

# Conceptual Overview

Here is an overview of the components and concepts behind *3Delight for Maya*.

## 3Delight Render Settings

All rendering options for *3Delight for Maya* can be edited in *Maya's Render Settings* dialog. Since all these options are stored by *3Delight for Maya* as attributes, they can be edited in *Maya's Attribute Editor* as well. These attributes not only defines rendering options (such as sampling, filtering, etc.), they also specify the list of objects to use for rendering. The rendering options are neatly organised into five categories. See [The Render Settings](#).

## 3Delight Render Pass

Since *3Delight for Maya* encapsulated all the options of the Render Settings into what we call *Render Pass*, it is possible to save and name multiple sets of *Render Settings*. Although it is not necessary to have more than one, having the possibility to define multiple render settings gives increased flexibility in the production pipeline. See [The Render Pass](#).

## 3Delight Materials

*3Delight for Maya* comes with a set of handy *physically-plausible* HyperShade materials. See [Materials and Shaders](#) for a complete description.

## 3Delight Attributes

*3Delight for Maya* defines additional attributes on some *Maya* nodes. See [The 3Delight Attributes of Maya Nodes](#) for a complete description.