

Material \ Texture

Set Texture From File



This node replaces the current texture of a specified material with a 2D image file stored in your Resource Management system. By inputting the exact file name, you can dynamically update the visual appearance of any object using that material during the experience.

Revision #1

Created 25 March 2026 09:02:35 by Ahmad Qasim

Updated 1 April 2026 07:37:33 by Ahmad Qasim