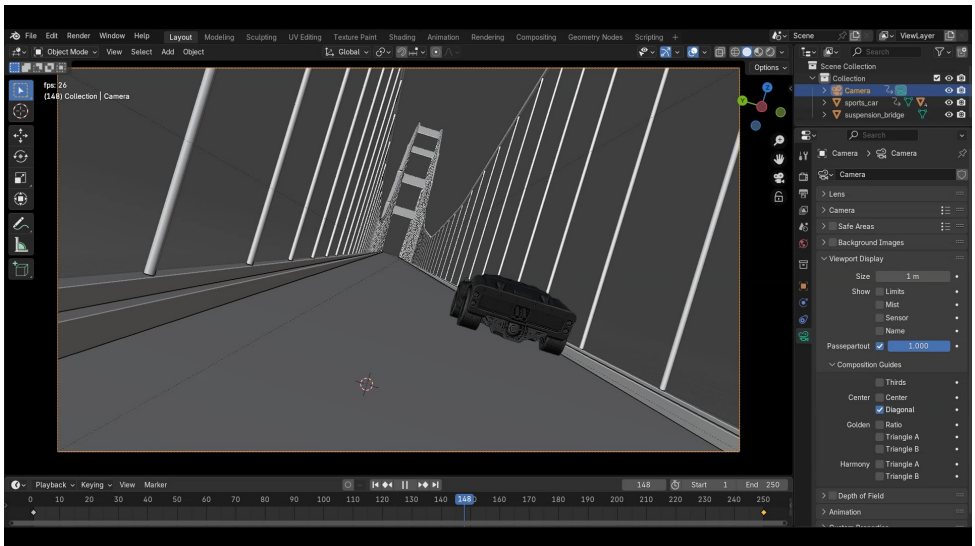


Passepartout, Safe Areas, and Composition Guides of the Camera in Blender
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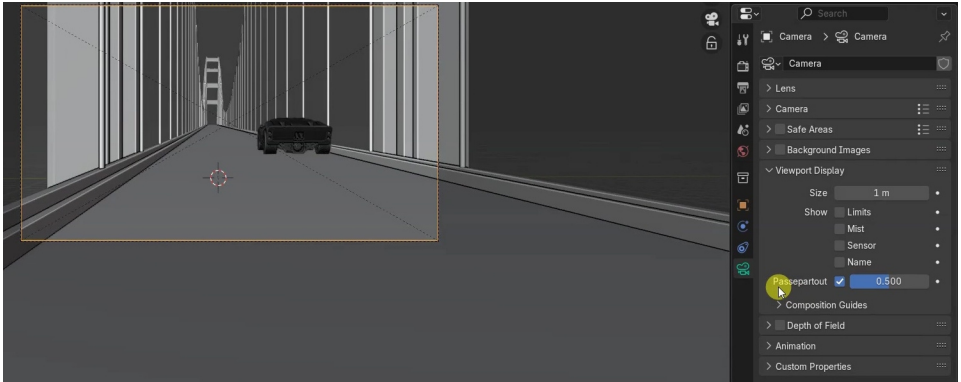
Hello everyone! In this video, we'll go through an overview of the tools and features of the Camera objects in Blender. Specifically, we'll cover the Passepartout option, the Safe Areas, and the Composition Guides.

As with many of my other video tutorials, the PDF version of this tutorial is available for free download at the link in the description. This is also a great time to subscribe to the channel and enable notifications so you won't miss upcoming tutorials!

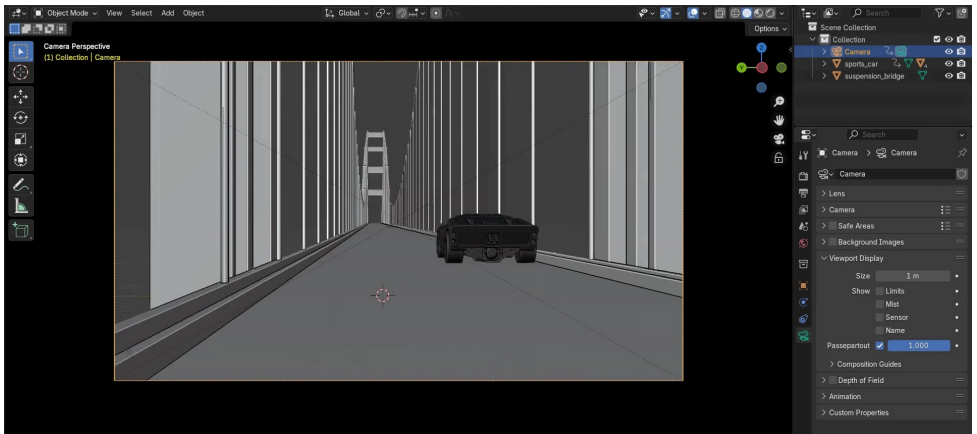
The first topic of this tutorial is also the one that will take the least time. It's the Passepartout option, which allows you to darken the areas outside the frame of the virtual camera.

