

## 10.2.1.4.2 Render - Blender Render Engine - Materials - Material Properties - Material Preview

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### Material Preview

#### Reference

Mode: All Modes

Panel: Shading/Material Context → Preview

The Preview panel gives a quick visualization of the active material and its properties, including its *Shaders*, *Ramps*, *Mirror Transp* properties and *Textures*. It provides several shapes that are very useful for designing new shaders: for some shaders (like those based on *Ramp* colors, or a Diffuse shader like *Minnaert*), one needs fairly complex or specific previewing shapes to decide if the shader being designed achieves its goal.

### Options

#### Flat XY plane

Useful for previewing textures and materials of flat objects, like walls, paper and such.

#### Sphere

Useful for previewing textures and materials of sphere-like objects, but also to design metals and other reflective/transparent materials, thanks to the checkered background.

#### Cube

Useful for previewing textures and materials of cube-like objects, but also to design procedural textures. Features a checkered background.

#### Monkey

Useful for previewing textures and materials of organic or complex non-primitive shapes. Features a checkered background.

#### Hair strands

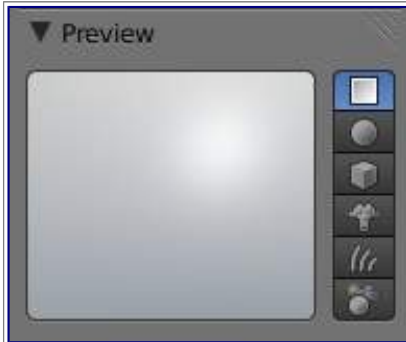
Useful for previewing textures and materials of strand-like objects, like grass, fur, feathers and hair. Features a checkered background.

#### Large Sphere with Sky

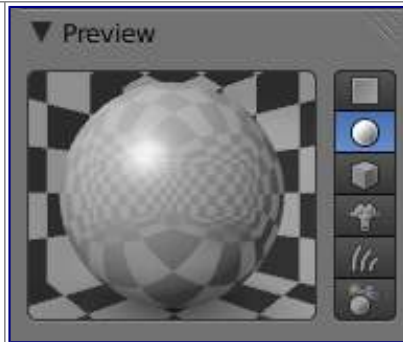
Useful for previewing textures and materials of sphere-like objects, but also to design metals and other reflective materials, thanks to the gradient Sky background.

Preview uses OSA (oversampling). Whatever the preview option, it will make use of OSA (oversampling) in order to provide better quality. Disable this option if your computer is already slow or old.

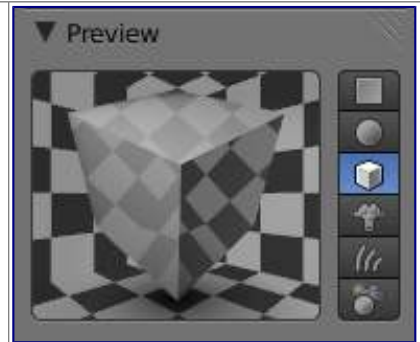
## Examples



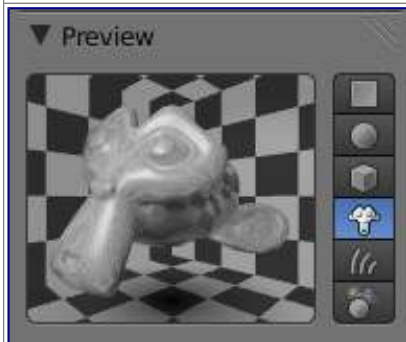
Plane preview.



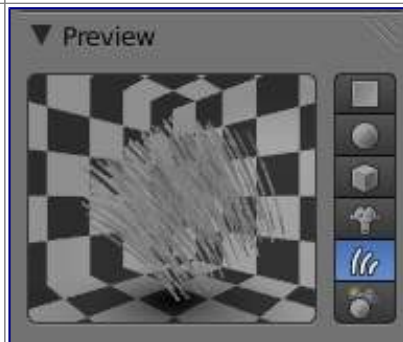
Sphere preview.



Cube preview.



Monkey preview.



Hair Strands preview.



Sky Sphere preview.