

10.3.4 Editors - Shader Editor - Sidebar - Options Tab

| | |
|-----------------------------------|---|
| Options Tab - Settings panel..... | 4 |
| Settings panel with Eevee..... | 4 |
| Backface Culling..... | 4 |
| Blend Mode..... | 4 |
| Opaque..... | 4 |
| Alpha Clip..... | 4 |
| Alpha Hashed..... | 4 |
| Alpha Blend..... | 4 |
| Shadow Mode..... | 4 |
| None..... | 4 |
| Opaque..... | 4 |
| Alpha Clip..... | 5 |
| Alpha Hashed..... | 5 |
| Screen Space Refraction..... | 5 |
| Subsurface Translucency..... | 5 |
| Settings panel with Cycles..... | 5 |
| Pass Index..... | 5 |
| Surface subpanel..... | 5 |
| Multiple Importance..... | 5 |
| Transparent Shadows..... | 5 |
| Displacement..... | 5 |
| Volume Subpanel..... | 5 |
| Sampling..... | 5 |
| Interpolation..... | 5 |
| Homogenous..... | 5 |
| Options Tab - Light panel..... | 6 |
| With Eevee..... | 6 |
| Type..... | 6 |
| Animate Property..... | 6 |
| Point light..... | 6 |
| Color..... | 6 |
| Animate Property..... | 6 |
| Power..... | 6 |
| Animate Property..... | 6 |
| Specular..... | 6 |
| Animate Property..... | 6 |
| Radius..... | 6 |
| Animate Property..... | 6 |
| Sun light..... | 7 |
| Color..... | 7 |
| Animate Property..... | 7 |
| Strength..... | 7 |
| Animate Property..... | 7 |
| Specular..... | 7 |
| Animate Property..... | 7 |
| Angle..... | 7 |
| Animate Property..... | 7 |
| Spot light..... | 7 |
| Color..... | 7 |
| Animate Property..... | 7 |

| | |
|---|----|
| Power..... | 7 |
| Animate Property..... | 7 |
| Specular..... | 7 |
| Animate Property..... | 8 |
| Radius..... | 8 |
| Animate Property..... | 8 |
| Area light..... | 8 |
| Color..... | 8 |
| Animate Property..... | 8 |
| Power..... | 8 |
| Animate Property..... | 8 |
| Specular..... | 8 |
| Animate Property..... | 8 |
| Shape..... | 8 |
| Animate Property..... | 8 |
| With Workbench..... | 8 |
| Type..... | 8 |
| With Cycles..... | 9 |
| Type..... | 9 |
| Point light..... | 9 |
| Color..... | 9 |
| Power..... | 9 |
| Size..... | 9 |
| Max Bounces..... | 9 |
| Cast Shadow..... | 9 |
| Multiple Importance..... | 9 |
| Sun light..... | 9 |
| Color..... | 9 |
| Strength..... | 9 |
| Angle..... | 10 |
| Max Bounces..... | 10 |
| Cast Shadow..... | 10 |
| Multiple Importance..... | 10 |
| Spot light..... | 10 |
| Color..... | 10 |
| Power..... | 10 |
| Size..... | 10 |
| Max Bounces..... | 10 |
| Cast Shadow..... | 10 |
| Multiple Importance..... | 10 |
| Area light..... | 10 |
| Color..... | 10 |
| Power..... | 10 |
| Shape..... | 11 |
| Max Bounces..... | 11 |
| Cast Shadow..... | 11 |
| Multiple Importance..... | 11 |
| Portal..... | 11 |
| Options Tab - Viewport Display panel..... | 11 |
| Color..... | 11 |
| Animate Property..... | 11 |
| Metallic..... | 11 |
| Animate Property..... | 11 |

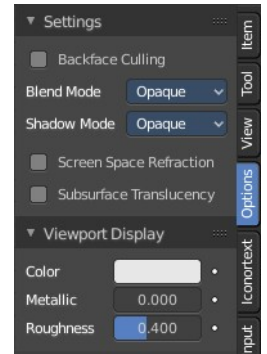
| | |
|-----------------------|----|
| Roughness..... | 11 |
| Animate Property..... | 12 |

Options Tab - Settings panel

In the Options tab you will find general shading options for the current material for the render engines Eevee and Cycles. The Workbench renderer does not have any extra shading options.

