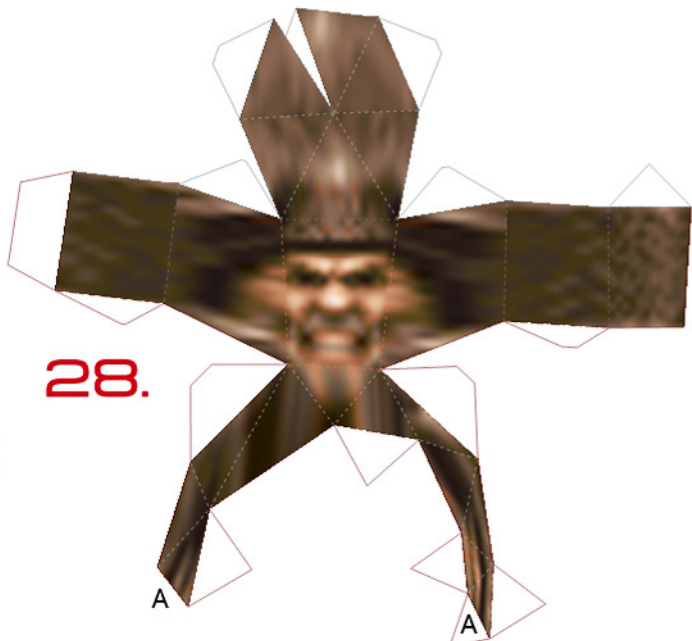


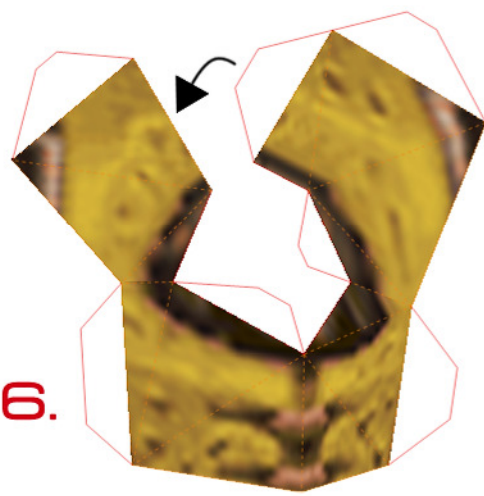
# QUAKE GUY

In 1996, video game developer id Software released their newest game, which used an entirely new cutting edge 3D engine: **QUAKE**.

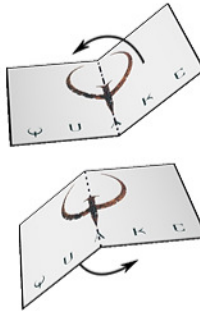
Unlike their earlier First Person Shooter games like **WOLFENSTEIN** and **DOOM** which basically still used 2D sprites in a 3D surrounding, **QUAKE** used true 3D meshes, even offering some of the first hardware acceleration instead on some versions! :o))



28.

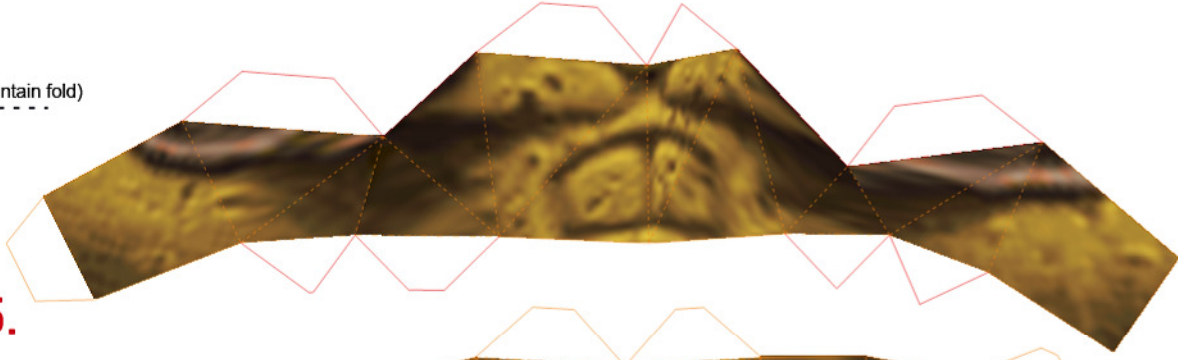


16.



dot-dash lines:  
fold up (valley fold)

dashed lines:  
fold down (mountain fold)

