Visibility

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.