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Subject: Hm... Gymnasium Floor Markings  
Posted by [Aircraftkiller](#) on Fri, 04 Mar 2005 18:59:33 GMT  
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Create a second pass in the material, set up the UV coordinates on the second UV channel, take the UV map and place it into a graphics editing program. Paint over it so that it matches the desired blending mode you want to use and apply it in gMax.

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