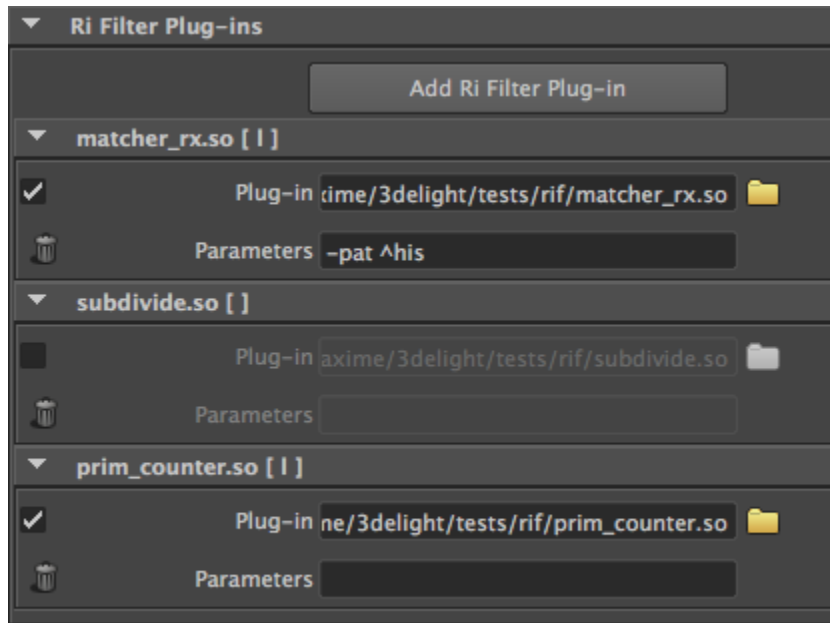


Advanced: Ri Filter Plug-Ins

Overview


Ri Filter Plug-Ins are user-defined dynamic libraries that can be used to alter the statements received by the *3Delight* rendering core. Instructions on how to develop a *Ri Filter Plug-in* are beyond the scope of this manual, but are fully explained in the [3Delight-UserManual.pdf](#), section 7.17 "Using Ri Plug-in Filters".

The *Ri Filter Plug-Ins* group of attributes specifies the list of *Ri Filter Plug-Ins* that will be used when rendering, and in what order they will be applied.

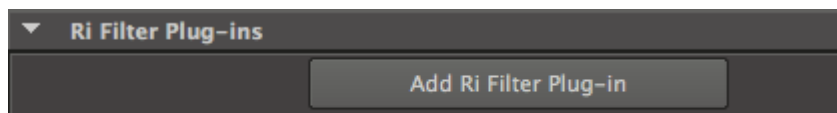


An example RiFilter Plug-ins setup showing three filters configured

In the example illustrated above, since the 'subdivide.so' filter is deactivated, the filters applied when rendering will be 'matcher_rx.so' (first filter applied) and 'prim_counter.so' (second filter applied).

 The filters are applied in the same order they are added (and displayed).

General controls



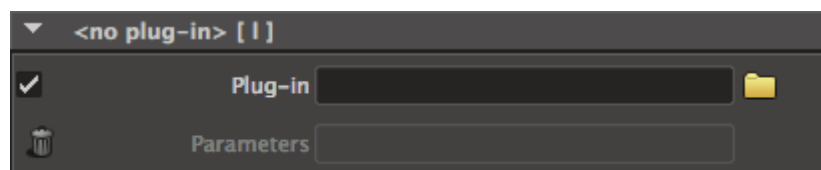
The Ri Filter Plug-Ins group

There is a single control outside of the per-filter groups:

Add Ri Filter Plug-in

Clicking on this button will add a per-filter plug-in group.

Per Ri Filter Plug-In controls



A Ri Filter Plug-in group

Each *Ri Filter Plug-In* is shown in its own group. The group title contains the plug-in name and an indicator of the 'Active toggle' between square brackets. The group offers the the following controls:

Active Toggle

Controls if the filter will be used for rendering or not. This toggle is on by default.

Plug-in

The text field contains the file path to the filter dynamic library. Clicking the folder button next to it will display a file browser that can be used to locate the filter dynamic library.



Remove Ri Filter Plug-in

Clicking on this button will remove this filter group.

Parameters

Specifies the parameters that will be passed to the filter.