling and explore the boundless creative possibilities that Blender offers. By the end of this book, you'll have a solid understanding of Blender, 3D modeling, low poly methodologies, material design, 3D rendering techniques, and the broader world of 3D art. What you will learn Understand how Blender's interface works and how to configure it Gain proficiency in navigating 3D space in Blender Familiarize yourself with Blender's core modeling tools Get to grips with the workflow and techniques to create low poly 3D models Texture your low poly models using the UV and Shader editors Configure Blender's Asset Browser for instant access to your models Set up a complete scene, adjust the lighting, and create a high-quality, portfolio-ready render Who this book is for If you're new to 3D modeling, low poly modeling is a great starting point. This book is an invaluable guide for 3D artists, modelers, and beginners to begin without prior knowledge of Blender or 3D modelling experience, although a basic familiarity with these topics will be beneficial.

Creating Game Environments in Blender 3D light Ezra Thess Guevarra, 2020-12-21 Discover how to create a simple game environment in Blender 3D, from modeling and texturing game assets, to placing them in a scene. You'll export and import game assets as well as look at open-source game engines that will work with your game assets. *Creating Game Environments in Blender 3D* introduces the power of Blender 3D when creating a low poly game environment. The book starts by discussing the basics of game terminology, such as knowing the difference between low poly and high poly assets and the types of game you're likely to work on. You'll also take a brief look at Blender's background and installation. The following chapters talk about the process for creating a simple game environment. This is discussed in detail along with a sample project. These chapters discuss the common tools for starting a game environment and the methods for enhancing your game environment, such as color fundamentals. The final chapter shows how you can export the game assets you created in Blender, how you can import game assets in Blender, and how to evaluate the different game engines available. This book shows you the exciting side of creating a game environment while showing the power of Blender. After reading it, you will feel confident about creating a game environment. What You Will Learn Use Blender to create low poly game environments Work with the common Blender tools for game environment design and development Discover how to use Blender features

in depth Compare the Eevee and Cycles game engines Who This Book Is For Game environment artists who want to use Blender 3D to create a game environment. Some previous exposure to game design and development would be helpful, but not required.

Taking Blender to the Next Level Ruan Lotter, 2022-05-30 A comprehensive guide with key images printed in color to learning motion graphics, character modeling and rigging, creating dynamic hair and clothes, 3D scanning using photogrammetry, and more Key Features Learn how to use geometry nodes to create motion graphics and dynamic scenes Understand organic 3D modeling and how to create and animate your own 3D characters Use physics simulations to create clothing and hair for characters that interact with forces like wind Book Description If you're ready to start exploring the more advanced workflows and processes in Blender to create intricate 3D models, then Taking Blender to the Next Level is for you. This book focuses on a few different VFX-related workflows such as geometry nodes, organic modeling, 3D camera tracking, photogrammetry, sculpting, compositing, and physics simulations. You'll learn how to use geometry nodes to create dynamic motion graphic scenes as well as perform 3D scanning of real-world objects using photogrammetry. You'll also find out how to model, rig, and animate your own 3D characters from scratch. Next, you'll progress to using simulations to break objects apart and then use cloth and hair simulations to add realism to your 3D creations. Finally, you'll go over the final render settings and export your 3D animation masterpiece as a video. By the end of this Blender book, you'll be able to model your own 3D characters, objects, and landscapes; rig, animate, and texture your characters; 3D track live-action footage; and composite your 3D characters into live-action scenes. What you will learn Use geometry nodes to quickly create complex 3D scenes and motion graphics renders Create realistic textures using physically based rendering materials 3D scan real-life objects using a normal camera and clean up the model using Blender Understand how to model, rig, and animate your own 3D characters Use rigid body simulations to create dynamic scenes Understand how to perform 3D tracking within Blender Become well-versed with compositing 3D renders into live-action footage Who this book is for This Blender 3D book is for 3D modelers, texture artists, character and technical animators, matchmove artists, compositors, and anyone interested in learning advanced concepts in Blender. Motion graphics artists will also benefit from this book. A solid understanding of 3D concepts and the Blender UI is needed to grasp the concepts present in this book.

