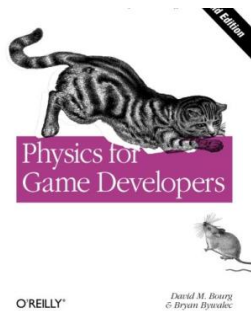


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## PHYSICS FOR GAME DEVELOPERS: SCIENCE, MATH, AND CODE FOR REALISTIC EFFECTS (2ND)



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