

At this frame, this bubble is supposed to be Visibility Disabled.



**Dope sheet**

The Dope Sheet editor for 'ivbubble' shows a 'SphereAction' with various parameters: X Location (0.448045), Y Location (-0.32612), Z Location (1.64172), X Euler Rota (0°), Y Euler Rota (0°), Z Euler Rota (0°), X Scale (0.936476), Y Scale (0.936476), and Z Scale (0.886841). Below these are 'Restrict View' and 'Restrict Rend' options. A 'Sphere.001' object is listed below with 'Camera visibility' checked. The Outliner shows 'ivbubble' with a visibility icon circled in red.

**Octane Properties**

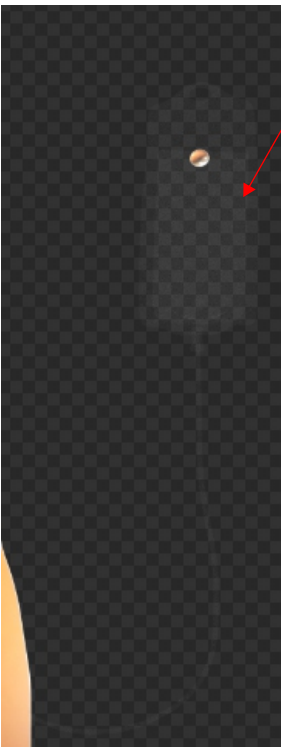
Visibility:

General visibility: 1.00

Camera visibility

Shadow visibility

And this frame (downstream from above), IV bag is supposed to be Fully Visibility Disabled - not partially- not a ghost.



**Dope sheet**

The Dope Sheet editor for 'IVBAG' shows an 'IVBAGAction' with various parameters: X Euler Rota (-177°), Y Euler Rota (0.627°), Z Euler Rota (177°), X Scale (-0.02158), Y Scale (-0.02158), Z Scale (-0.02158), X Location (0.51553), Y Location (-0.23284), and Z Location (1.12611). Below these are 'Restrict View' and 'Restrict Rend' options. A 'Key.004' is shown with 'Value (liquid)' (0.243053) and 'General visibility' (0.00). A 'Vertex Object 1' is listed below with 'Camera visibility' and 'General visibility' (0.00) checked. The Outliner shows 'IVBAG' with a visibility icon circled in red.

**Octane Properties**

Visibility:

General visibility: 0.00

Camera visibility

Shadow visibility