



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

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### Detailed table of content

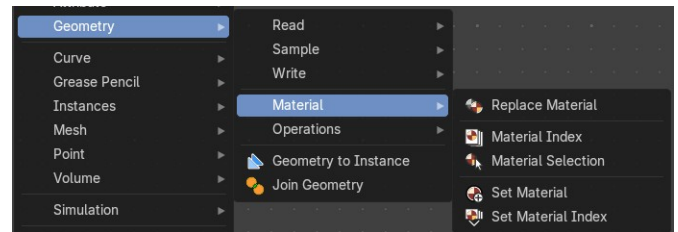
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## Add menu - Geometry - Material

Here you find nodes to modify the material.



### Replace Material.

Sets the name of the target geometry.

#### Inputs

##### **Geometry**

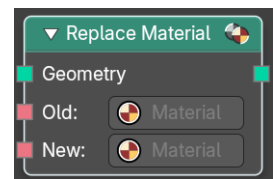
Geometry input.

##### **Old**

The material that you want to replace.

##### **New**

The new material that replaces the old material.



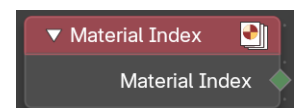
#### Outputs

##### **Geometry**

Geometry output.

### Material Index

Retrieve the material index.



#### Outputs

##### **Material Index**

The material index.

## Material Selection

Select a mesh part by material.

### Inputs

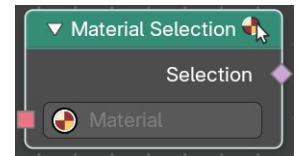
#### *Geometry*

Geometry input.

### Outputs

#### **Material Index**

The material index.



## Set Material

Assign a material to a selection.

### Inputs

#### *Geometry*

Geometry input.

#### *Selection*

The selection of the geometry.

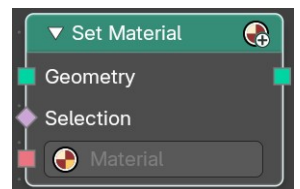
#### *Material*

The material to assign.

### Outputs

#### **Geometry**

The geometry with the new material assigned.



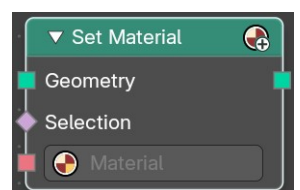
## Set Material Index

Set the material index of a selection.

### Inputs

#### *Geometry*

Geometry input.



### ***Selection***

The selection of the geometry.

### ***Material Index***

The material index to assign to the selection.

### **Outputs**

#### **Geometry**

The geometry with the new material index assigned.