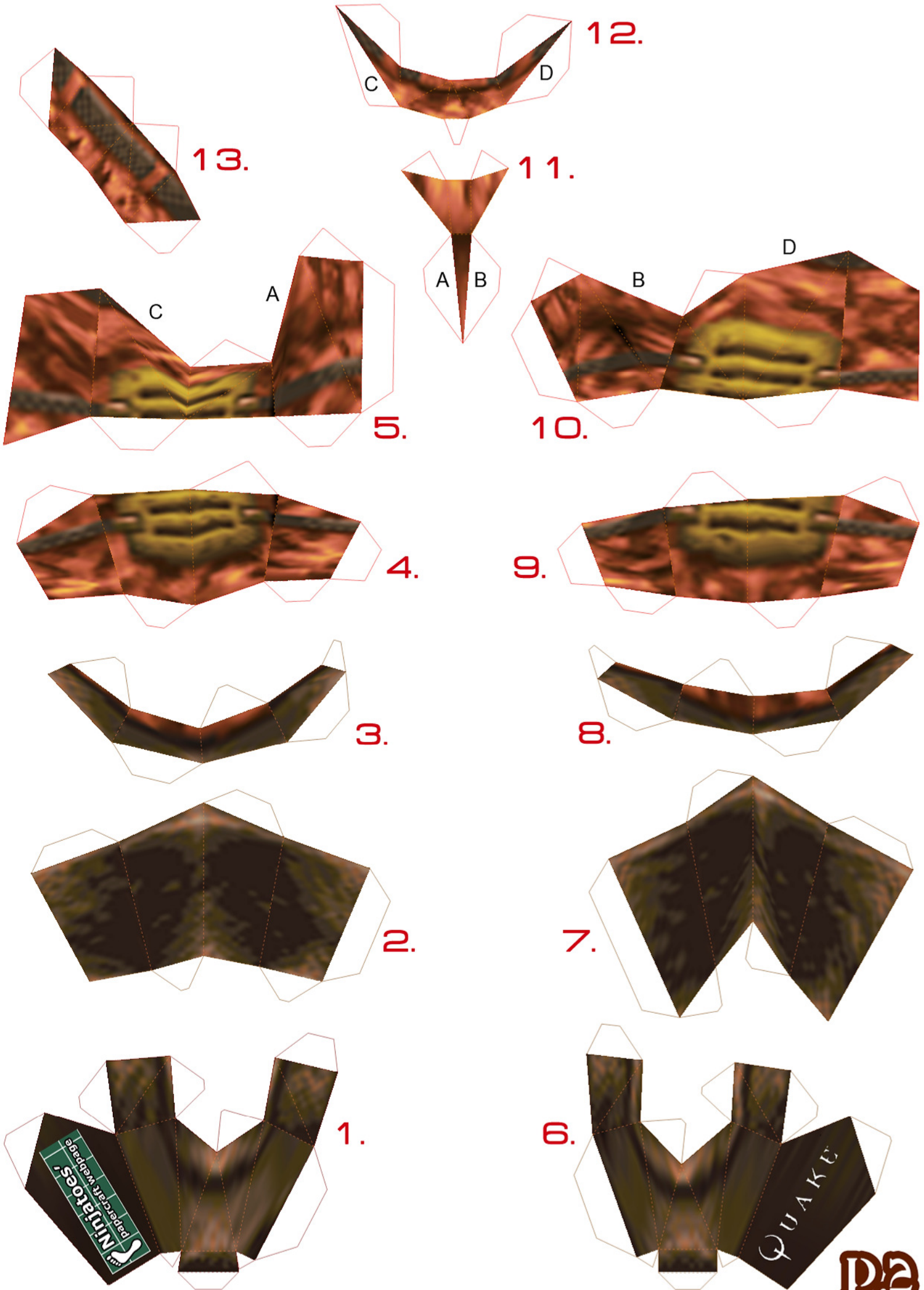


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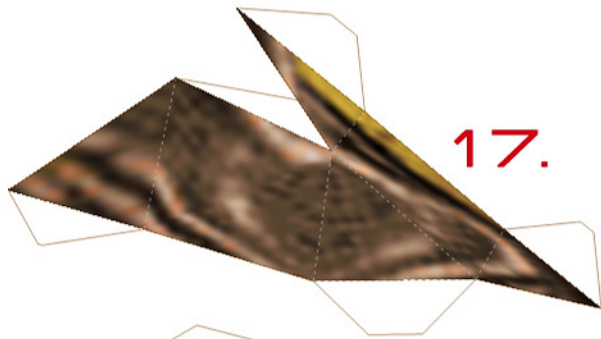


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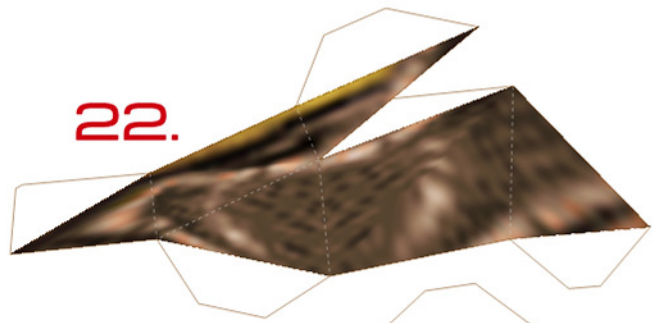




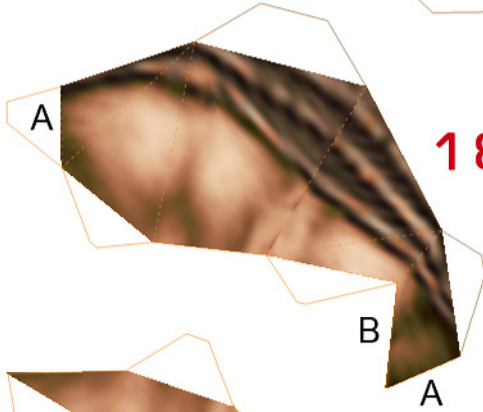




17.

