

Set Material Node

The *Set Material* changes the material assignment in the specified selection, by adjusting the `material_index` attribute. If the material is already used on the geometry, the existing material index will be reused.

Note

This node adjusts mesh, point clouds, and volume data; other data types do not support materials.

Inputs

Geometry

Standard geometry input containing a mesh.

Material

The material to apply to the geometry.

Selection

Whether to change the material of each face. True values mean the material will be changed, false values mean it will remain the same.

Note, volumes and point clouds only support a single material, in these cases a field input will be ignored.

Properties

This node has no properties.

Outputs

Geometry

Standard geometry output.