

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

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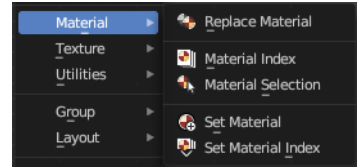
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Add menu - Material

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.

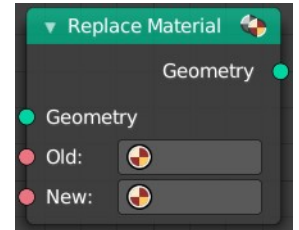
New

The new material.

Outputs

Geometry

Standard geometry output.



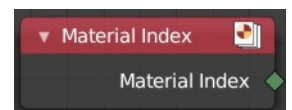
Material Index

Retrieves the material index.

Output

Material Index

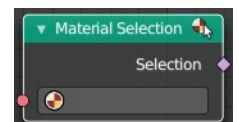
The material index.



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.

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.

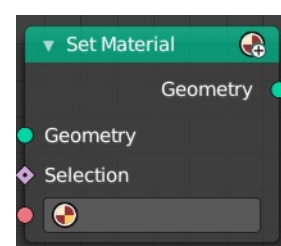
Material

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.

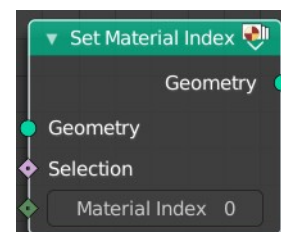
Inputs

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.