# The 3Delight Shelf and Menu

Upon loading the *3Delight for Maya* plug-in, a *3Delight* shelf will be installed.



*The 3Delight shelf*

The shelf has three sections: rendering & render settings, object creation, and material creation. The *3Delight* menu also offers most of the shelf actions that are related to rendering, render settings and object creation.

## Rendering & Render Settings

### Rendering

Use these shelf buttons to start a new rendering or stop an ongoing one. See Rendering with 3Delight for more details about rendering.

| | |
|---|---|
|  | Start an interactive rendering. |
|  | Start a live (IPR) rendering. |
|  | Abort render. |
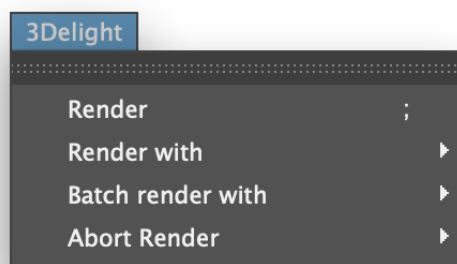


### Render Settings

Use these shelf buttons to create or select *Render Settings* nodes. See Render Settings for more details.

| | |
|---|---|
|  | Create a new *Render Settings* node and set it as the current *Maya* selection. The new *Render Settings* is shown in the *Attribute Editor*. |
|  | Set the specified *Render Settings* node as the current *Maya* selection. The selected *Render Settings* is shown in the *Attribute Editor*. |
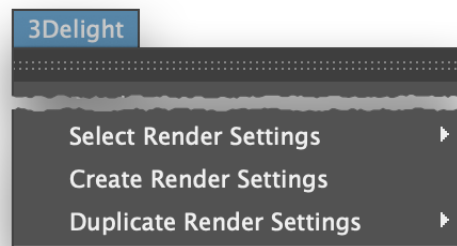


## Object Creation

The following shelf buttons can be used to create new scene objects.

| | |
|---|---|
|  | Create a new *Maya* area light with a quadratic decay rate. |

| | |
|---|---|
| | Create a new incandescence light. |
| | Create a new environment light. |
| | Create a new 3Delight Set to define object attribute overrides. The objects in the current Maya selection become members of this set. |
| | Create a new 3Delight Open VDB shape assigned to a new 3Delight Open VDB shader. |

**3Delight**

Create Environment
Create Incandescence Light
Create Open VDB
Create Set
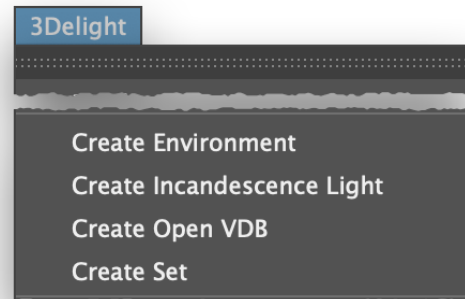
## Material Creation And Assignment

The following buttons can be used to create a new material and assign it to the objects in the current *Maya* selection.

Right-clicking on the buttons will show an *Assign Existing:* menu listing all existing materials of the type specified by the button. Choosing one will assign it to the objects in the *Maya* selection

| | |
|---|---|
| | Create and assign a new 3Delight Material. |
| | Create and assign a new Skin material. |
| | Create and assign a new 3Delight Hair and Fur material. |
| | Create and assign a new Metal material. |
| | Create and assign a new Glass material. |
| | Create and assign a new Substance material. |
| | Create and assign a new Layered Material. |

## Other Menu Items

| | |
|---|---|
| Preferences... | Show the 3Delight Preferences. |
| Help... | Open the 3Delight documentation in a web browser. |
| About... | Show information about the 3Delight for Maya version and licensing. |

**3Delight**

Preferences...
Help...
About...