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Subject: Alpha Blending in 3DSMax

Posted by [Anonymous](#) on Sat, 21 Dec 2002 15:34:00 GMT

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quote:Originally posted by Ingrownlip:Click the Get material button, and select blend. I think you should be able to go from there.Not really, could you expand a bit? I did that, and assigned two different diffuse maps to it, but it still only looks like one.

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