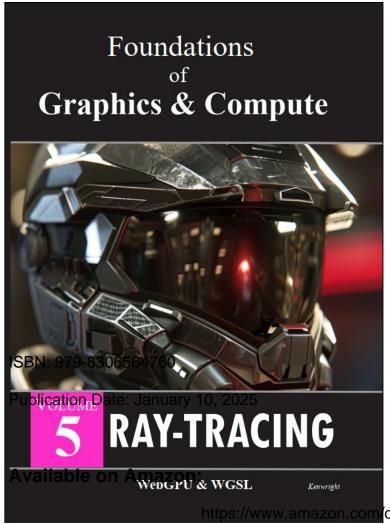
## Foundations of Graphics & Compute: Volume 5: Ray-Tracing



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