

## 25.4 Editors - Properties Editor - View Layer Properties Tab

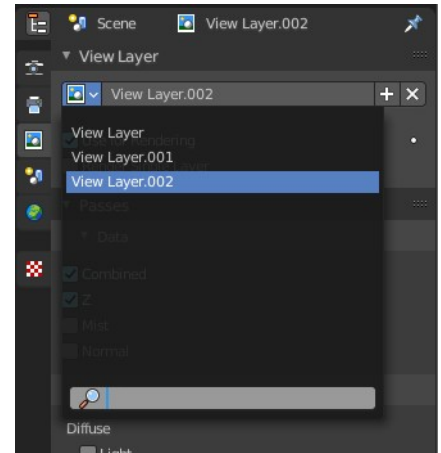
View Layer.....	3
View Layer Panel - All Renderers.....	3
View Layer Prop.....	3
View Layer list.....	3
View Layer edit box.....	3
Add View Layer.....	3
New.....	4
Copy Settings.....	4
Blank.....	4
Remove View Layer.....	4
Use for Rendering.....	4
Animate Property.....	4
Render Single Layer.....	4
Eevee - Passes.....	4
Data.....	4
Combined.....	4
Z.....	4
Mist.....	4
Normal.....	5
Light.....	5
Diffuse.....	5
Light.....	5
Color.....	5
Specular.....	5
Light.....	5
Color.....	5
Volume.....	5
Transmittance.....	5
Scatter.....	5
Other.....	5
Emission.....	5
Environment.....	5
Shadow.....	5
Ambient Occlusion.....	5
Effects.....	6
Cycles - Passes Panel.....	6
Data.....	6
Include.....	6
Combined.....	6
Z.....	6
Mist.....	6
Normal.....	6
Vector.....	6
UV.....	6
Denoising Data.....	6
Indexes.....	6
Object Index.....	6
Material Index.....	6
Debug.....	7
Render Time.....	7

Sample Count.....	7
Alpha Threshold.....	7
Light.....	7
Diffuse.....	7
Direct.....	7
Indirect.....	7
Color.....	7
Glossy.....	7
Direct.....	7
Indirect.....	7
Color.....	7
Transmission.....	8
Direct.....	8
Indirect.....	8
Color.....	8
Volume.....	8
Direct.....	8
Indirect.....	8
Color.....	8
Other.....	8
Emission.....	8
Environment.....	8
Shadow.....	8
Ambient Occlusion.....	8
Cryptomatte.....	8
Include.....	9
Object.....	9
Materials.....	9
Asset.....	9
Levels.....	9
Accurate Mode.....	9
Cycles - Filter Panel.....	9
Include.....	9
Environment.....	9
Ambient Occlusion.....	9
Surfaces.....	9
Hair.....	9
Volume.....	9
Freestyle.....	9
Cycles - Override Panel.....	10
Material Override.....	10
Samples.....	10

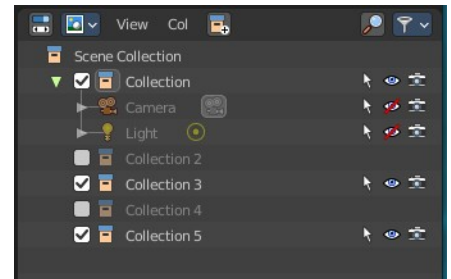
## View Layer

View Layers reference to Scene collections. They allow to set their visibility, selectability and other options. Each View Layer can use any collection you wish, and multiple View Layers can use the same collections or different collections.

Usually you have just one View layer for the whole scene. But you can create more View layers in the header, and rename them there.



View layers are by default active for all collections. You can exclude them for specific layers in the Outliner. Select the view layer, and turn off the collections that you don't want to have active in this view layer.



Note. The different render engines uses different view layer functionality. And so the panels and available options differs.

## View Layer Panel - All Renderers

### View Layer Prop

### View Layer list

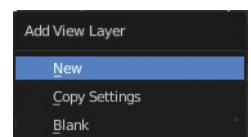
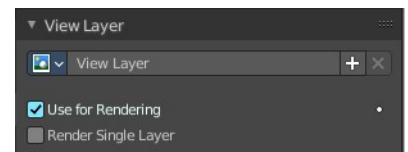
The list of available view layers

### View Layer edit box

Set the active view layer, and view and edit the name of the current active view layer. Click into the edit box to edit the name.