Prototyping Augmented Reality Tony Mullen, 2011-09-20 Learn to create augmented reality apps using Processing open-source programming language Augmented reality (AR) is used all over, and you may not even realize it. Smartphones overlay data onto live camera views to show homes for sale, restaurants, or historical sites. American football broadcasts use AR to show the invisible first-down line on the field to TV viewers. Nike and Budweiser, among others, have used AR in ads. Now, you can learn to create AR prototypes using 3D data, Processing open-source programming language, and other languages. This unique book is an easy-to-follow guide on how to do it. Guides you through the emerging technology of Augmented Reality (AR) Shows you how to use 3D data with the Processing programming environment and other languages to create AR prototypes for the web, smartphones, Macs, and PCs Helps 3D artists and designers who want to move into the AR market but don't have programming skills Covers the essentials of 3D programming, creating objects for an AR library, building and exporting 3D models, and much more Explains how to interactively link 3D to physical, virtual, and streaming environments Author Tony Mullen is both an artist and a programmer and perfectly suited to explain how to bridge these two worlds, as he so deftly does in Prototyping with Augmented Reality.

Erythrocyte Engineering for Drug Delivery and Targeting Mauro Magnani, 2003-01-31 The International Symposia on Plant Lipids, the 15th of which was held in Okazaki, Japan,

in May 12-17, 2002, is held every two years and is the only international meeting in this field. The contributions from the symposium collected in this book represent the most up-to-date research results on plant lipids, including their structure, analysis, biosynthesis, regulation, physiological function, environmental aspects, and biotechnology, obtained world-wide during 2000-2002

Notebook PolyZ Notebook,2020-01-03 College Ruled Color Paperback. Size: 6 inches x 9 inches. 55 sheets (110 pages for writing). Low Poly Earth. 157797241492

Biomaterials in the Design and Reliability of Medical Devices Michael N.

Helmus,2003-01-31 This book highlights the responsibility of medical device designers and engineers to eliminate sites of failure and to test devices to demonstrate their ultimate safety and efficacy. It also evaluates biomaterials and their properties as related to the design and reliability of medical devices. The principles that are described are readily applicable to the biomaterial scaffolds used for generating tissue-engineered constructs.

Education And Awareness Of Sustainability - Proceedings Of The 3rd Eurasian Conference On Educational Innovation 2020 (Ecei 2020) Charles Tijus,Teen-hang Meen,Chun-yen Chang,2020-11-17 This volume represents the proceedings of the 3rd Eurasian Conference on Educational Innovation 2020 (ECEI 2020). The conference is organized by the International Institute of Knowledge Innovation and Invention (IIKII), and was held on February 5-7, 2020 in Hanoi, Vietnam.ECEI 2020 provides a unified communication platform for researchers in a range of topics in education innovation and other related fields. This proceedings volume enables interdisciplinary collaboration of science and engineering technologists. It is a fine starting point for establishing an international network in the academic and industrial fields.

Advances in Multimedia Information Processing - PCM 2017 Bing

Zeng,Qingming Huang,Abdulmotaleb El Saddik,Hongliang Li,Shuqiang Jiang,Xiaopeng Fan,2018-05-09 The two-volume set LNCS 10735 and 10736 constitutes the thoroughly refereed proceedings of the 18th Pacific-Rim Conference on Multimedia, PCM 2017, held in Harbin, China, in September 2017. The 184 full papers presented were carefully reviewed and selected from 264 submissions. The papers are organized in topical sections on: Best Paper Candidate; Video Coding; Image Super-resolution, Deblurring, and Dehazing; Person Identity and Emotion; Tracking and Action Recognition; Detection and Classification; Multimedia Signal Reconstruction and Recovery; Text and Line Detection/Recognition; Social Media; 3D and Panoramic Vision; Deep Learning for Signal Processing and Understanding; Large-Scale Multimedia Affective Computing; Sensor-enhanced Multimedia Systems; Content Analysis; Coding, Compression, Transmission, and Processing.

Beginning Windows Mixed Reality Programming Sean Ong,2017-07-25 Develop applications and experiences for Microsoft's HoloLens and other Windows mixed reality devices. This easy-to-follow guide removes the mystery behind creating amazing augmented reality experiences. Mixed reality development tools and resources are provided. Beginning Windows Mixed Reality Programming clearly explains all the nuances of mixed reality software development. You'll learn how to create 3D objects and holograms, interact with holograms using voice commands and hand gestures, use spatial mapping and 3D spatial sound, build with Microsoft's HoloToolkit, create intuitive user interfaces, and make truly awe-inspiring mixed reality experiences. Start building the holographic future today! What You Will Learn Prototype ideas quickly Get started with Unity, the preferred tool for animating 3D objects. Explore where to find 3D models for your project, or make your own! Use spatial sound, voice commands, and gestures Build with the HoloToolkit to make apps the easy way Publish to the Windows Store and make money from your app Who This Book Is For Programmers with little or no graphics or mixed reality experience

