

Viewport Display

The Workbench engine does not work with shader trees. In various tabs of the Properties are Viewport Display panels where settings can be adjusted that the Workbench engine uses.

Object

The Viewport Display panel in the Object Properties has several settings that are used by the Workbench Engine.

Reference
Panel: Properties ▸ Object ▸ Viewport Display

Shadow

When the *Shadow* in the [Options](#) is enabled this object will cast a shadow.

In Front

When checked the object will be rendered in front of the other objects in the scene.

Color

The color to render the object in when object color needs to be rendered. The alpha channel can be used to render the object transparent.

Material

The Viewport Display panel in the Material Properties has several settings that are used by the Workbench Engine.

Reference
Panel: Properties ▸ Material ▸ Viewport Display

Color

The color when rendering the material. The alpha channel can be used to render the object transparent.

Metallic

Changes the amount of specular lighting. This is only available when *Specular Lighting* in the [Options](#) is enabled.

Roughness

Changes the amount of roughness for specular lighting. This is only available when *Specular Lighting* in the [Options](#) is enabled.

World

The Viewport Display panel in the World Properties has several settings that are used by the Workbench Engine.

Reference
Panel: Properties ▸ World ▸ Viewport Display

Color

The color of the world background. This color will be rendered in the background of the scene.

