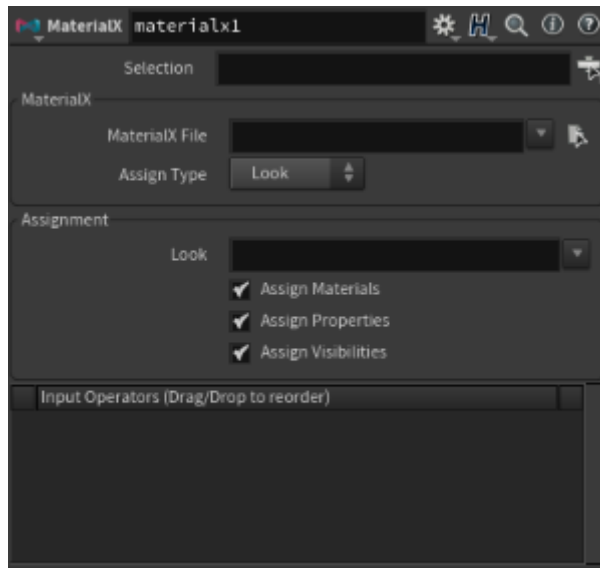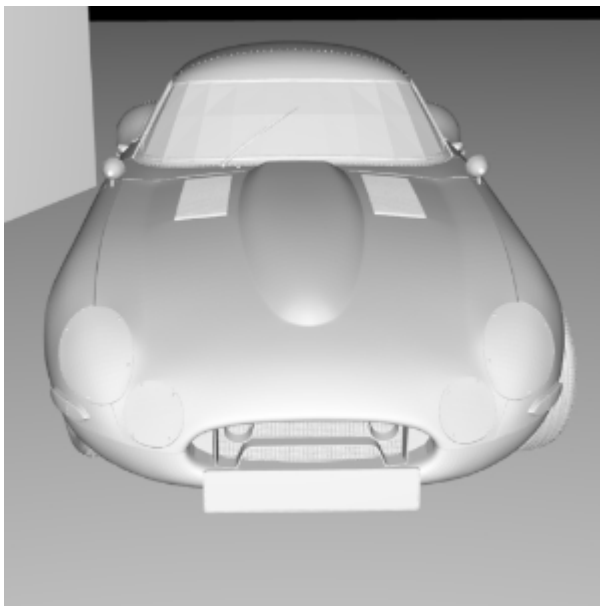# MaterialX

Applies a MaterialX look. The operator supports native Arnold shaders and the MaterialX standard library.

> ⓘ　More information about *MaterialX* can be found here.

| Without lookdev | With MaterialX lookdev |

Selection

An expression to select which nodes this operator will affect. The expression syntax is described in the selection expression documentation, with some examples. Note that if the *operator* is connected to a *procedural* the selections are assumed to be relative to the procedural's namespace.

MaterialX File

The *MaterialX* source document containing one or more looks. The source document can either be a file or an inline XML string.

Look

Current look variant name that should be used from the *MaterialX* document.

Assign Materials

Enables/disables material assignments.

Assign Properties

Enables/disables property assignments.

Assign Visibilities

Enables/disables visibility assignments.

Inputs

Connected upstream *operator* nodes.