



26.4 Editors - Properties Editor - View Layer Properties Tab

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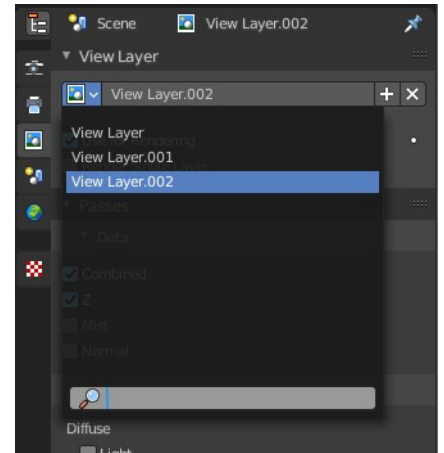
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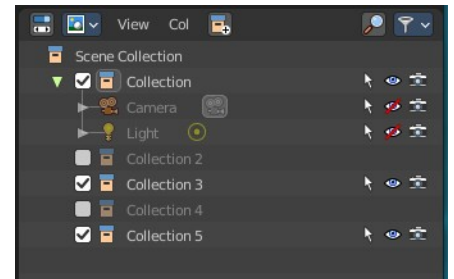
View Layer

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

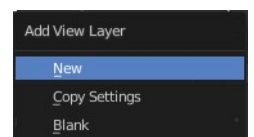
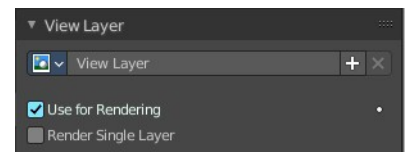
The list of available view layers

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

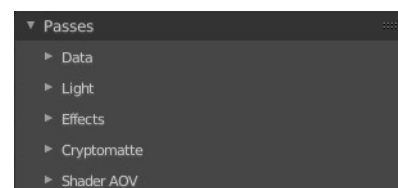
This property can be animated. Activating this button sets a keyframe at the current frame.

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 panel

Here you enable or disable passes for single features.



Data subpanel

Combined

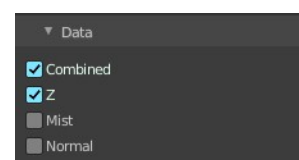
Deliver full combined RGBA Buffer.

Z

Deliver Z Value pass.

Mist

Deliver Mist factor pass. 0.0 to 1.0



Normal

Deliver Normal pass.

Mist subpanel

When you activate Mist pass, then the Mist Pass subpanel shows.

Start

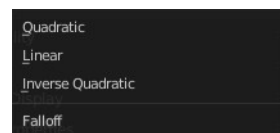
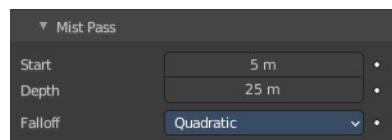
The starting distance of the mist, measured from the camera.

Depth

The distance over which the mist effect fades in.

Falloff

The falloff progression of the mist.



Light subpanel

Diffuse

Light

Deliver diffuse direct pass.

Color

Deliver diffuse color pass.

Specular

Light

Deliver specular direct pass.

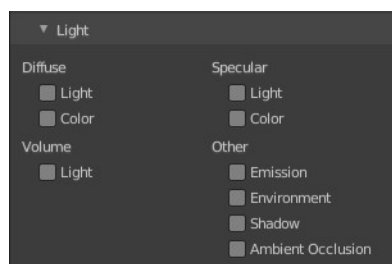
Color

Deliver specular color pass.

Volume

Light

Deliver volume direct light 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 subpanel

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



Cryptomatte subpanel

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

Include

Object

Render Cryptomatte Object Pass.

Materials

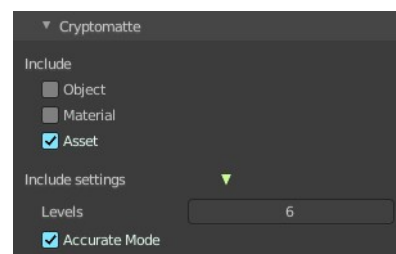
Render Cryptomatte Materials Pass.

Asset

Render Cryptomatte Asset Pass.

Include Settings

These settings appears when you tick one of the above includes.



Levels

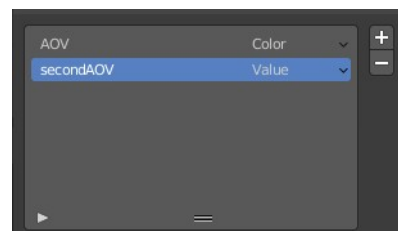
How many unique objects can be distinguished per pixel.

Accurate Mode

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

Shader AOV subpanel

AOV stands for Arbitrary Output Variables. Here you can add custom render passes for arbitrary shader node components. These values can then be used in the post processing in the node editor.



