

mipmapTIFF



3DelightmipmapTIFF

Hypershade shading network

Hypershade shading network 2D texture 3Delight for Maya

1. The file extension is: .tdl
2. The file extension is: .tdl.tif

[3Delight Data Locations](#)

3Delight for Maya tdlmake '.tdl' 'TIFF'.tdl.tif 'Hypershade 2D texture

```
tdlmake -preview mytexture.jpg mytexture.tdl
```

[3Delight-UserManual.pdf](#) "3.3 Using the Texture Optimizer - tdlmake"



MayaTIFFMaya tdlmake '-preview' Maya