Beginning Blender Lance Flavell,2011-08-27 A new world of creative possibilities is opened by Blender, the most popular and powerful open source 3D and animation tool. Blender is not just free software; it is also an important professional tool used in animated shorts, television commercials, and shows, as well as in production for films like Spiderman 2. Lance Flavell's Beginning Blender will give you the skills to start shaping new worlds and virtual characters, and perhaps lead you down a new professional path. Beginning Blender covers the Blender 2.5 release in-depth. The book starts with the creation of simple figures using basic modeling and sculpting. It then teaches you how to bridge from modeling to animation, and from scene setup to texture creation and rendering, lighting, rigging, and ultimately, full animation. You will create and mix your own movie scenes, and you will even learn the basics of games logic and how to deal with games physics. Whether you are new to modeling, animation, and game design, or whether you are simply new to Blender, this book will show you everything you need to know to get your 3D projects underway.

Notebook Polyo Notebook,2019-12-16 College Ruled Color Paperback. Size: 6 inches x 9 inches. 55 sheets (110 pages for writing). Low Poly Earth. 157649657029

Game Development with Blender and Godot Kumsal Obuz,2022-09-30 Understand how to use one of the most popular 3D modeling software and advanced game engines to create a seamless workflow between the two and produce dynamic games Key Features Learn how to create, rig, and animate 3D low-poly models in Blender Discover the 3D workflow of Godot Engine and understand how to enhance your models Use modeling and game design skills to create a dynamic point-and-click game Book Description Game Development with Blender and Godot is a comprehensive introduction for those new to building 3D models and games, allowing you to leverage the abilities of these two technologies to create dynamic, interactive, and engaging games. This book will start by focusing on what low-poly modeling is, before showing you how to use Blender to create, rig, and animate your models. You will also polish these assets until they're game-ready, making it easy for you to import them into Godot and use them effectively and efficiently. Next, you will use the game engine to design scenes, work with light and shadows, and transform your 3D models into interactive, controllable assets. By the end of this book, you will have a seamless workflow between Blender and Godot which is specifically geared toward game development. Alongside, you'll also be building a point-and-click adventure game following the instructions and guidance in the book. Finishing this game will help you take these newly acquired skills and create your own 3D games from conception to completion. What you will learn Discover what low-poly modeling is and why it matters Understand how to use materials, shaders, and textures in your models Explore how to render and animate a scene in Blender Focus on how to export Blender assets and import them into Godot Use 3D low-poly models in Godot to create fun games Design a dynamic and easy-to-navigate game world Explore how to interact with the game via interfaces Understand how to export your game for Windows Who this book is for This book is for game developers who are looking to make the transition from 2D to 3D games. Readers should have a basic understanding of Godot, being able to navigate the UI, understand the inspector panel, create scenes, add scripts to game objects, and more. Previous experience with Blender is helpful but not required.

Blender 3D Asset Creation for the Metaverse Vinicius Machado Venancio,2023-07-21 Take your 3d modeling skills to the next level by learning each part of the process in depth and putting it into practice to create professional assets and believable characters for your games and metaverse worlds Key Features Discover an optimized workflow for crafting game and the metaverse assets Learn shortcuts to make the creation process smooth and quick Generate a versatile 3D model suitable for various purposes Book Description If you are familiar with modeling, this book will help you discover a practical and efficient

workflow designed to accelerate your asset creation process for use in multiple projects, including games and the metaverse. Complete with shortcuts and tips on how to speed up the process, this book guides you in modeling assets and characters with the help of references. You'll learn how to optimize the modeled asset for maximum rendering performance within game engines and the metaverse. Next, you'll get to grips with unwrapping the 3D model for texturing and explore multiple texturing techniques to breathe life into your 3D models. Finally, you'll integrate the 3D model to work seamlessly across a myriad of programs and game engines. By the end of this book, you'll have the skills to efficiently create any type of 3D asset from scratch for use in renders, animations, or immersive gaming experiences. What you will learn Model game and metaverse 3D assets starting with primitive shapes Optimize the modeled asset for maximum rendering performance Texture the asset with PBR image textures, real life images and/or procedural textures Bake the resulting texture to a single image for the textures to work in the metaverse and in any given program Learn tips about human anatomy to make believable characters and avatars Learn the differences in workflow for organic and non-organic asset 3D modeling Understand the importance of reference for any type of work, especially characters Who this book is for Whether you are a beginner 3D asset designer or an aspiring character modeler, this book is your gateway to expanding your skill set in asset creation for personal projects, games, and the metaverse. Since it covers the intricacies of the asset creation process, intermediate-level modelers will also find plenty of information. Familiarity with basic texturing and UV unwrapping will enable you to get the most out of this book.

