

Color

The Color node gives you a single color value that you can feed into any other node that needs a color.

What it does

This node provides a color you pick yourself. The node shows the color as a small swatch you can click to open a color picker — a color wheel with RGB, HSV, and HEX entry (HEX codes look like `#C81E1E`). Whatever color you choose becomes the value this node hands out.

It has no Execute flow and nothing needs to fire it — it simply supplies the color value, ready to read at any time. Connect its **Color** output into any node that accepts a color, such as **Set Material Color**.

Inputs

This node has no inputs. You don't connect a color from another node — you choose it directly on the node itself by clicking its swatch to open the color picker.

Outputs

Port	Type	What you get
Color	Color	The color you picked on the node, shown as a small colored swatch. You can wire this into any node that accepts a color.

Example

Color output	<code>#C81E1E</code> (a warm red)
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Tips

- One Color node can feed several nodes at once — wire the same **Color** output into as many color inputs as you like to keep them in sync.

- Connect this straight into a **Set Material Color** node to change the color of an object in your scene.
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