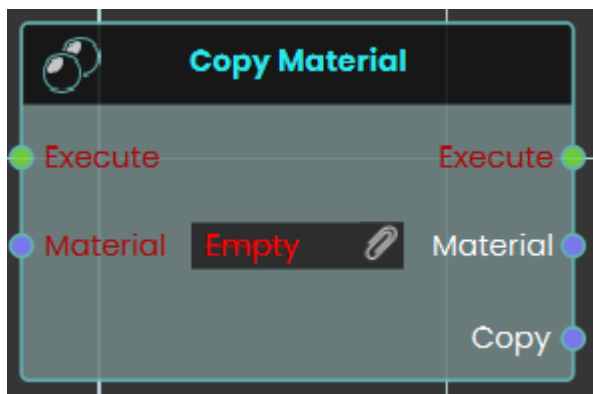


# Material

## Copy Material



The Copy Material node duplicates an existing material and create a completely independent instance. Upon triggering the Execute input, the node takes the specified Material input and outputs a newly generated Copy of that material, which can then be freely modified without altering the original source.

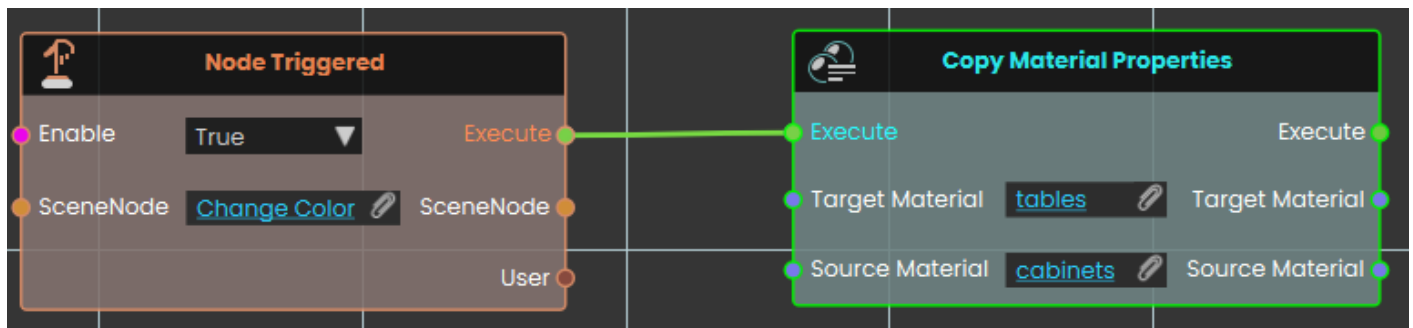
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## Copy Material Properties



The Copy Material Properties node transfers visual attributes directly from one material to another without generating a new instance. When the Execute input is triggered, the node takes the characteristics of the Source Material input and applies them directly to the Target Material input, instantly overwriting the target's previous properties.

## Example:



In this example, triggering the "Change Color" object prompts the system to execute the Copy Material Properties node. Once activated, the node takes all the visual attributes from the "cabinets" source material and immediately applies them to the "tables" target material, causing any 3D objects using the tables material to instantly match the appearance of the cabinets.

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