

# Introduction



Both Free 3Delight<sup>NSI</sup> and 3Delight<sup>NSI</sup> come with the following components:

Plug-ins	
<b>3Delight for Maya</b>	Our proprietary rendering plug-in for Autodesk® Maya®. <a href="#">User's Manual</a>
<b>3Delight for Katana</b>	Our proprietary rendering plug-in for Foundry's KATANA. Note that 3Delight is built-in KATANA free of charge for interactive renders. For this reason, 3Delight for Katana is not included as part of the Free 3Delight <sup>NSI</sup> package. <a href="#">User's Manual</a>
Standalone Tools	
<b>renderdl</b>	The command line NSI renderer. This program reads a binary or ASCII-encoded NSI files and outputs an image. <a href="#">Documentation</a>
<b>3Delight Display</b>	An advanced image viewer offering several unique features: image layers presentation in contact sheet form, thumbnail view of previous renders and easy A/B comparison, graphical presentation of rendering statistics, real-time light mixer and user friendly tools to inspect images in details.  * The application is named i-display for launching using the command line.
<b>oslc</b>	The Open Shading Language <a href="#">compiler</a> . It can be used to compile custom OSL shader nodes both for <a href="#">Maya's HyperShade</a> and Katana.  * The compiler is provided with the package for convenience and is built from the main source tree without modifications.
<b>tdlmake</b>	The texture optimizer. This program reads a number of input image files and produces a TIFF optimized texture for the renderer. <a href="#">Documentation</a>  <i>* 3Delight now automatically optimize textures if they are not. So no user action is necessary in the general case. Optimizing textures by hand prior to rendering could potentially save a little bit of time at render start.</i>
Libraries	
<b>lib3delight</b>	A library that can be linked to other applications to render images. The library implements the <a href="#">NSI API</a> .