Limitations

3Delight for Maya tries to closely replicate *Maya* behaviour when rendering. There are however some features which are not supported or have some restrictions on how they can be used.

Lights

- SpotLight effects such as: *Light Glow*, *Intensity Curve* and *Color Curves* are not supported.
  Light Fog can be however achieved using a Fluid/Volume container.
- SpotLight *Decay Regions* are not supported.
- PointLight effects such as: *Light Glow* are not supported.
  Light Fog can be however achieved using a Fluid/Volume container.
- AreaLight effects: *Light Glow* is not supported.

Particles

- The following render types are not supported: *MultiPoint*, *MultiStreak*, *Numeric*, *Tube*.
- Cloud particle type is supported, but the following "particleCloud" shader attributes are not supported: *Glow Intensity, Blob Map, Roundness, Tran slucence, Noise Aspect, Noise Anim Rate, Solid Core Size, Normal Camera, Translucence Coeff, Surface Shading Shadow* and *Filter Radius*.
- Cloud particle type should be rendered with *Render Engine* set to *REYES*.

Fur

- *MayaFur* applied on subdivision surfaces is not supported. Use XGen instead.

Hypershade

- The layeredShader node will only produce correct arbitrary output variables if the following conditions are met:
    1. The transparency of the layers is not set directly but rather connected to each shader's transparency output.
    2. There is only one layeredShader node in the network.
    3. The only surface shaders in the network are the ones connected to the layeredShader node.
    4. The Compositing Flag attribute is set to Layer Shaders.
- The following nodes are not supported: hairTubeShader, envBall, envSky, movie, water. Nodes in the *Volumetric* section, other than "fluidShape", are also not supported.

Fluids

- 2D Fluids are not supported.
- Cylindrical drop-off is not supported.
- Noise contrast is approximate.
- Fluids cannot be motion blurred.
- When using the "fluidShape" volumetric shader in the Hypershade, attributes under the "Lighting" group are not supported.

Xgen

- Xgen is supported as of *Maya 2015+ (meaning XGen in Maya 2014ext is not supported*)

Bifröst

- *Bifröst* liquids (*Maya 2015*) cannot be renderer directly (without polygon meshing) due to lack of *Maya API* for generating the iso-surface. This may change in future versions of Maya.