To use Shader AOVs create the pass in the Shader AOV panel then reference this pass with the AOV Output shading node. Each AOV in the list consists of a Name and Data Type.

List of AOV

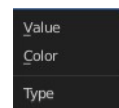
Name

The name of the render pass. This is the Name that is referenced in the AOV Output node. You can name it as you like as long as the name does not conflict with enabled built-in passes.

Data Type

Right clicking at the black triangle at the end will reveal the type menu.

Shader AOVs can either express a Color or a Value variable. The Color variable as the name suggest can be used for a color but also a normal value. A Value variable can be used for any single numerical value.



Add AOV

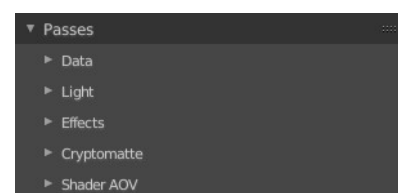
Adds an AOV to the list.

Remove AOV

Removes the selected AOV from the list.

Cycles - Passes Panel

Here you enable or disable render passes for single features.



Data subpanel

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

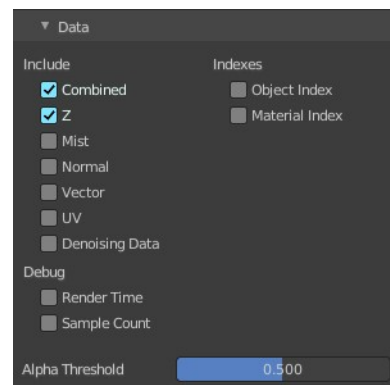
Render time in milliseconds per sample and pixel.

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.

Mist subpanel

When you activate Mist pass, then the Mist Pass subpanel shows.

Start

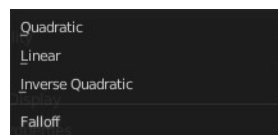
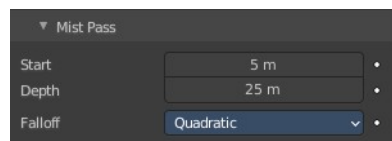
The starting distance of the mist, measured from the camera.

Depth

The distance over which the mist effect fades in.

Falloff

The falloff progression of the mist.



Light subpanel

Diffuse

Direct

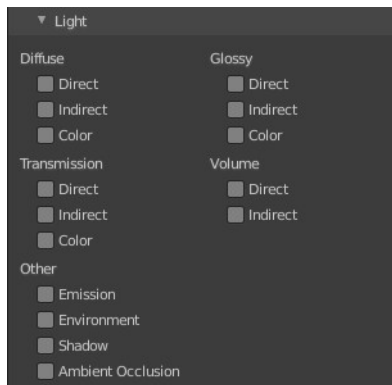
Deliver direct pass.

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 subpanel

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.

Include Settings

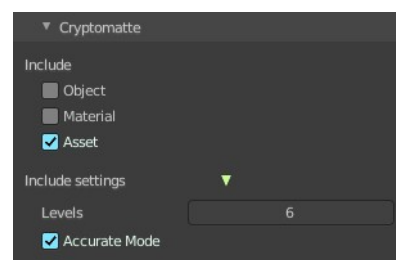
These settings appears when you tick one of the above includes.

Levels

How many unique objects can be distinguished per pixel.

Accurate Mode

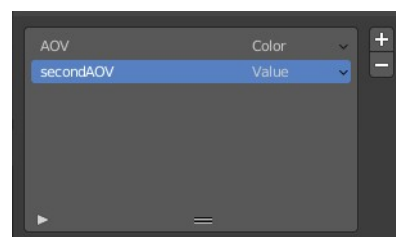
Generate a more accurate cryptomatte pass. This feature renders at the CPU only, and consumes more memory.



Shader AOV subpanel

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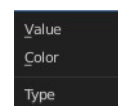
List of AOV

Name

The name of the render pass. This is the Name that is referenced in the AOV Output node. You can name it as you like as long as the name does not conflict with enabled built-in passes.

Data Type

Right clicking at the black triangle at the end will reveal the type menu.



Shader AOVs can either express a Color or a Value variable. The Color variable as the name suggest can be used for a color but also a normal value. A Value variable can be used for any single numerical value.

Add AOV

Adds an AOV to the list.

Remove AOV

Removes the selected AOV from the list.

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.

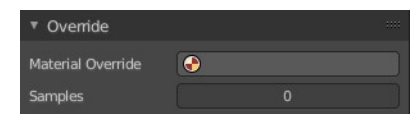
Freestyle

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



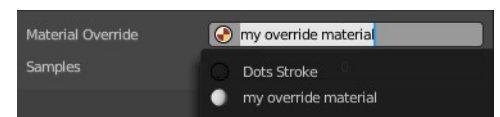
Cycles - Override Panel

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.