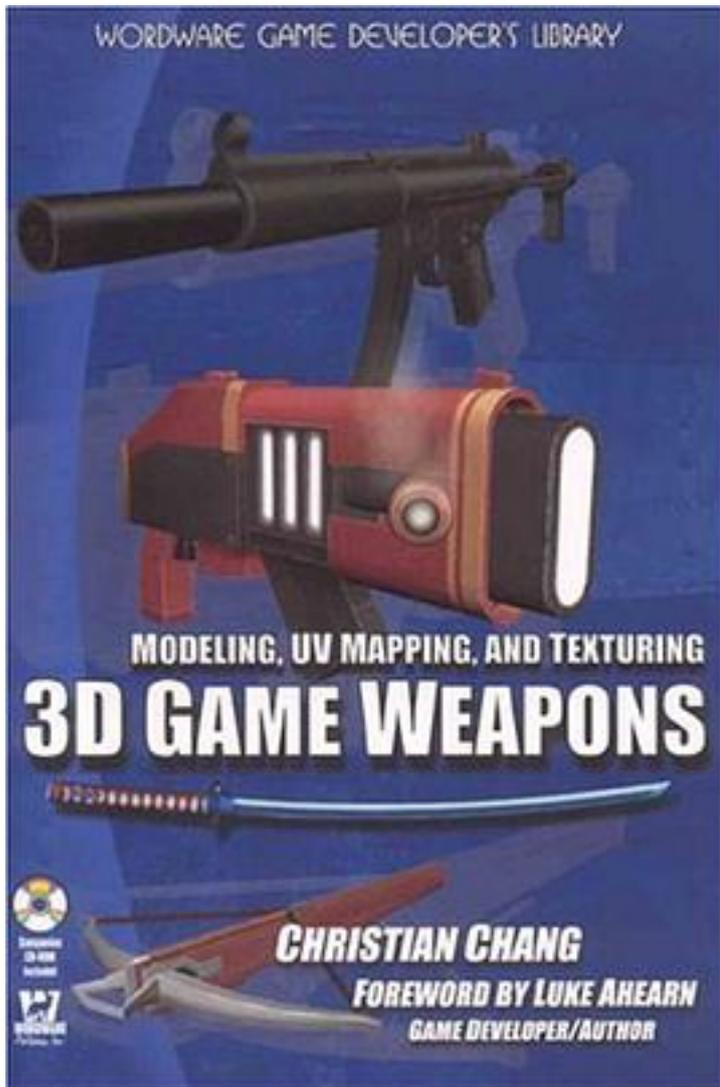


Modeling, UV Mapping, and Texturing 3D Game Weapons



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