The options tab moves around, dependant of what render engine you have chosen. With cycles the tab is at the end of the list.

The Settings panel appears with a mesh object selected.



Settings panel with Eevee

Backface Culling

Hide the back sides of the geometry when rendering.

Blend Mode

The blend mode for transparent faces.

Opaque

Render the surface without transparency.

Alpha Clip

Use the alpha threshold to clip the visibility.

Alpha Hashed

Use noise to dither the binary visibility

Alpha Blend

Render polygon transparent, depending of the alphachannel of the texture.

Shadow Mode

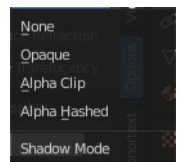
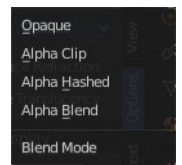
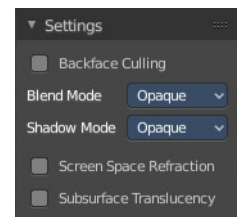
The shadow mapping method.

None

The material will cast no shadow.

Opaque

The material will cast shadow without transparency.



Alpha Clip

Use the alpha threshold to clip the visibility.

Alpha Hashed

Use noise to dither the binary visibility and use filtering to reduce the noise.

Screen Space Refraction

Use raytraced screen space refractions.

Subsurface Translucency

Add translucency effect to subsurface.

Settings panel with Cycles

Pass Index

Index number for the material render index pass

Surface subpanel

Multiple Importance

Use multiple Importance sampling for this material.

Transparent Shadows

Use transparent shadows for this material if it contains a Transparent BSDF

Displacement

Here you can adjust the displacement method. Bump mapping is a old image based shader technique to fake displacement. Displacement deforms the geometry.

Volume Subpanel

Sampling

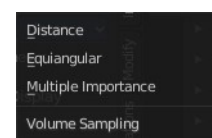
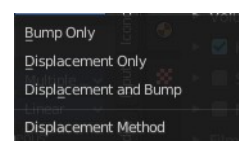
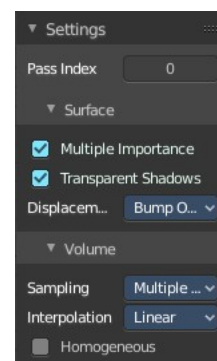
The volume sampling method.

Interpolation

The volume interpolation method. Linear or cubic

Homogenous

Use the same density for volume rendering.



Options Tab - Light panel

The Light panel appears with a light object selected.

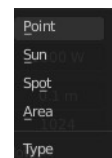
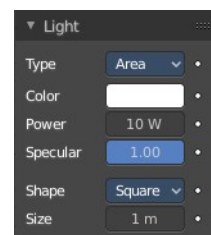
With Eevee

Type

The light type. The light settings changes, dependant of what light type you have chosen.

Animate Property

This property can be animated.



Point light

Color

The light color.

Animate Property

This property can be animated.

Power

The strength of the light in Watt.

Animate Property

This property can be animated.

Specular

Here you can adjust the specular reflection multiplier.

Animate Property

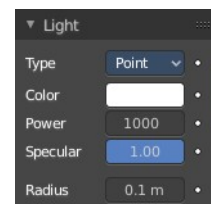
This property can be animated.

Radius

The size of the point light.

Animate Property

This property can be animated.



Sun light

Color

The light color.

Animate Property

This property can be animated.

Strength

The strength of the light. This value is not in Watt.

Animate Property

This property can be animated.

Specular

Here you can adjust the specular reflection multiplier.

Animate Property

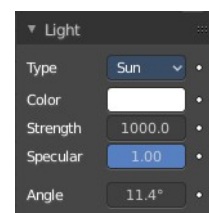
This property can be animated.

Angle

The angular diameter for the sun as seen from the earth.

Animate Property

This property can be animated.



Spot light

Color

The light color.

Animate Property

This property can be animated.

Power

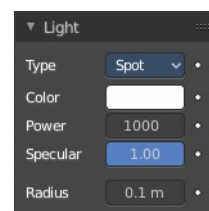
The strength of the light in Watt.

Animate Property

This property can be animated.

Specular

Here you can adjust the specular reflection multiplier.