Blender 3D for Jobseekers Laurie Annis, 2023-04-21 A practical guide on how to prepare, animate, and render 3D models in Blender for real-world markets KEY FEATURES ● Understand the capabilities of Blender 3D and how to get started. ● Get familiar with the fundamentals of 3D creation, from modelling to production. ● Learn how to use Blender professionally to become a sought-after 3D creator. DESCRIPTION Learning how to create in 3D is a daunting and lengthy process, no matter which software is used. If you are a beginner or an aspiring 3D creator who wants to get familiar with the vast capabilities of Blender 3D, then this book is for you. Beginning with an overview of Blender's capabilities and immediately launching into the installation and navigation of Blender's interface, this book will help you become comfortable with thinking and working in the 3D space. Next, core concepts are de-mystified, clarifying the difference between polygonal modeling and sculpting, and when to choose one approach over the other. Once you are comfortable with creating 3D models, this book will teach you how to create and manipulate 3D objects, scenes, and experiences. By the end of the book, you will be prepared to begin fulfilling creative work making products that are in high demand in the vast, lucrative market of 3D. WHAT YOU WILL LEARN ● The features, installation, and navigation of Blender 3D. ● Understand core 3D concepts like poly modeling and sculpting. ● How to work with textures, materials, and shaders in 3D. ● An introduction to animation, effects and simulations. ● How to render images and video of 3D creations. ● How to use Blender for professional 3D work. WHO THIS BOOK IS FOR This book is for beginners and experienced 3D professionals who want to use Blender 3D for modeling, animating, and rendering their models. TABLE OF CONTENTS 1. Features of Blender 3D 2. Installation and Interface 3. General 3D Concepts 4. Polygonal Modeling 5. Poly Modeling Extras 6. 3D Sculpting 7. 3D Surfaces 8. 3D Animation 9. Effects and Simulations 10. Images and Video 11. 3D in Production

iPhone Game Blueprints Igor Uduslivii, 2013-12-26 iPhone Game Blueprints is a practical, hands-on guide with step-by-step instructions leading you through a number of different projects, providing you with the essentials for creating your own iPhone games. This book is for graphic designers, developers, illustrators, and simple enthusiasts,

who dream about the creation of mobile games or who have already worked in that domain, but need some additional inspiration and knowledge. This book can be considered as an illustrated handbook, worth having in your game development studio. It can work as a “paper art-director” for your project.

Beginning 3D Game Development with Unity 4 Sue Blackman, 2013-09-20 Beginning 3D Game Development with Unity 4 is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Maritime Technology and Engineering Carlos Guedes Soares, T.A. Santos, 2014-09-30 Maritime Technology and Engineering includes the papers presented at the 2nd International Conference on Maritime Technology and Engineering (MARTECH 2014, Lisbon, Portugal, 15-17 October 2014). The contributions reflect the internationalization of the maritime sector, and cover a wide range of topics: Ports; Maritime transportation; Inland navigation

A Complete Guide to Character Rigging for Games Using Blender Armin Halač, 2023-09-19 This book is a comprehensive guide to using Blender to create character rigs for games, breaking down the technicalities of rigging tools and techniques into easily digestible chunks. It provides all the tools needed to go from a static character model to an animation-ready, high quality, and fast performing game rig. Written to be accessible and easy to follow, the book covers character rigging theory that is supported by industry standard examples of how to apply that theory to character rigs for video games. It demonstrates the reasoning behind rigging decisions followed by instructions and examples on how to apply that knowledge to rig creation. It includes chapters that focus on the character deformation techniques that raise the visual quality of the model and subsequently of the animation and game it will be used in. This book will be vital reading to those studying games animation as well as early-career rigging artists, character animators, modeling artists, technical animators, and technical artists.

