3 Add Color and Switch to a Teapot

Target：

1. Add color node [pointsfromvolume, copytopoints], Set color = red；
2. Add Material Network Node. In Material Palette, close /mat and open up /matnet.Drag a principled shader into the matnet. Name it brick\_mat；
3. Add Material Node [copytopoints,], Click on the Operator Chooser,Select brick-material, Turn on the Export Relative Path Option and click Accept；
4. In Material Palette select brick\_material, Click Surface tab, set the Base Color={0.5, 0.5, 0.5}, turn ON Use Packed Color；
5. Add Switch Node[rubbertoy,]；
6. Add Platonic node, Set Solid Type = Utah Teapot, Radius = 4.2;
7. Select Switch node, set Select Input = 1；
8. Select Switch node, set Select Input = 0；

UI：

Node：

Color

Material Network

Material

Switch