Skip to content **Preview**

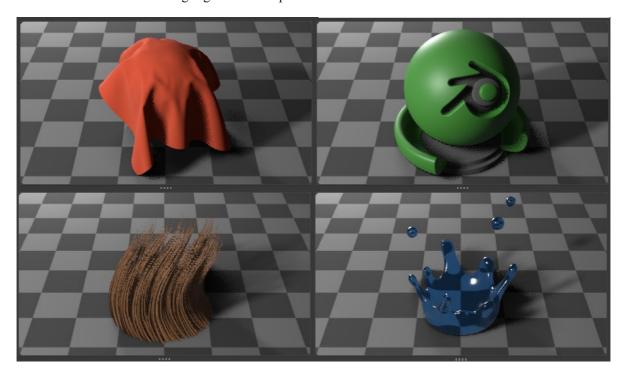
The Preview panel gives a quick visualization of the active material applied in a simple scene.

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.

Previous Assignment Copyright ©: This page is licensed under a CC-BY-SA 4.0 Int. License Made with Furo Last updated on 2025-05-10

View Source View Translation Report issue on this page No Settir