Animate Property

This property can be animated.

Radius

The size of the point light.

Animate Property

This property can be animated.

Area light

Color

The light color.

Animate Property

This property can be animated.

Power

The strength of the light in Watt.

Animate Property

This property can be animated.

Specular

Here you can adjust the specular reflection multiplier.

Animate Property

This property can be animated.

Shape

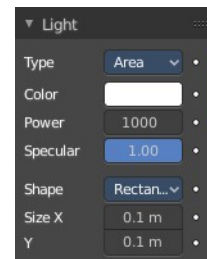
The shape of the light emitting area of the light.

Size X / Y

The size of the light emitting area of the light.

Animate Property

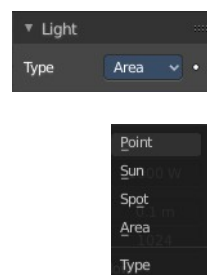
This property can be animated.



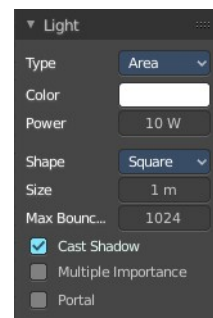
With Workbench

Type

The light type. The light settings changes, dependant of what light type you have chosen.

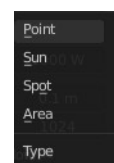


With Cycles



Type

The light type. The light settings changes, dependant of what light type you have chosen.



Point light

Color

The light color.

Power

The strength of the light in Watt.

Size

The size of the point light

Max Bounces

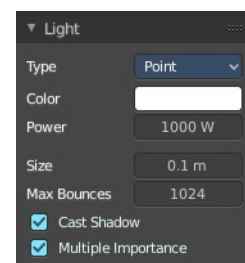
The maximum numbers of the bounces that this light will contribute to the render.

Cast Shadow

The light casts a shadow.

Multiple Importance

Use Multiple Importance sampling for this light.



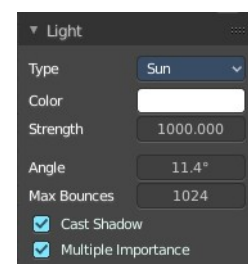
Sun light

Color

The light color.

Strength

The strength of the light. This value is not in Watt.



Angle

The angular diameter for the sun as seen from the earth

Max Bounces

The maximum numbers of the bounces that this light will contribute to the render.

Cast Shadow

The light casts a shadow.

Multiple Importance

Use Multiple Importance sampling for this light.

Spot light

Color

The light color.

Power

The strength of the light in Watt.

Size

The size of the point light

Max Bounces

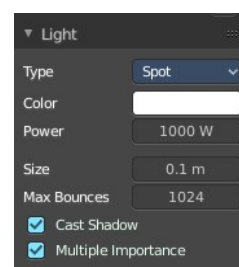
The maximum numbers of the bounces that this light will contribute to the render.

Cast Shadow

The light casts a shadow.

Multiple Importance

Use Multiple Importance sampling for this light.



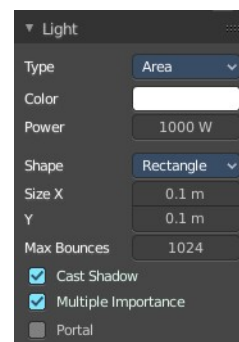
Area light

Color

The light color.

Power

The strength of the light in Watt.



Shape

The shape of the light emitting area of the light.

Size X / Y

The size of the light emitting area of the light.

Max Bounces

The maximum numbers of the bounces that this light will contribute to the render.

Cast Shadow

The light casts a shadow.

Multiple Importance

Use Multiple Importance sampling for this light.

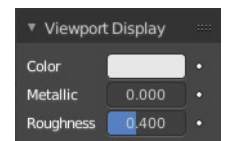
Portal

Use this light to guide sampling of the background. This will make the light invisible.

Options Tab - Viewport Display panel

Here you can adjust how the mesh object is displayed in the viewport when the viewport shading in the 3D view is in solid mode.

The content is the same for all three render engines.



Color

The color.

Animate Property

This property can be animated.

Metallic

Metallic look.

Animate Property

This property can be animated.

Roughness

The roughness.

Animate Property

This property can be animated.