



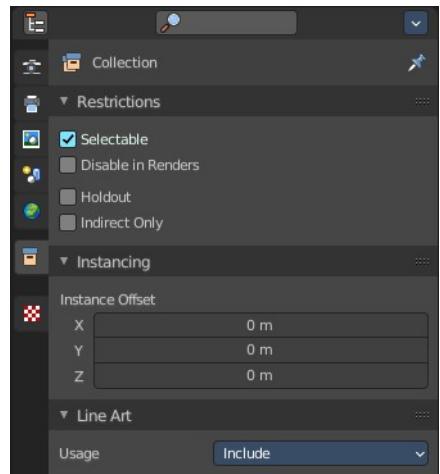
26.7 Editors - Properties Editor - Collection Properties Tab

Table of content

Collection Properties Tab.....	2
Restrictions Panel.....	2
Selectable.....	2
Disable in Renders.....	2
Holdout.....	2
Indirect Only.....	2
Instancing panel.....	2
Instance Offset.....	2
Line Art Panel.....	3
Usage.....	3
Include.....	3
Occlusion Only.....	3
Exclude.....	3
Intersection only.....	3
No Intersection.....	3
Collection Mask.....	3
Masks.....	3
Intersection Priority.....	3
Priority Value.....	3

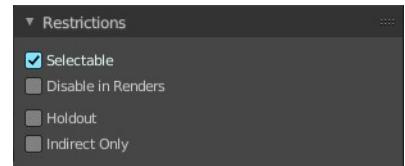
Collection Properties Tab

The world tab provides you with collection related settings.



Restrictions Panel

Set restrictions for the selected collection(s).



Selectable

Make this collection and its content selectable.

Disable in Renders

Don't render this collection and its content.

Holdout

Mask out objects in collection from view layer.

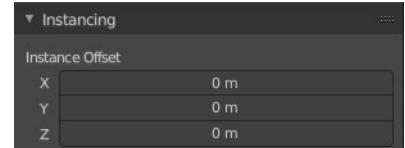
Indirect Only

Make the objects in the collection just contribute indirectly. By light or shadow or reflections.

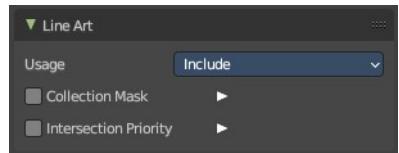
Instancing panel

Instance Offset

Adjust an offset from the origin when instancing the collection.

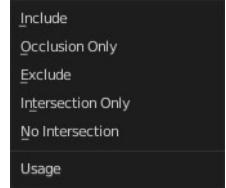


Line Art Panel



Usage

The method to display the line art in this collection.



Include

Generate feature lines for this collection.

Occlusion Only

Only use the collection to produce occlusion.

Exclude

Don't use this collection in line art.

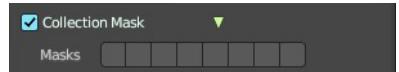
Intersection only

Only generate intersection lines for this collection

No Intersection

Include this collection but do not generate intersection lines.

Collection Mask



Use custom intersection masks for faces in this collection.

Masks

You can use up to 8 masks, starting with value 0.

Intersection Priority



Assign intersection priority value for this collection.

Priority Value

The intersection line will be included into the object with the higher intersection priority value.