This option is located within the **Viewport Display** section of the **Object Data Properties** tab of the camera. You might actually find it enabled by default, as areas outside the frame generally appear darker than the rest in the Camera view.

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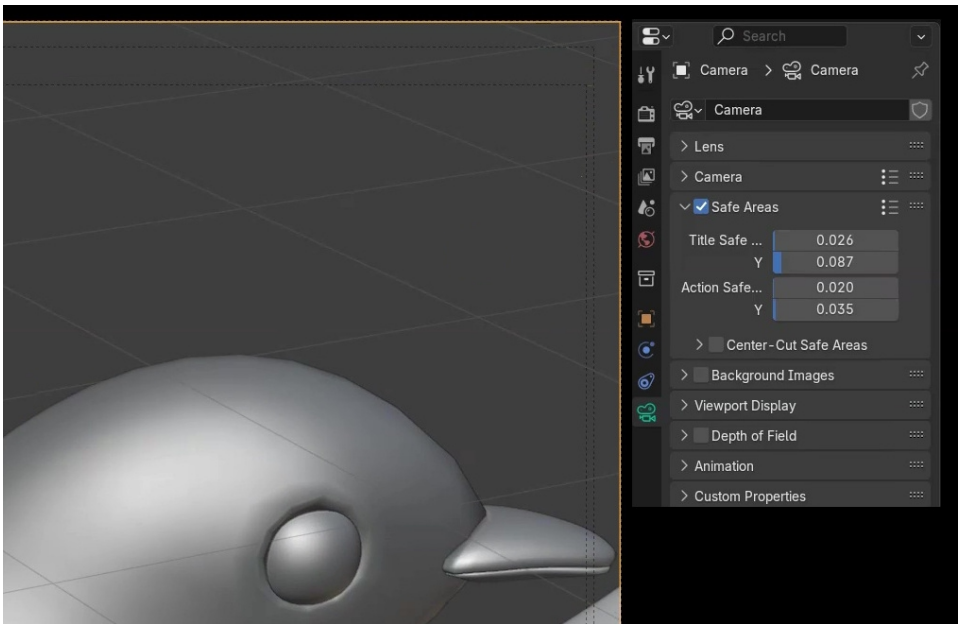
However, you can adjust the brightness of these areas by modifying the **Passepartout Alpha** parameter, making them completely black with a value of 1 for this parameter. This is a great way to focus solely on what is framed by the virtual camera, without being distracted by elements outside the frame, particularly when working with animations, to get a good preview of the final render.



Let's move on to the second topic of this tutorial: the Safe Areas. These are sections of the frame where you can position elements to ensure they will be visible on different screens.

The issue of boundary zones not being visible on some devices is called **Overscan**, and, to be fair, it mostly concerns older televisions with cathode-ray tubes or devices receiving signals from analog ports like VGA. However, in many countries, the values for Safe Areas in television broadcasting are regulated, so it may be necessary to set these values correctly.

