

Spine.Unity.Editor.Blend
ModeMaterialsUtility.Upgrade
BlendModeMaterials

```
graph LR; A["Spine.Unity.Editor.Blend  
ModeMaterialsUtility.Upgrade  
BlendModeMaterials"] --> B["Spine.Unity.Editor.Blend  
ModeMaterialsUtility.UpdateBlend  
ModeMaterials"]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is white with a black border and contains the text 'Spine.Unity.Editor.Blend', 'ModeMaterialsUtility.Upgrade', and 'BlendModeMaterials' on three lines. A blue arrow points from the right side of this box to the left side of the right box. The right box is gray with a black border and contains the text 'Spine.Unity.Editor.Blend', 'ModeMaterialsUtility.UpdateBlend', and 'ModeMaterials' on three lines. A blue curved arrow points from the top of the right box back to the top of the right box, indicating a self-loop.

Spine.Unity.Editor.Blend
ModeMaterialsUtility.UpdateBlend
ModeMaterials