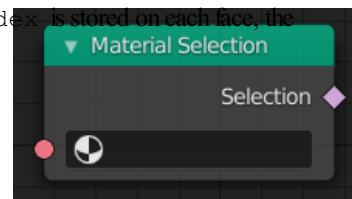


[Skip to content](#)

# Material Selection Node

The *Material Selection* node provides a selection for meshes that use this material. Since the `material_index` is stored on each face, the output will be implicitly interpolated to a different domain when necessary. For example, every vertex connected to a selected face will be selected.



## Inputs

### Material

Standard material input.

## Properties

This node has no properties.

## Outputs

### Selection

Selection of faces that use the input material.

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

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