Replace Material Node

The *Replace Material* node swaps one material with another. Replacing a material with this node is more efficient than creating a selection of all faces with the old material with the [Material Selection Node](#) and then using the [Set Material Node](#).

> Note
>
> Currently this node only adjusts mesh data.

Inputs

Geometry

Standard geometry input.

Old

Material that is going to be replaced.

New

Material that is replacing the old material.

Properties

This node has no properties.

Outputs

Geometry

Standard geometry output.

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