### Add View Layer

Adds a new view layer.



## New

Adds a new view layer with the default content.

## Copy Settings

Adds a new view layer with the content of the current active layer.

## Blank

Adds a new view layer and deactivates all collections.

## Remove View Layer

Removes the selected view layer.

## Use for Rendering

Disable or enable the render layer.

## Animate Property

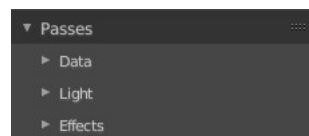
This property can be animated. Activating this button sets a keyframe at the current frame.

## Render Single Layer

Only render the active layer. This just works for rendering from the interface. Rendering from command line ignores this setting.

# Eevee - Passes

Here you enable or disable passes for single features.



## Data

### Combined

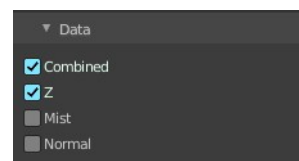
Deliver full combined RGBA Buffer.

### Z

Deliver Z Value pass.

### Mist

Deliver Mist factor pass. 0.0 to 1.0



## Normal

Deliver Normal pass.

## Light

### Diffuse

#### *Light*

Deliver diffuse direct pass.

#### *Color*

Deliver diffuse color pass.

### Specular

#### *Light*

Deliver specular direct pass.

#### *Color*

Deliver specular color pass.

### Volume

#### *Transmittance*

Deliver volume transmittance pass.

#### *Scatter*

Deliver volume scattering pass.

### Other

#### *Emission*

Deliver emission pass.

#### *Environment*

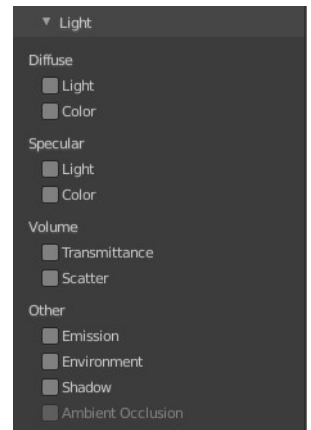
Deliver environment lighting pass.

#### *Shadow*

Deliver shadow pass.

#### *Ambient Occlusion*

Deliver Ambient Occlusion pass. Ambient Occlusion needs to be enabled in the Render Properties.



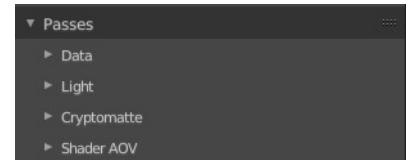
## Effects

Deliver Bloom pass. Bloom must be enabled in the Render Properties.



## Cycles - Passes Panel

Here you enable or disable passes for single features.



### Data

#### Include

##### **Combined**

Deliver full combined RGBA Buffer.

##### **Z**

Deliver Z Value pass.

##### **Mist**

Deliver Mist factor pass. 0.0 - 1.0.

##### **Normal**

Deliver Normal pass.

##### **Vector**

Deliver Speed Vector pass.

##### **UV**

Deliver UV pass.

##### **Denoising Data**

Store the denoising feature passes and the noisy image.

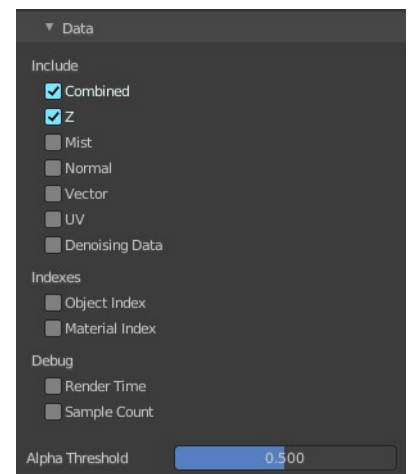
#### Indexes

##### **Object Index**

Deliver Object Index pass.