Unreal Engine 5 Character Creation, Animation, and Cinematics Henk Venter, Wilhelm Ogterop, 2022-06-30 Get to grips with the base workflow and create your own cinematic scenes in UE5 by learning to develop the main elements, animate, and combine them into a complete rendered movie scene with the help of key images printed in color Key Features Perform your entire rigging and animation workflow inside Unreal Engine 5 using Control Rig tools Create hand-keyed animations and clean up motion capture natively in Unreal Engine Learn the basics of creating 3D assets and customizing

a MetaHuman for your movie needs Book DescriptionUnreal Engine 5 (UE5) offers beginners and seasoned professionals the ability to create detailed movie scenes with realistic human characters using MetaHuman and combine it with custom props and environments. It also comes with built-in industry standard animation tools to develop such scenes in a fraction of the time compared to old methods. This book takes you through the entire 3D movie production pipeline using free (open - source) software. By following the step-by-step, beginner-friendly tutorials in this book, you'll learn how to create your own custom 3D assets in Blender and texture these 3D assets in Quixel Mixer. Next, you'll take these completed 3D assets into Unreal Engine 5 and use them to build a virtual 3D movie set for your 3D movie. You'll also populate your 3D movie set by using Quixel MegaScans assets and create and customize your own photorealistic human character using MetaHuman Creator and UE5. As you advance, you'll discover how to rig, skin, and animate these 3D assets and characters using Blender and UE5's new Control Rig. Finally, you'll explore the process of setting up your movie cameras and animation sequences and rendering your 3D movie using UE5's Sequencer. By the end of this Unreal Engine book, you'll have learned how to combine different elements in UE5 to make your own movies and cinematics.What you will learn Create, customize, and use a MetaHuman in a cinematic scene in UE5 Model and texture custom 3D assets for your movie using Blender and Quixel Mixer Use Nanite with Quixel Megascans assets to build 3D movie sets Rig and animate characters and 3D assets inside UE5 using Control Rig tools Combine your 3D assets in Sequencer, include the final effects, and render out a high-quality movie scene Light your 3D movie set using Lumen lighting in UE5 Who this book is forThis book is for beginners to Unreal Engine or 3D animation and art in general who want to learn the entire process of creating 3D movies with Unreal Engine 5. Experienced 3D artists and animators new to UE5 will also find this book invaluable as it covers cutting-edge techniques for making real-time 3D movies using Unreal Engine, Blender, Quixel Mixer, and Quixel Bridge. Although prior experience with 3D software is not necessary, it will be helpful in understanding the concepts more easily.

Enjoying the Song of Expression: An Emotional Symphony within **Low Poly**

In a world eaten by screens and the ceaseless chatter of fast interaction, the melodic elegance and mental symphony developed by the published word usually disappear in to the backdrop, eclipsed by the constant sound and disruptions that permeate our lives. Nevertheless, set within the pages of **Low Poly** a marvelous literary value overflowing with raw emotions, lies an immersive symphony waiting to be embraced. Crafted by an outstanding composer of language, that captivating masterpiece conducts viewers on a psychological journey, skillfully unraveling the hidden tunes and profound impact resonating within each cautiously constructed phrase. Within the depths of this moving evaluation, we will discover the book is key harmonies, analyze their enthralling publishing design, and submit ourselves to the profound resonance that echoes in the depths of readers souls.

Table of Contents Low Poly

- 1. Understanding the eBook Low Poly
 - The Rise of

- Digital Reading Low Poly
 - Advantages of eBooks Over Traditional Books
- 2. Identifying Low Poly

- Exploring Different Genres
- Considering Fiction vs. Non-Fiction
- Determining Your

- Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Low Poly
 - User-Friendly Interface
4. Exploring eBook Recommendations from Low Poly
 - Personalized Recommendation s
 - Low Poly User Reviews and Ratings
 - Low Poly and Bestseller Lists
5. Accessing Low Poly Free and Paid eBooks
 - Low Poly Public Domain eBooks
 - Low Poly eBook Subscription Services
 - Low Poly Budget-Friendly Options
6. Navigating Low Poly eBook Formats
 - ePub, PDF, MOBI, and More
 - Low Poly Compatibility with Devices
 - Low Poly Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Low Poly
 - Highlighting and Note-Taking Low Poly
 - Interactive Elements Low Poly

8. Staying Engaged with Low Poly
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Low Poly
9. Balancing eBooks and Physical Books Low Poly
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Low Poly
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Low Poly
 - Setting Reading Goals Low Poly
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Low Poly
 - Fact-Checking eBook Content of Low Poly
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational

- eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

Low Poly Introduction

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