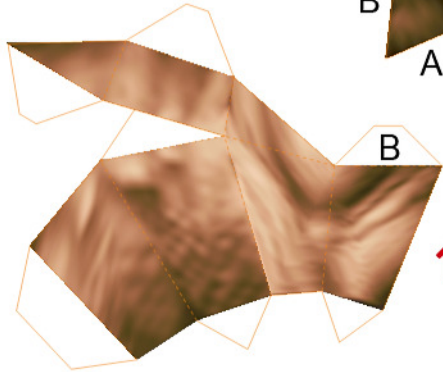


22.



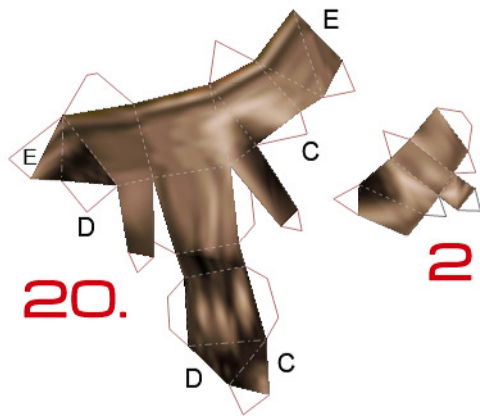
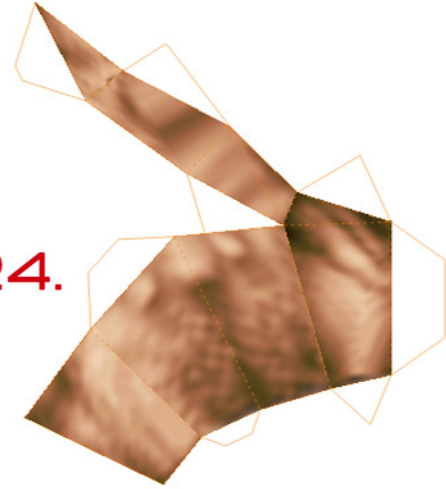
18.

23.



19.

24.

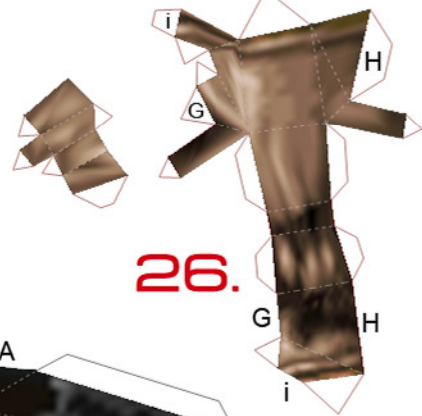


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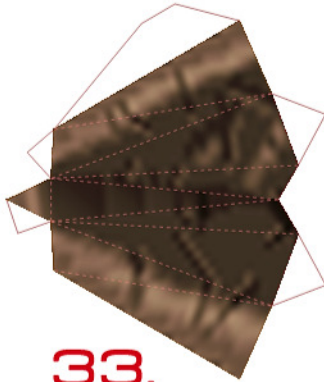
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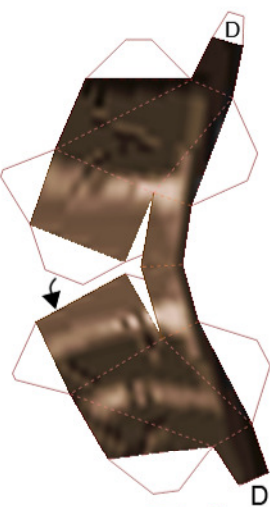
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26.



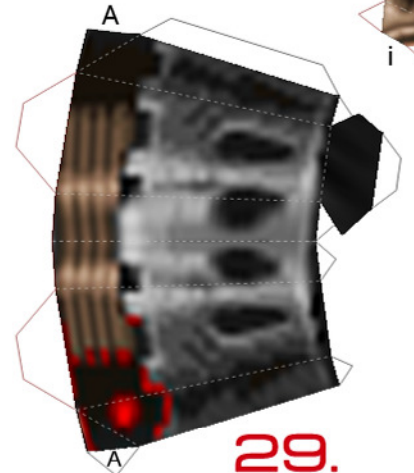
33.



31.

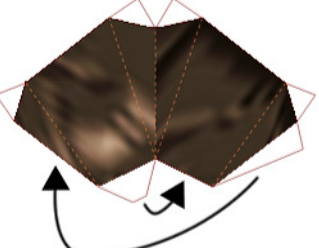


30.



29.

32.



D3