

12.1.12 Editors - Geometry Nodes Editor - Header - Add Menu - Material

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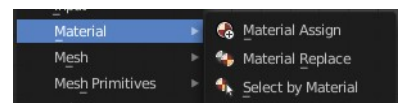
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Add menu - Material

Nodes to modify the material.



Material Assign

Assign a material to a mesh or a selection of a mesh.

Inputs

Geometry

The geometry that you want to assign the material to.

Material

The material that you want to assign.

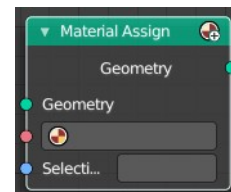
Selection

The selection that you want to assign the material to.

Output

Geometry

Standard geometry output.



Material Replace

Replace an existing material by a new material.

Inputs

Geometry

The geometry that you want to assign the material to.

Old

The old material.

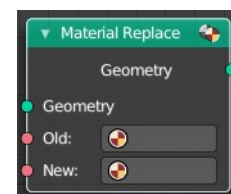
New

The new material.

Outputs

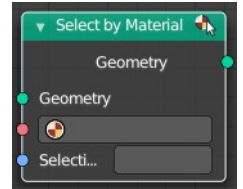
Geometry

Standard geometry output.



Select by Material

Select geometry by Material.



Inputs

Geometry

The geometry where you want to select the geometry with the material.

Material

The material.

Selection

A selection of the mesh.

Outputs

Geometry

Standard geometry output.