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Subject: Re: Blending 3 textures

Posted by [Aircraftkiller](#) on Fri, 18 Jan 2013 03:41:38 GMT

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What's difficult about this? Create a new material with the grass/tiberium textures and set it up like any other texture blend, and apply it to the section of the terrain you want. You'll have to cut it in if you want it to look half-way decent.

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