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Subject: Alpha Blending in 3DSMax

Posted by [Anonymous](#) on Sat, 21 Dec 2002 17:54:00 GMT

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Okay, that works, thanks Now...is there anyway to have three materials?What I have is a cliff texture, mud and grass, and theres one polygon where they all meet.If not, I could just go without one of them, but it'd look nicer if I could blend all of them there too.

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