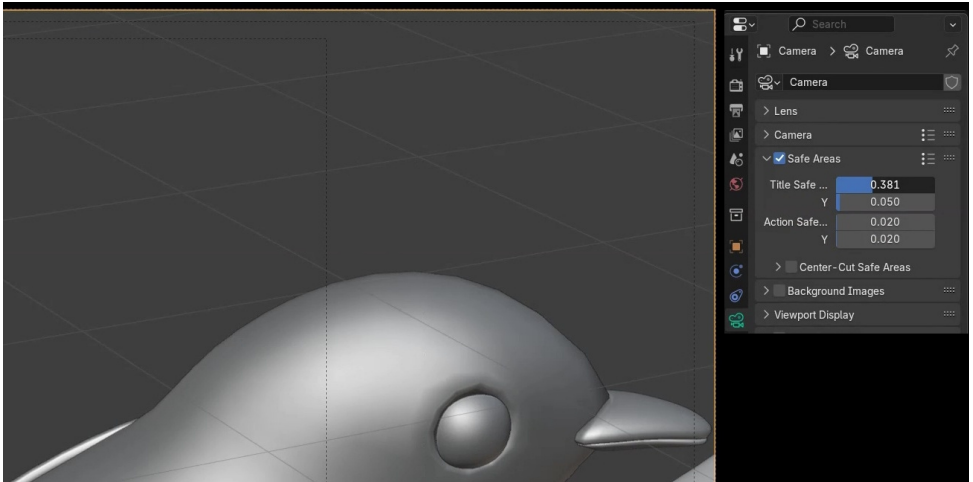
The two areas that can be displayed in the Camera view in Blender are called **Action Safe** and **Title Safe**. To display them, you need to enable the **Safe Areas** section in the **Object Data Properties** tab of the camera.



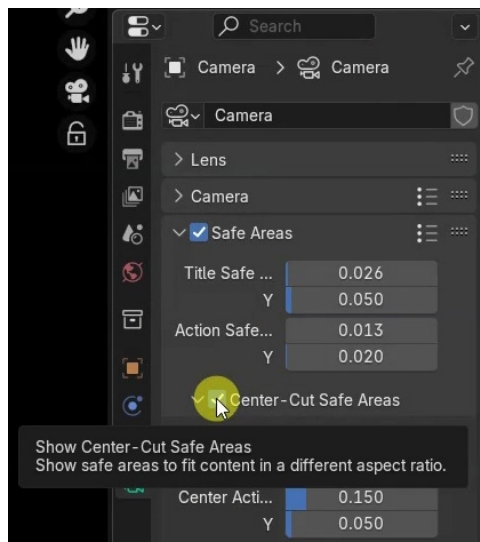
By enabling this option, Blender allows you to adjust the size of the various areas with a factor from 0 to 1 for both the X and Y dimensions.

The **Title Safe Area** is the innermost one, and all elements visible within it should be visible on virtually all devices.

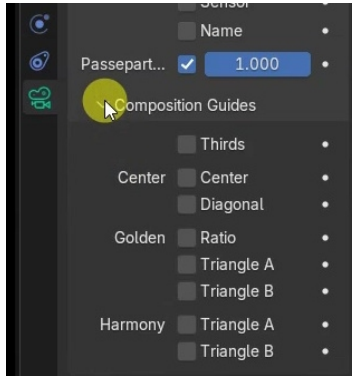
The **Action Safe Area** is larger than the Title Safe Area and represents the safe zone for devices with high accuracy, minimizing overscanning.



In the **Safe Areas** section, there is an optional subsection called **Center Cut Safe Areas**, which allows you to specify two additional areas with an aspect ratio different from the others. This can be useful for defining Safe Areas for devices with a 4:3 aspect ratio or other ratios different from the 16:9 widescreen format, which might further crop the image, especially on the sides.

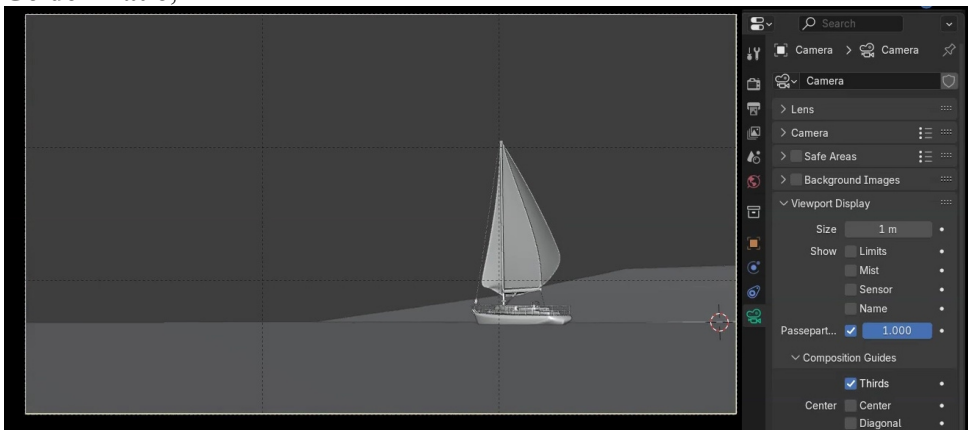


Let's conclude with the third and final topic of this tutorial: **Composition Guides**. These are guidelines that can be enabled in the **Viewport Display** section. They are visible only in the Camera view and not in the final rendering, and they help with the visual composition of a frame.

