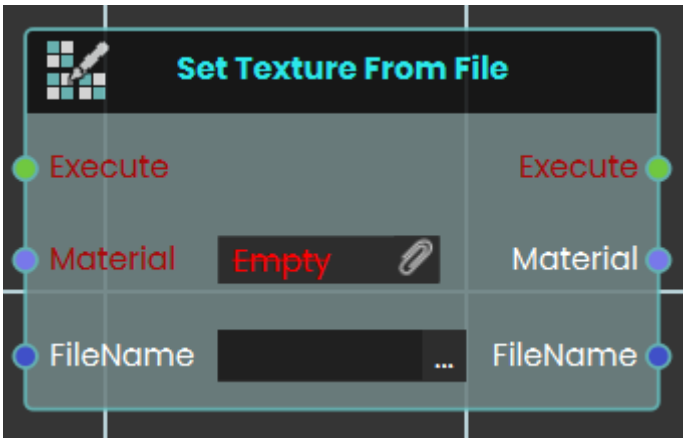
Material \ Texture

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.

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