

## 12.1.13 Editors - Geometry Nodes Editor - Header - Add Menu - Material

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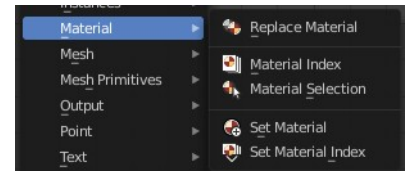
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## Add menu - Material

Nodes to modify the material.



## Replace Material

Replace an existing material by a new material.

### Inputs

#### *Geometry*

The geometry that you want to assign the material to.

#### *Old*

The old material.

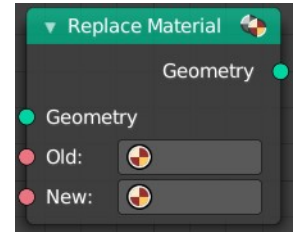
#### *New*

The new material.

### Outputs

#### *Geometry*

Standard geometry output.



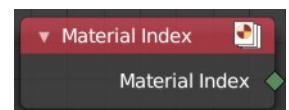
## Material Index

Retrieves the material index.

### Output

#### *Material Index*

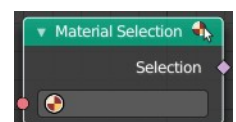
The material index.



## Material Selection

Select geometry by Material.

Since the material index is stored on each face, the output will be implicitly interpolated to



a different element when necessary. For example, every vertex connected to a selected face will be selected.

## Inputs

### **Material**

The material.

## Outputs

### **Geometry**

Standard geometry output.

---

## Set Material

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

## Inputs

### **Geometry**

The geometry that you want to assign the material to.

### **Selection**

The selection that you want to assign the material to.

### **Material**

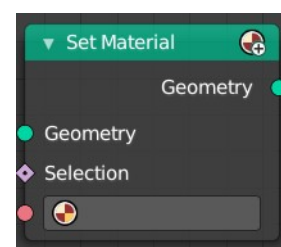
The material that you want to assign.

## Output

### **Geometry**

Standard geometry output.

---



## Set Material Index

Assigning a material index to a mesh or a selection of a mesh.

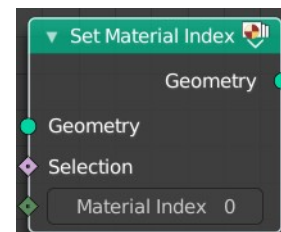
## Inputs

### **Geometry**

The geometry that you want to assign the material to.

### **Selection**

The selection that you want to assign the material to.



## ***Material Index***

The material index that you want to assign.

## **Output**

### ***Geometry***

Standard geometry output.