##### **Material Index**

Deliver Material Index pass.



## Debug

### ***Render Time***

Render time in milliseconds per sample and pixel.

### ***Sample Count***

Number of samples/camera rays per pixel.

## Alpha Threshold

Z, Index, Normal, UV and Vector passes are just affected by surfaces with alpha transparency equal or higher this threshold.

---

## Light

### Diffuse

#### ***Direct***

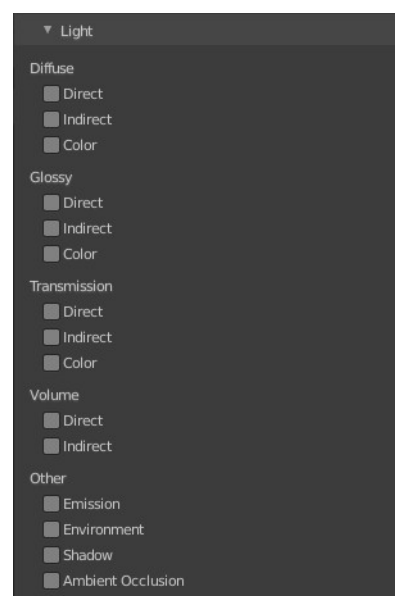
Deliver direct pass.

#### ***Indirect***

Deliver indirect pass.

#### ***Color***

Deliver color pass.



### Glossy

#### ***Direct***

Deliver direct pass.

#### ***Indirect***

Deliver indirect pass.

#### ***Color***

Deliver color pass.

---

## Transmission

### ***Direct***

Deliver direct pass.

### ***Indirect***

Deliver indirect pass.

### ***Color***

Deliver color pass.

---

## Volume

### ***Direct***

Deliver direct pass.

### ***Indirect***

Deliver indirect pass.

### ***Color***

Deliver color pass.

---

## Other

### ***Emission***

Deliver Emission pass.

### ***Environment***

Deliver Environment pass.

### ***Shadow***

Deliver Shadow pass.

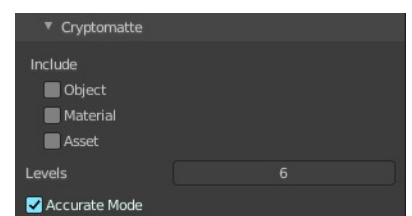
### ***Ambient Occlusion***

Deliver Ambient Occlusion pass.

---

## Cryptomatte

Cryptomatte passes can be used to isolate objects or materials or assets in compositing.





## **Include**

### ***Object***

Render Cryptomatte Object Pass.

### ***Materials***

Render Cryptomatte Materials Pass.

### ***Asset***

Render Cryptomatte Asset Pass.

## **Levels**

How many unique objects can be distinguished per pixel

## **Accurate Mode**

Generate a more accurate cryptomatte pass. This feature renders at the CPU only, and consumes more memory.

## **Cycles - Filter Panel**

## **Include**

### **Environment**

Render Sky in this layer.

### **Ambient Occlusion**

Render Ambient Occlusion in this layer.

### **Surfaces**

Render solid surfaces in this layer.

### **Hair**

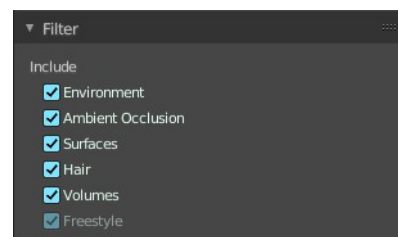
Render Hair in this layer.

### **Volume**

Render volumes in this layer.

### **Freestyle**

Render stylized strokes in this layer. This feature is greyed out when Freestyle is not activated.



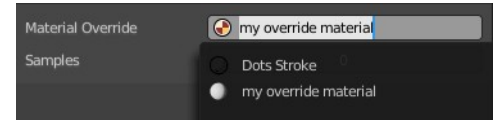
## Cycles - Override Panel

Here you can add a material that overrides all other materials in this layer. This allows clay renderings.



### Material Override

Pick a material in the scene that should override all other materials.



### Samples

Override number of render samples for this view layer. A value of 0 will use the scene setting values.