

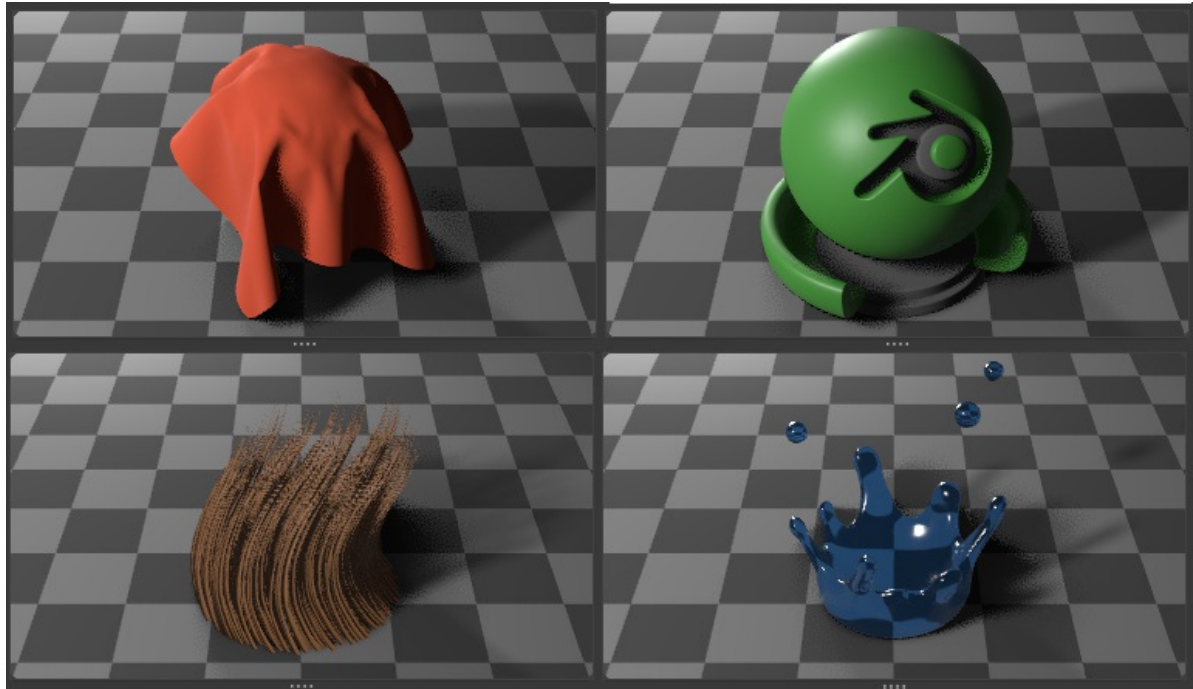
The Preview panel gives a quick visualization of the active material applied in a simple scene.

Shape

Preview the material on a Plane, Sphere, Cube, Hair, Shader Ball, Cloth or Fluid object. This shape is also used for previews when linking and appending materials.

Preview World Cycles Only

Use the world from the current scene for lighting in the material preview.



Preview shapes.