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# 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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