

Spine.Unity.BlendModeMaterials.  
CloneAtlasRegionWithMaterial

```
graph LR; A[Spine.Unity.BlendModeMaterials.CloneAtlasRegionWithMaterial] --> B[Spine.AtlasPage.Clone]; A --> C[Spine.AtlasRegion.Clone];
```

Spine.AtlasPage.Clone

Spine.AtlasRegion.Clone