



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

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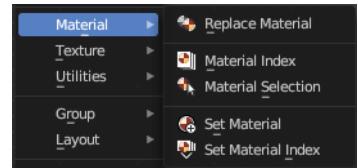
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## Add menu - Material

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.

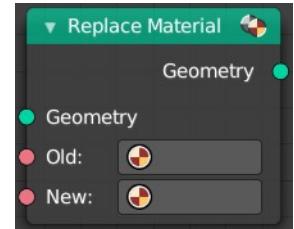
#### **New**

The new material.

### Outputs

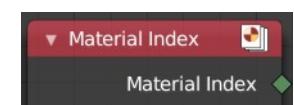
#### **Geometry**

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

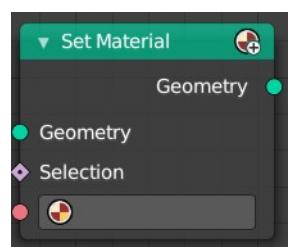
### **Geometry**

Standard geometry output.

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## 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

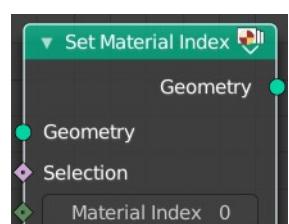
### **Geometry**

Standard geometry output.

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## Set Material Index

Assing 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.