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Subject: Re: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 03:50:52 GMT

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So I have to basically cut out a hole where I want the tiberium fields and do it that way? The way I was thinking was so I could paint the tiberium onto it the same as I blended, I didnt know if you could make 3 passes and paint a different color vertex paint and it would show up ect.

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