

Reference

Mode:

Object Mode

Panel:

Properties - Object Properties - Visibility

The Visibility panel controls how objects are interacted with in the viewport and in the final render. These visibility options can also be set in the Outliner.

# Selectable

The object is able to be selected in the 3D Viewport.

#### Show In

## Viewports

The object will be displayed in the 3D Viewport.

## Renders

The object is able to be in the final render, note that it will still be visible in rendered shading view.

See also

Cycles has additional Visibility properties and also Grease Pencil objects have additional Visibility properties.

#### Mask

### Holdout

Render objects as a holdout or matte, creating a hole in the image with zero Alpha, to fill out in compositing with real footage or another render.

Previous Collection

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