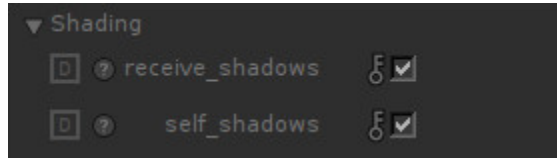


Shading



receive_shadows

Determines whether or not the object picks up shadows from other objects.

self_shadows

Determines whether or not the object casts shadows on itself.



Disabled



Enabled

- [Volumetrics](#)
- [Displacement](#)