

Material Index Node

The *Material Index* node outputs which material in the list of materials of the geometry each element corresponds to. Currently the node supports mesh data, where `material_index` is a built-in attribute on faces.

The node to set this data is the [Set Material Index](#) node.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Material Index

Standard integer value, with a minimum value of zero.

[Previous](#)
[Replace Material Node](#)

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)
[View Translation](#)
[Report issue on this page](#)

[Next](#)
[Material Selection Node](#)