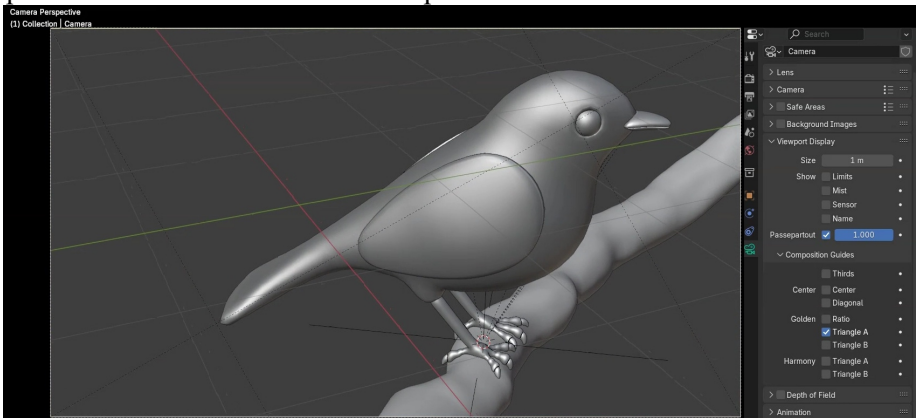


Composition Guides are photography concepts that deserve a separate deep dive, but I won't go into that level of detail here. I'll simply mention that they follow classic compositional principles, such as the rule of thirds, the golden ratio, diagonals, and others, to help you either position subjects and points of interest in a way that captures attention or arrange elements in a harmonious, balanced, and aesthetically pleasing manner.

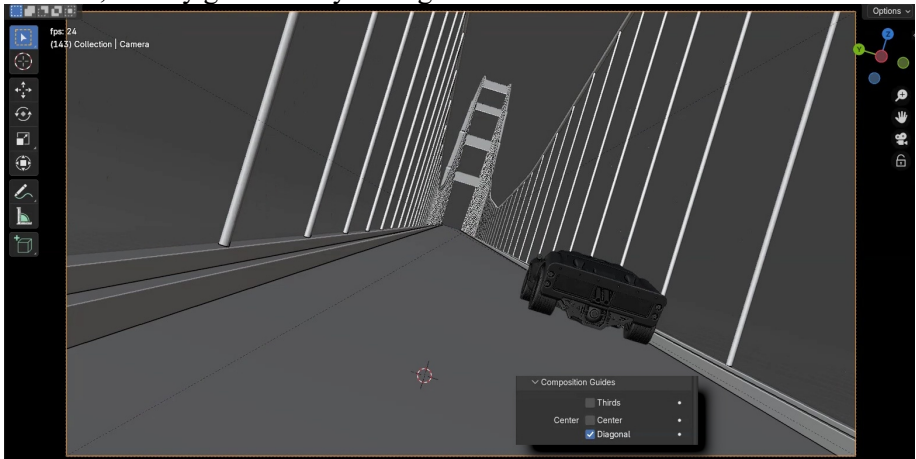
For example, **Thirds** divides the frame into a grid, suggesting that the intersections of the grid lines are ideal spots to place the main subjects or points of interest. Similar to Thirds, but based on the values of the golden ratio, there's **Golden Ratio**, located further down.



The options under the **Golden** section use the golden ratio to achieve an elegant and harmonious balance. For instance, the lines of the **Golden Triangle** can help align key elements of the subject along the triangle lines, balance the composition by arranging filled and empty spaces, or direct the viewer's attention by placing important elements at the intersection points of the lines.



Diagonals are particularly suited for frames that need to convey dynamism and movement, as they guide the eye along inclined lines.



When preparing frames for your renderings, enable the Composition Guides that best suit your needs to get valuable assistance in selecting the right framing!

That's all for this tutorial! I hope you found it helpful. See you soon!