



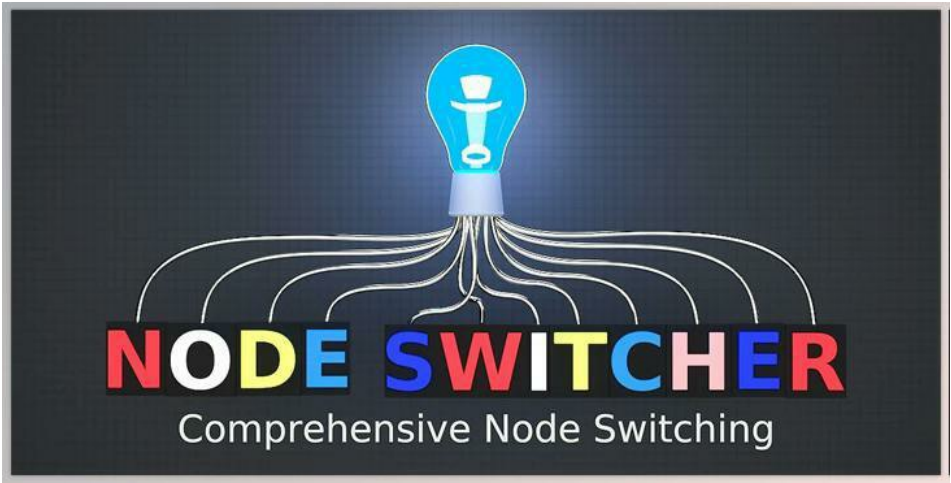
Blender Market - Node Editor Switcher v1.0.3 for Blender 4.2+

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The **Blender Market - Node Editor Switcher** add-on generates node networks to switch and/or blend between various data types, supporting all shader socket types used by Cycles/Eevee and planning to expand to other render engines.

How to design your project using plugins?

You can use "Blender Market - Node Editor Switcher" to design your project.

The add-on offers several switch types: Color ID Switching, which switches based on the colors of an input image, including an automatic color detection feature; Hard Switcher for arbitrary uniform socket types; and Soft Switcher for blended switching of these types. Additionally, it provides a weighted average switch for calculating a weighted average of inputs, though it is not compatible with shader socket types like Diffuse or Principled.

"Blender Market - Node Editor Switcher" Samples:



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