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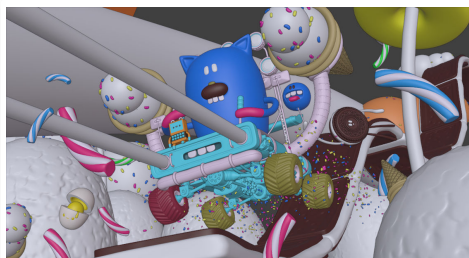
# Viewport Render

Viewport rendering lets you create quick preview renders from the current viewpoint (rather than from the active camera, as would be the case with a regular render).

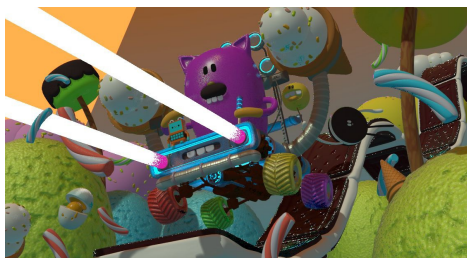
You can use *Viewport Render* to render both images and animations.

Below is a comparison between the Viewport render and a final render using the Cycles Renderer.

Model by © 2016 pokedstudio.com



Viewport render using Solid Mode.



Viewport render using Material Preview Mode.



Full render.

## Note

Viewport rendering only works for the Workbench and Eevee render engines. It's not supported for Cycles.

## Tip

Disable overlays to get a render without “clutter” like rigs, empties and so on.

## Settings

For the most part, *Viewport Render* uses the current viewport settings. Some settings are located in the properties of the render engine that is used to render the view.

Solid mode uses the render settings of Workbench; Material Preview mode uses the render settings of Eevee.

Additionally, some output settings are used too:

- Resolution
- Aspect
- Output path
- File format

## Rendering

Activating *Viewport Render* will render from the current active view. This means that if you are not in an active camera view, a virtual camera is used to match the current perspective. To get an image from the camera point of view, enter the active camera view with `Numpad0`.

As with a normal render, you can abort it with `Esc`.

### Render a Still Image

To render a still image, use 3D Viewport ▸ View ▸ Viewport Render Image.

### Render an Animation

To render an animation, use 3D Viewport ▸ View ▸ Viewport Render Animation.

### Render Keyframes

To render an animation, but only those frames that have a keyframe, use 3D Viewport ▸ View ▸ Viewport Render Keyframes. This only renders

those frames for which the selected objects have an animation key. The other frames are still written to the output, but will simply repeat the last-rendered frame.

For example, when a six-frame animation is rendered, and the selected objects have a key on frames 3 and 5, the following frames will be output:

1. The 1st frame is always rendered.
2. The 1st frame is repeated because there is no key on this frame.
3. The 3rd frame is rendered.
4. The 3rd frame is repeated because there is no key on this frame.
5. The 5th frame is rendered.
6. The 5th frame is repeated because there is no key on this frame.

#### Tip

You can limit the viewport render to a particular region with [Render Regions](#).

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